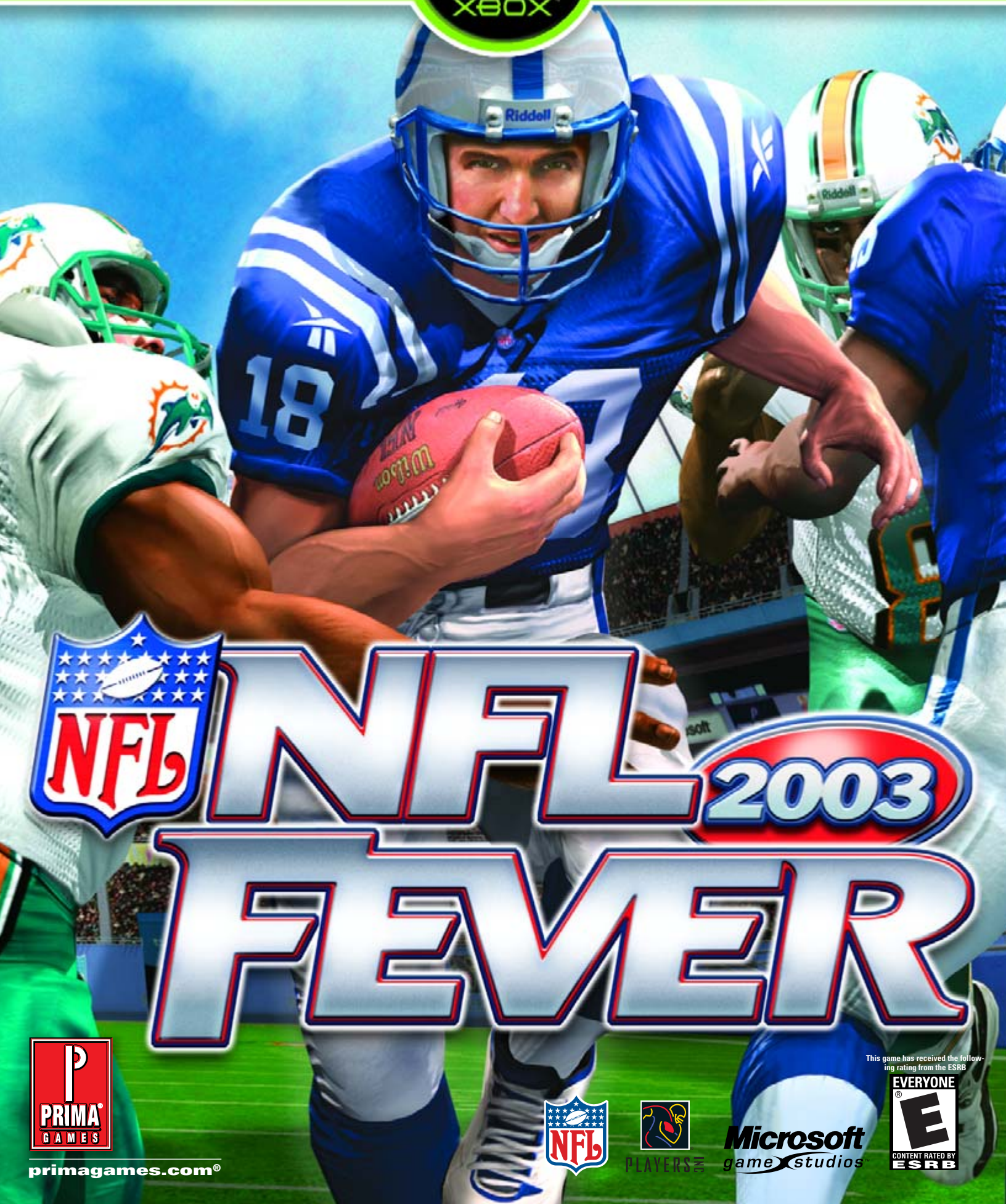


PRIMA'S OFFICIAL



STRATEGY GUIDE



NFL 2003 FEVER



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PLAYERS

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EVERYONE





Prima's Official Strategy Guide

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We've Got You Covered!

Are you ready for Xbox football? Last year, *NFL Fever 2002* helped establish Xbox gaming. Now, Microsoft is back and *NFL Fever 2003* is better than last year's version. The visuals are awesome and the gameplay has improved. With Xbox Live, you can now take your game online and see how you stack up with the best *NFL Fever* players.

We've got it all covered in this strategy guide. Want to know how to maneuver through Training Camp? We've got you covered. Want in-depth analysis of every play in the game? We've got you covered. Need help in Dynasty mode? We're here to help. Need a tip to help out your multiplayer games? We're there to help. Every tip, trick, and piece of information we could find has been crammed into this guide. Practice up and get ready to dominate your friends.



You are in total control of the game. When the pass is in the air, switch to the nearest defender and leap for the ball. With the instant control that *NFL Fever 2003* provides, you'll be there to make the key interception.



Once you're on offense, air it out with a quick strike down the field. With *NFL Fever 2003* you can make spectacular leaping and one-handed grabs. You have the best shot at coming down with the ball because you're in total control.



When running the ball, know the strengths of your running back. Do you have a power back like Jerome Bettis? Pound the ball inside and take it to the defense.



What you really want to do is score, right? Select from one of more than 400 offensive plays and go to work. Take the snap, roll out to the left, and air the ball out to your receiver. Perfect pass! You're in the end zone for the score. This year's playbook has new plays to help round out the West Coast Offense and your two-minute drill.



Need a football refresher? Check out *NFL Fever's* exclusive Chalk Talk. There are tons of new tips to help you get into the game. Straight from the developers of the game, you will get the tips and training you need.



If Chalk Talk isn't enough, and you need something a little more "hands-on," try out Training Camp. *NFL Fever 2003* offers a series of drills to improve your skills.



Training Camp

Running

NFL Fever 2003 has the perfect setup to hone your football skills. Select Practice from the main menu, then pick Training Camp. Like the real NFL, Training Camp is where the players brush up on their skills before the season begins. Training Camp isn't only for players who are new to console football games. It helps any player learn the ins and outs of the control setup in *NFL Fever 2003*. You will complete drills in running, passing, tackling, and kicking—everything you must know to compete.



The first drill in the running portion of Training Camp is simple: run through the series of cones in 15 seconds or less. Use the analog stick to follow the on-field arrows through the series of cones.



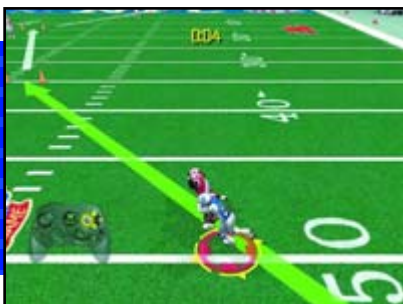
The second drill is called Turbo. In Turbo you learn how to use your runner's speed burst capability. When you press and hold the Turbo button, a small lightning bolt icon appears above your player, telling you that the player is moving faster than normal. Watch how the color of the lightning bolt fades the longer you hold it. As in real life, your players can give boosts from time to time, but they cannot sustain the extra energy output. Follow the same path through the cones, this time tapping the Turbo button to make it in the required 12 seconds.



The third drill is called Spin Move. This drill has you run through the now-familiar series of cones again, with a defender trying to stop you. Get past your opponent by executing a Spin Move. When he comes toward you, hit the Spin Move; your runner will slip through the defender's fingertips.



Practice knocking over the defender with the Shoulder drill. You'll run through the cones, and once again the defender comes out to stop you. This time, execute a Shoulder Charge to knock the defender over and keep on running. If you time it right, you'll knock the defender on his back.

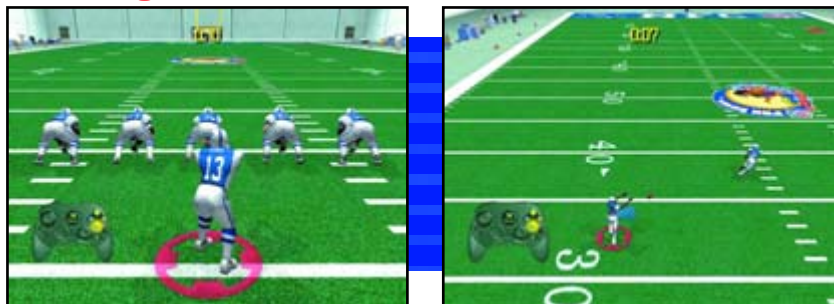


If you are too late, the defender will knock you over. This costs precious time, and you will fail the drill.



The last running drill is called Mixed. Use a combination of the four previous drills to reach the end zone. Now that you have the running game under control, head over to the passing drills.

Passing



As with the running drills, there are five passing drills, but they are all essentially the same. Press **A** to hike the ball, then press the corresponding button on the controller (**△**, **○**, **×**, **□**, **Ⓜ**) to complete the pass. Don't worry about leading your receivers. Follow the onscreen instructions before each drill, and you will know which receiver to throw the ball to.

Kicking



The kicking drill is tricky. Line up the kicking arrow with the with the zone you want to hit, then kick with the right amount of power. This is a good drill, so take a minute to practice each time you turn on the game. Field position is critical in football, and it's important to learn how to punt the ball deep into the corner (so the other team can't run it back) and kick the ball shallow for an inside kick attempt. Practice this drill often until you can peg each of the six zones in six tries.

Tackling



You've exploded through the line of scrimmage on the blitz and the quarterback is in your sights. You dive to make the

sack but come up with air. This situation has happened to you before, right? Well, *NFL Fever 2003* has the tackling drills set up to help ensure you won't let that offensive player out of your grasp.

Inside the NFL



In the NFL, teams practice on and off throughout the off-season through minicamps that focus on the fundamentals of football and the basics of that team's offense and defense. As the summer heat builds, the teams open up the full-blown training camp to prepare players for the preseason and regular season. Training camp in the NFL is grueling, with two practices a day and videotape sessions where players look over their own performances and those of their opponents.



The first couple of drills are with stationary targets. Run up and tackle the offensive player. Then, dive at the player to bring him down. In the last one, bring down the players who run away as you approach. Use the Turbo button to get a boost of speed and dive to trip up the offense. Hit this drill every time you power up *NFL Fever 2003*; it will give you the edge to ace out the computer opponent or your friends in multiplayer action.

Understanding Offense

Getting the Ball into the End Zone

The goal on offense is getting the ball into the end zone, right? It sounds simple enough. Drive the ball down the field and in for the score. Getting it there isn't enough. If you chuck the ball downfield 75 yards, you'll score a touchdown. But you'll take only 10 seconds off the clock—you'll give the other team the ball lots of time to score. Learn to put together drives that control the clock and keep the other offense off the field. They can't score from the sideline.



Winning teams have an offense that controls the clock and keeps the other team's offense off the field.



In this chapter we'll give you the skills to march long scoring drives. You'll still get the ball in the end zone, but you'll control the clock.

Running the Ball

You must be able to run the football. If you keep passing, the defense will start calling dime defenses that double-cover every receiver. You'll throw incompletions at best, and toss interceptions all game. You'll also limit the amount of time you have the ball, because the clock stops with each incomplete pass. Run the ball to take time off the clock and keep the defenders close to the line of scrimmage—this opens up the passing game.

Running Inside

To run the ball inside effectively, quickly get to the hole and follow your blockers. On run plays when you have a blocking fullback, stick with him. He can take out the linebacker and give you a chance for a big gain. Use Turbo (L) to explode through the hole. If a tackler is in front of you, use the Shoulder Charge (X) to run right through him. Don't bother with a Spin Move (B) because there isn't enough room to pull it off. Frequently, there are knocked-down linemen in front of you on an inside run. Hurdle over them (A) to get through the hole.

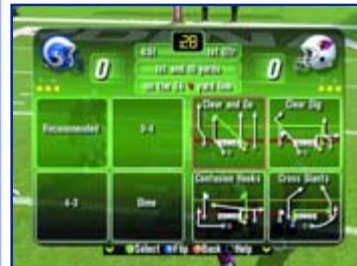


When you have a fullback as a lead blocker, stick close to him. He can take out the linebacker and open up the hole for you.



Play Selection

The *NFL Fever 2003* developers put in hundreds of plays. Try out a good portion of them. If you keep calling the same play, your offense becomes predictable. You can't do this for long—especially against human opponents. They'll eat you alive by picking off your passes and hitting the ball carriers in the backfield for losses. *Vary your play selection.* It's a good way to spread the ball around and keep the defense guessing.



NFL Fever 2003 has hundreds of plays. Try the new ones.



If you call the same play over and over, the defense will key in and block the pass or come up with the interception.



Keep the defense guessing and strike a balance between the run and the pass.



Use Turbo to explode through the hole. With a run inside, it's all about getting to the hole before the linebacker can close it.



If a tackler is in front of you, try a Shoulder Charge to run him over.



Don't bother with a Spin Move here. There isn't enough room and you'll spin into one of your blockers or another tackler.



On inside runs, linemen may lie on the ground in front of you. Hurdle over them to get through the hole.



Make sure the defense isn't stacked up on the line of scrimmage when you call a run play inside.



Ideally, call a run play when the defense is spread out. The best inside running attack comes from the Pro and I sets.



Running Outside

Running the ball outside is all about getting to the corner quickly. Get the ball on a handoff or toss, and use Turbo (A) to reach the outside. Turn the ball downfield right away. The longer you run left and right, the better chance the defense has to catch you in the backfield. Once you are outside, make the first tackler miss. Use the Spin Move (B) to leave the tackler grasping at air, try a Stiff-arm (Y) to knock him back, or a Juke (D or R) to shake him. Hurdle (L) over a diving tackler to make him miss. Watch downfield for blocks from the wide receivers.

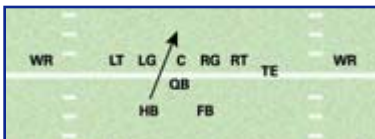


Use Turbo to get outside quickly, then turn downfield.

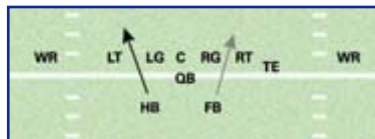


Once you're charging downfield, your object is to make the first tackler miss. Use all the special moves to turn this run into a big gainer. Try the Spin Move, Stiff Arm, Juke, or Hurdle.

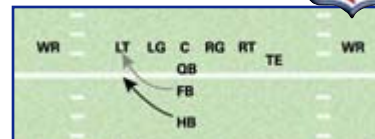
Know Your Running Plays



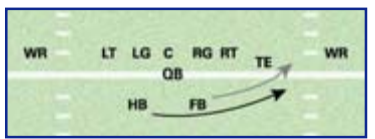
Dive: The QB quickly hands the ball off to the running back. The running back hits the hole as fast as possible. A variant of the dive play is the lead. It's the same play, except the running back has a lead blocker through the hole.



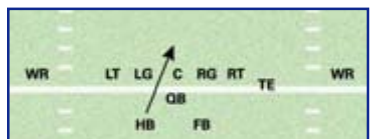
Counter: This is a misdirection play. While one back runs one way, the other back takes the ball and goes the other way. The linemen and running back must run as if the ball is going in that direction. The success of this play depends on the willingness of the defense to believe in the initial fake.



Off-Tackle: The running back goes for the outside of the line just behind the tackle at the end of the offensive line. The lead blocker helps to clear the way as this running play attacks the outside line-backer and defensive end.



Sweep: This is a power running play to the outside. Get the ball around the corner fast. Speed and making the first tackler miss are the keys.



Draw/Delay: Instead of attacking the defense, the linemen drop back into pass protection. The draw or delay play deceives the defense into thinking it's a pass play, but it's not. After a moment's delay, the QB hands off the ball to the running back. Draw the linemen upfield as the running back explodes through the middle.

Know Your Running Back



One of the biggest changes on offense in *NFL Fever 2003* is in the running game. You must know your players and use their strengths when you select offensive plays. Speedy running backs like Warrick Dunn and Tiki Barber will fare far better running the ball outside on sweep and off-tackle plays than they will on dives and draws. Power runners like Jerome Bettis and Ron Dayne have the size to run over guys, so slam it up the middle.

While big, power runners are fast; they usually lack the speed to turn the corner on sweep and outside runs. If you have big running backs like Bettis or Dayne, a good way to get them outside is with swing passes. They have a head start on getting to the corner, and once they get going, they can use their power and size to roll through linebackers. Knowing your personnel is key. Know their strengths and weaknesses well enough to call the plays that will use their skills in the best way.

Slide!



Sometimes your quarterback has no other choice but to take off running—the receivers are covered downfield. Controlling your QB on the run is like controlling a running back. You can perform a Spin Move, Hurdle, Juke, Turbo, or do a Shoulder Charge. Because you can perform all of those moves, doesn't mean you would actually want to. Your quarterback is arguably the most important person on your offensive squad—and he's not like a running back who is used to getting hit. Once you've gotten past the line of scrimmage, press **Slide** to slide and avoid the big hit.



If you have a big powerful running back like Ron Dayne of the New York Giants, run the ball inside and bowl over the defense.



If you have a speedy running back like Tiki Barber of the New York Giants, run the ball outside. If you're blessed with a complementary pair of backs like the Giants, substitute them in and out and use their abilities to maximum effect.

Passing Plays

After you've got the running game established, air the ball out to pick up yards in bunches. The running plays draw the safeties in, leaving the cornerbacks in single coverage on your receivers. Drop back and send the ball through the air. Vary your targets. If you keep passing to the same receiver, the defense will keep that receiver double-covered, leading to interceptions.



After you've successfully established the running game...



...drop back and air it out to your receivers.



You'll pick up yards in bunches.

Finding the Open Man

You've selected the pass play, but now you must get the ball to the receiver. Each play has a primary receiver. He's the receiver with the green route. But he's not the only receiver you can pass to; he's just the one the play is designed for. If he's covered, look for the other receivers and find an open man.

NFL Fever 2003 lets you know when a receiver is open. As the receiver races through his passing route, the icon above him indicates which button to press when you want to throw him the ball. The icon also changes color. When it's faded, the receiver is well covered. You can still throw him the ball, but odds are that the pass will be incomplete. If the icon is bright, the receiver is open. Get him the ball right away; sometimes receivers are open only for a moment.

Pass Height



You can control the height of your pass by pressing the **Ⓛ** or **Ⓡ**. The trigger should be pressed between the press of the receiver button and the release of the ball. If you want to throw the ball low, press the **Ⓛ** as you release the ball. If you want to throw the pass high, press the **Ⓡ**.



The primary receiver is the one with the green route on the Play Selection screen.



Icons appear over the receivers as they run their routes.



When the player's icon is dull, the receiver is covered.

Vary Your Targets



If the color is bright, the receiver is open. Quickly throw to him.

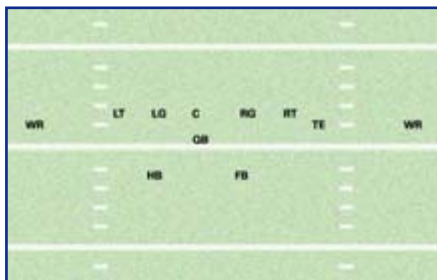


If you repeatedly pass the ball to the same receiver, the defense will double-cover your receiver and come up with the interception.



Call plays for all of your receivers; this helps prevent the defense from doubling your players.

Who's Who on Offense



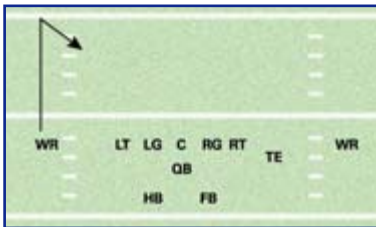
Here's the basic Pro Set formation of the offense and who's who on the field. In multiple-receiver formations, the offense takes out the running backs or tight end and substitutes extra slot and wide receivers.

- LT = left tackle
- LG = left guard
- C = center
- RG = right guard
- RT = right tackle
- TE = tight end
- WR = wide receiver
- SR = slot receiver
- QB = quarterback
- HB = halfback
- FB = fullback

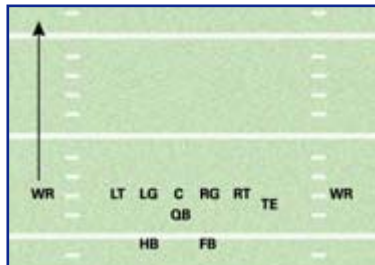


Know Your Passing Plays

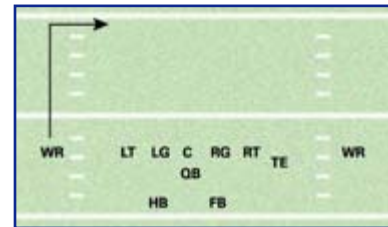
These are the basic passing plays you will find in *NFL Fever 2003*. However, the ones listed here aren't the only routes your receivers run. NFL offensive coordinators mix and match the routes to create new and interesting patterns to confuse the defenders. Just like in the NFL, you can do the same in *NFL Fever 2003*. The receiver can start out on a slant in for a few yards, then cut to a corner route. Or the receiver can start on an out, but then turn it into a streak (often called an Out and Up). To see all of the various possibilities, go over to the User Profiles Menu. Then select Hot Routes.



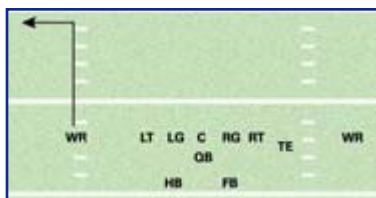
Comeback: On the comeback route, the receiver charges downfield and turns inside back to the line of scrimmage. Get the ball to the receiver as soon as he turns back. Otherwise, the receiver runs too far back to the line and you can't pick up many yards. A variation of this play is the hitch; rather than turn inside, the receiver running the hitch play turns *outside* toward the sideline when returning to the line of scrimmage. The same strategy applies: get the ball to him as he turns.



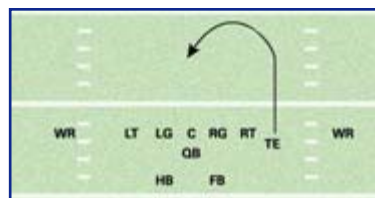
Streaks: On the streaks play, the receiver runs straight downfield. This is a great way to stretch the defense and pick up a quick touchdown. The only trick is to keep the defense away from the quarterback until the receiver can get open deep downfield.



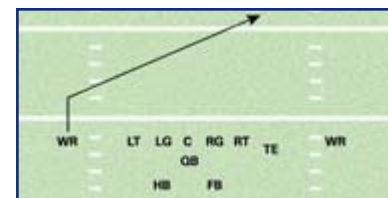
In: The receiver runs downfield and makes a sharp cut to the middle. If the defense has a safety playing a zone in the middle, get the ball to the receiver *before* he makes his cut. If the defense is playing deep in man-to-man coverage, hit him across the middle *after* he makes his cut.



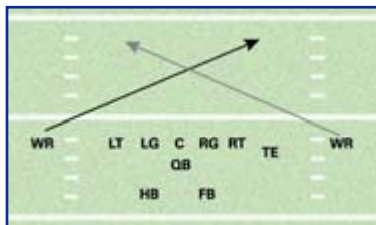
Out: The out play is the opposite of the in route. Instead of cutting to the middle of the field, the receiver makes a cut to the sideline. This kind of route is great for getting the ball to the receiver and then getting him out of bounds to stop the clock. This also works well when the defense is playing deep.



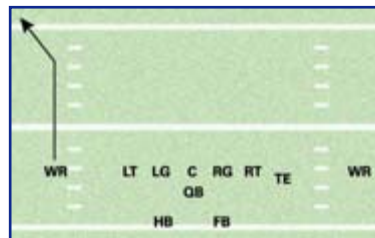
Curl: On the curl route, the receiver runs downfield and then slowly loops back to the line of scrimmage. The longer you wait, the closer the receiver returns to the line of scrimmage.



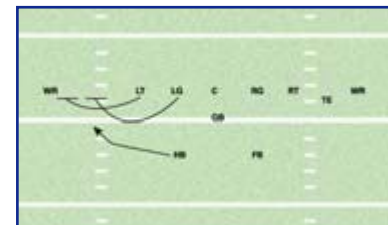
Slant: This route is very popular in the West Coast Offense. The receiver runs a quick diagonal line across the middle of the field. The idea is to get the ball to the receiver in stride and let him run with the ball after the catch. Make the first tackler miss to pick up a lot of extra yards.



Cross: The crossing route uses the defense against each other much like a pick play in basketball. By having two receivers cross paths, you rely on the defenders getting tangled up in each other. Wait for the receivers to cross before delivering the ball to the open one.



Corner: This is a little bit like the out route, but instead of sharply cutting to the sideline, the receiver takes a slant route to the sideline. Like the out play, this is good for getting the ball to the receiver, and then getting him out of bounds to stop the clock.



Screen: The pass is almost always an option for the quarterback. If no receivers downfield are open, swing the ball out to the running back in the flat (the area just outside the offensive line to the left and right). These short passes are like a running game. Once you have the ball, run with it like an outside running play.

Hot Routes

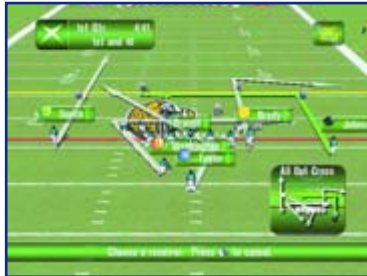


You break from the huddle and approach the line of scrimmage. A quick check of the defense reveals a problem—the area your primary receiver is running to is blanketed by defenders. You could burn a time-out and call another play, but a better idea is to call a hot route. Press **W** to bring up the Hot Routes menu. Then press the button of the receiver whose route you want to change. Follow the onscreen menus and set up a new route for your receiver to send him away from the strength of the defense. Press the receiver's button again, and his route is changed.

The 40-second clock continues to count down as you select a hot route; make sure you have enough time to make the modification so you don't get called for a delay-of-game penalty.



You break from the huddle and approach the line of scrimmage. There is a problem, though—the defense is set up to stuff your play cold.



Press **W** to bring up the Hot Routes menu.



Press the receiver's button and edit his route. Press the receiver's button again to lock in the change.



Instead of running the risk of an interception or an incomplete pass, you've beaten the defense with the modified play.



Be careful: The 40-second clock continues to tick while you assign the hot route. Don't draw a delay-of-game penalty.



Reading the Defense

You've seen it happen thousands of times in the NFL. The quarterback approaches the line of scrimmage and calls an audible. The defense either has a good setup to stop whatever play is coming or the defense has a hole in it that the audible will exploit. When the quarterback approached the line of scrimmage, he did a quick *read* of the defense. NFL quarterbacks know how to do it from their years of experience. But how do you do it in the game?

Find the safeties. Is the free safety or strong safety playing closer to the line of scrimmage than normal? Either the defense thinks you are going to run or the defense is coming on a safety blitz. Be ready. Switching one of your receivers to a Streak pattern and loft the ball deep. Is the free safety playing deep? Is he favoring one side of the field over the other? Take that into account as you come up to the line of scrimmage. A deep safety means he's getting ready to defend the pass and if you're not careful, he can come up with the interception.



Look over the defense as you come up to the line of scrimmage.

Are the defensive backs in man-to-man or zone coverage? Man-to-man coverage works exactly like it sounds. A defender is assigned to each of your receivers. If the other team has a strong group of cornerbacks or a strong pass rush, they'll call a lot of man-to-man coverages. Zone coverage works entirely opposite. Defenders are assigned to an area of the field. As a receiver enters an area, he is picked up by the corresponding defender, and when the receiver leaves the zone (before the ball is thrown) the defender lets him go.

But how do you tell if the defense is in zone or man-to-man coverage? Use motion before the snap of the ball. Drag a receiver in motion and watch the defenders. Did someone follow him in motion? If so, the defense is in man-to-man coverage. Against man-to-man coverage you have to be careful with your passes. A good defender will be on top of your receiver. If no defender followed your receiver, the defense is in a zone coverage. Attack a zone defense by flooding an area of the field with more receivers than the defense has defenders. Tight ends always seem able to find the gaps (or seams) in a zone defense, so watch for your tight end to come open against zone coverage.



If the safeties are up close and you planned to run, audible to a pass play instead. The extra tacklers can stuff any run.



Drag a man in motion to check if the defense is in zone or man-to-man coverage.



Look for the tight ends against a zone defense. They can find the seams of the defense and get open.



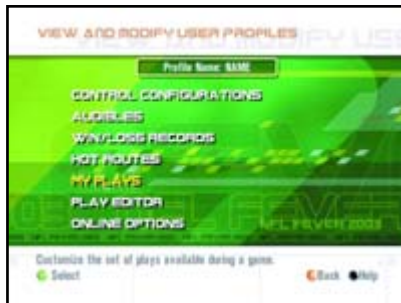
Check how far the cornerbacks are off of the receivers. If the corners are giving your wideouts a lot of cushion, get them the ball quickly.

Designing Your Own Plays

NFL Fever 2003 comes with hundreds of plays on offense. But for some of you that won't be quite enough. You'll want to include plays that you ran yourself, or plays you saw run on television. Don't worry, NFL Fever 2003 has you covered. You can now edit your own plays via the User Profiles menu. Select the My Plays option and you can create any play.



Select User Profiles from the main menu to edit your own plays.



Then select the My Plays option to create your own plays.



Once your plays have been entered, call them in the game. Select My Plays from the Offensive Play Selection screen; all of your creations are there.



Understanding Defense

How do you stop the opposition? You must do four things to be successful on defense: stop the run, pressure the quarterback, tackle well, and defend the pass. Do these four things and your offense is in position to win the game.



You can score all the points you want.



But the only thing that matters is to score one more point than your opponent.



Stuff the run.



Pressure the quarterback.



Defend the pass. If their QB gets the ball off, you can still stop the play. Switch to the player closest to the ball and get in between the receiver and the ball. Jump up and swat it away.



Tackle well. Do those four things to put your offense in position to win the game.

The Formations

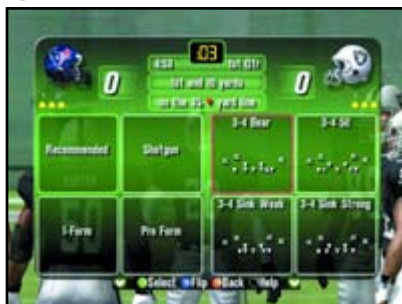
You need an understanding of the different formations. Here is an overview so you'll know which defense to call in any given situations.

4-3



The 4-3 defense is the basic defense used by most NFL teams. There are four down linemen, three linebackers, two cornerbacks, and two safeties. This formation is equally suited to stopping the run and the pass. Call the 4-3 on first and second down, or on third down when the offense is likely to run the ball.

3-4



The 3-4 is also a basic defensive front in the NFL. Three down linemen, four linebackers, two cornerbacks, and two safeties are equally prepared to stop the run or the pass. Few teams use this formation in the NFL because it requires a strong group of linebackers to execute well. Call this defense to give the offense a different look or when you have a good blitzing linebacker.

Nickel



The nickel package features four linemen, two linebackers, and five defensive backs. The extra defensive back helps cover the pass on second- or third-and-long. Select a lineman or a blitzing linebacker on this play. Everyone else has pass coverage responsibilities, and you may leave a receiver open if you select one of these other players.



Dime



You've got four linemen, one line-backer, and six defensive backs in the dime formation. This setup is used exclusively to stop the pass. Use this formation against teams that call lots of four- and five-receiver sets.

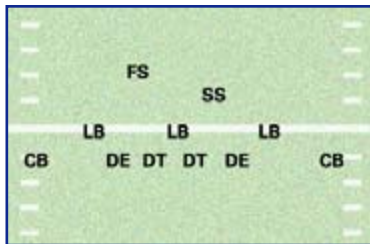
Goal Line



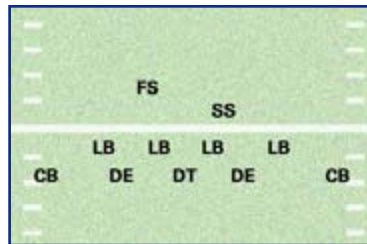
Your back is to the wall and you must stop the offense from gaining even a yard. That's when you need to call the goal line defense. Everyone is up and on the line of scrimmage. While the goal line defense is great for stuffing the run, the offense can find holes in the pass coverage. So when you call a goal line

defense, be ready to switch to the defender closest to the ball when the pass is in the air—knocking the ball down is your best option.

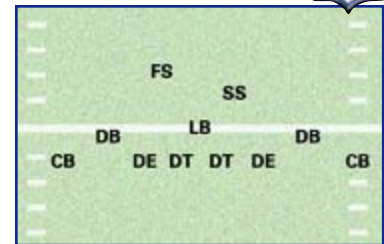
Who's Who on the Defense



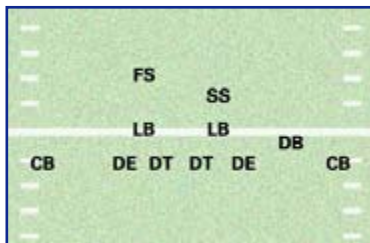
4-3 defense



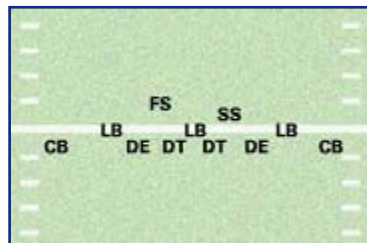
3-4 defense



Dime defense



Nickel defense



Goal line defense

- **DT** = defensive tackle
- **DE** = defensive end
- **SLB** = strong-side line backer
- **MLB** = middle line backer
- **WLB** = weak-side line backer
- **ILB** = inside line backer
- **OLB** = outside line backer
- **FS** = free safety
- **SS** = strong safety
- **CB** = cornerback
- **DB** = defensive back (usually an extra cornerback in the nickel and dime packages)

Sam, Will, and Mike?

When you read the defensive playbook or watch the game on television, sometimes you see a reference to the Sam, Will, or Mike linebacker. Who are these guys? They are nicknames for the *strong-side* linebacker, *weak-side* linebacker, and the *middle* linebacker.



Stopping the Run

Your first task on defense is to stop the run. The offense will likely run the ball on first down and in short yardage situations. Selecting the correct defense is the first step in stuffing the run. Pick one of the non-blitzing 4-3 defenses. Before the snap, play either one of the defensive tackles or the middle linebacker. Your job in these positions is to plug up the middle. If the run is straight ahead, flow to the ball and tackle the runner. If the back is heading to the outside, quickly switch to the player nearest the ball and tackle the running back.



On first down or in short yardage situations, call a 4-3 defense and select either the middle linebacker or one of the defensive tackles.



After the ball is snapped, clog up the middle; the running back will have nowhere to go.



If the run goes outside, switch to the player nearest the ball carrier and hit the runner.

Switching Players

After the play has started, switch to the player closest to the ball by pressing **X**. Be careful when you switch; make sure you release the analog stick momentarily before you press **X** to allow it to center. The problem? If the player you are controlling was running left and the player you are switching to was running right, he'll turn around when you switch players—which takes him out of position.

Filling the Gap



When you control a linebacker, your job is to come up and fill the gap between your defensive linemen. Before rushing upfield, read the situation, look for the gap, then fill it. This denies the running back a lane to blast through and gain yardage.



As a linebacker, your job is to fill the gap. Take a second to read the situation and look for the gap to develop.



When you see the gap, fill it.

Pressuring the Quarterback

A good passing game is all about timing. The quarterback must get the ball to the receiver in stride as he becomes open. Your job on the defense is to disrupt that timing and make the quarterback throw the ball before he wants to. Do that with good pressure from your linemen on normal defenses, or by blitzing with a linebacker. You don't have to sack the quarterback to be successful on the blitz; simply making the quarterback throw the ball early is often good enough.



Apply pressure to the quarterback.



As a defensive lineman, your job is to get through the offensive line. You can do this in a variety of ways.



Use Turbo **A** to rush in past the offensive lineman from the corner.



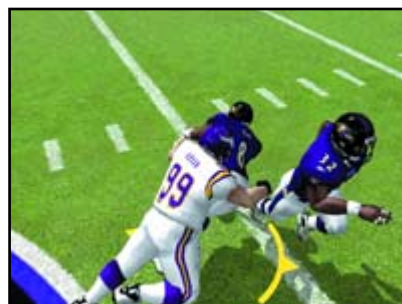
Or try a Swim Move (◻ or ◻) to get through the line.



Once you are through the line, get into the quarterback's face.



If he's already throwing the ball, jump up. Sometimes you can tip the ball at the line of scrimmage.



If he's in your sights, dive for the QB and wrap him up with a sack.

Tackling

The ball carrier is right there, but how do you bring him down? Good tackling can mean the difference between throwing the running back for a loss or letting him slip through your fingers for a 20-yard gain. Brush up on your tackling before you hit the field. There are a couple of excellent drills in Training Camp, and you can work on your tackling skills out on the practice field.



You've broken into the backfield and now you need to wrap up the ball carrier.



Close the distance and let him have it.




If you miss, it could mean a big gain for the offense.



Gang tackling is the way to go. Make sure that when you hit the ball carrier, you hang on for dear life.

Stunting



In the defensive play section, you see references to line stunting—but what is it? Normally, the defensive linemen rush straight upfield to get to the quarterback. On a line stunt, however, the linemen crisscross with each other. The tackles rush outside and the ends rush inside. This confuses the offensive linemen and enables a pass-rusher to slip through.



The rest of your team comes up and helps finish him off.

Dive Tackling

Diving at the ball carrier gets big results. Diving stops the runner in the backfield or stuffs the receiver as he catches the ball. Diving has drawbacks, too. If you dive too late, if the ball carrier is out of range, or if the offensive player Hurdles over your outstretched arms, you'll be in big trouble. Now the ball carrier can run free, and you're on the ground watching him run in for the touchdown.



When you are close to the ball carrier, diving to make a spectacular tackle.



But if you miss, you'll be watching the runner run downfield while you lie on the ground.

Pass Defense

You did your best pressuring the QB, but he got the ball off in time. Now what? You must know how to defend the pass if you want to prevent the completion. This section has all the tips you'll need.



Once the ball is up in the air, switch to the defender closest to the receiver. See the previous tip under "Stopping the Run" about switching players on defense.



When you gain control of the closest player, make a choice: go for the ball, or go for the receiver?



Go for the ball when another defender is nearby to help if you miss. When the safety is playing a deep zone, you're covered, so go for the ball.



Remember to turn toward the quarterback if you are trying for an interception. Just before the ball gets to you, leap to catch the ball or swat it away.



When you intercept the ball, the camera pans around, and you run like a receiver. Apply all of your moves and get the ball downfield. Usually the intended receiver gets you just after you come down with the ball, but if you make him miss, you can run the ball for a touchdown.



When you can't get between the receiver and the ball, go for the receiver. Time it so you arrive at exactly the same moment as the ball does.



If you time it right, the shock of the hit dislodges the ball from the receiver and causes an incomplete pass.



Be careful: If you arrive too early, it's a penalty.



And if you arrive too late, the receiver makes a move and burns you down the field.

Zone vs. Man-to-Man

On defense, your secondary can be in zone coverage, man-to-man coverage, or a combination of the two. The question is, when do you use which coverage? If you have a strong set of cornerbacks like the Washington Redskins do in Champ Bailey, Fred Smoot, and Darrell Green, go ahead and play man-to-man coverage. In man-to-man coverage, each receiver is matched with a defender. It is that defender's responsibility to guard that receiver. The problem with man-to-man coverage is that if the receivers are better than your defensive backs, they will get open. To help them out, pressure the quarterback. If he has all day to throw, the receivers will get open and you will get burned.

On the other hand, you could put your defensive backs in zone coverage. In a zone defense, each defender is assigned to a particular area of the field. If a receiver enters that area of the field, the defensive back comes up to guard that receiver. But when the receiver leaves his coverage area, he drops off. Zone coverages work well when your cornerbacks aren't as fast or as big as the other team's receivers.

You can also call a defense that is a mixture of zone and man-to-man. Usually the cornerbacks are in man-to-man coverage while the safeties drop back into a deep zone. These kind of defenses work well against teams with really speedy receivers like Randy Moss. If your cornerback doesn't have the speed to stay with him stride for stride, the corner can play shallow (between the receiver and the QB) in case the ball is underthrown, while the safety covers the receiver deep.



Man-to-man or zone coverage?



If you've got a great group of cornerbacks, play more man-to-man coverage.



If you're going to play man-to-man, get to the quarterback in a hurry. The longer you give the QB to throw, the longer he has to find an open receiver.



Drop back into zone coverage when your corners are smaller or slower than the receivers.



But watch out for the tight end when you call a zone defense. The tight end always seems to find the gaps in your zone coverage.



Watch out for the offense's formation too. If the offense has three or four wide receivers to one side of the formation, they are trying to flood a zone by putting more receivers in an area than you have defenders.



A good way to cover speedy receivers is with the cornerbacks playing man-to-man coverage while the safeties play in a deep zone.

Last Minute Adjustments



When the offense breaks the huddle and the teams approach the line of scrimmage, you get another chance to tweak your defense. Press the **W** to bring up an onscreen menu. You can choose to bring your cornerbacks up to the line of scrimmage into bump and run coverage, or drop them back into loose coverage. Do you think the offense is going to make a quick pass on third-and-short? Bring the cornerbacks up into bump and run coverage to disrupt the offense's timing. Is it third-and-long? Does the other team have really fast receivers? Drop your corners into loose coverage. The extra distance will help them stay with speedy receivers running deep routes.

Understanding Special Teams

Many people concentrate on offense and defense, but football has a third aspect: special teams. Special teams play nets you extra points after touchdowns, gets you field goals when you can't get into the end zone, earns you good field position with a strong kick or punt return, and pins your opponent back with a strong kicking game of your own. This chapter shares some tips for improving this very important part of your game.

Field Goals



Watch the aim indicator and the wind. Put the aim indicator in the center of the uprights when the wind is low. When the wind is strong, put the indicator to the opposite side of the wind direction. On longer field goals, lower the trajectory to give the ball more distance. But remember, you sacrifice height for distance, so the linemen may be able to swat down the kick.



Pinning the defense up against their end zone is a big help to your defense. You may even come up with a safety.

Punts and Kickoffs



Practice punting. Head out to the practice field and run through several punts each time you turn on *NFL Fever 2003*.



Practice getting the ball out of bounds inside the 5-yard line. If it goes into the end zone, your opponent takes the ball at the 20-yard line.



On kickoffs, boom the ball downfield. The higher it goes, the more time your team has to run down the field and cover the kick return.



If you kick it out of bounds, you get called for a penalty and give up favorable field position to the other team.

Punt and Kickoff Returns



On kickoff returns, don't run side to side. Always try to gain yards. Never run backward.



The key to a good runback is to make the first tackler miss. If you get past him, you'll break off a 15- to 20-yard return.



Get the ball and explode up the opposite sideline (if you catch the ball on the right, run up and to the left; if you catch the ball on the left, run up and to the right).

Fair Catch



Get behind your wedge of blockers and run as fast as you can. Use the Juke, Spin, or Shoulder Charge to make the first tackler miss.



Sometimes on a punt return, you have no blockers. Signal for the fair catch. It keeps your punt returner from getting killed. Clobbering the punt returner is a good way to cause a fumble. So if the punt coverage team is near you, call for a fair catch.

To Bring It Out or Not?



Sometimes the kicker really gets a hold of one. You field the ball in the end zone. Should you kneel it and take the ball at the 20-yard line? Or should you run it out?



It depends. If you have a good returner and you have blockers in front of you, go for it. Maybe you will get lucky and break one for a touchdown.

Going for Two

Once you've scored a touchdown, you face a decision. Should you kick the extra point, or should you go for two? Kicking the extra point is a no-brainer for your kicker, so it's almost always a guaranteed point. Going for two has a higher reward (two points instead of one), but it assumes more risk—you must get the ball into the end zone in one play. Consult the table below for some tips on when you should kick the extra point and when you should go for two.

If you decide to go for two, decide which play to call. You can select any play in the playbook. Pass plays are risky, but if you want to throw the ball, look for short plays to the tight end or screens to the running back. Running plays are a little more certain; call a play that develops quickly. Avoid draws, delays, or reverses; they are a bad idea for the two-point conversion attempt because of time restraints.



Going for one is an easy call. Most kickers nail this one every time.

To prevent a two-point conversion when you are on defense, take control of an outside linebacker. Get outside and hold your ground to prevent the sweep, a quick pass to the tight end, or a screen pass to the running back. Sure, you're gambling that the offense runs to your side of the field, but it's your best shot on defense.

Go for One or Two?

Leading By	Go For	Trailing By	Go For
1	2	1	1
2	1	2	2
3	1	3	1
4	2	4	1
5	2	5	2
6	1	6	1
7	1	7	1
8	1	8	1
9	1	9	1
10	1	10	2
11	1	11	1
12	2	12	1
13	1	13	1
14	1	14	1
15	1	15	1
16	1	16	1
17	1	17	1



To go for two, look for short passes to the tight end or the running back on a screen.



To run the ball, stick to inside runs. You don't have the time to call draws, delays, or reverses.



Dynasty Mode and Classic Challenge

Dynasty Mode

Do you have what it takes to build a dynasty? Can you run a team that can consistently make it to the playoffs? Building a winner in Dynasty mode is more difficult than playing the game every Sunday. As the general manager, you have to worry about players retiring, re-signing your own free agents, signing other team's free agents, managing the salary cap, and drafting new players. When you do your job right, you wind up building a dynasty that lasts for 25 seasons. You bring home division, conference, and Super Bowl titles, and your players go to the Pro Bowl and eventually the Pro Football Hall of Fame.



Building a dynasty that lasts requires more than playing the game every Sunday. You must manage many other aspects: drafting new players, signing free agents, and worrying about your players retiring or being signed by other teams.



The salary cap goes up every year, but so do the players' salaries.



The salary cap makes it difficult to have many stars on your team. You have only so much money to pay all your players. Build a team with one or two outstanding players and a lot of good players; this kind of balance keeps you in good shape with the salary cap.



Having many good players (rather than a few really outstanding players) has another benefit: individual player injuries won't ruin your team. By having a lot of good players on your depth chart, you'll withstand an injury or two.



At the end of the season, the NFL passes out its end-of-year awards. A powerhouse football program has the players who bring home the hardware.



The top dynasties send a lot of players to the Pro Bowl. The better your team performs, the more players you send to the Pro Bowl each year.



When you build a successful dynasty, you win games, your players win lots of post-season awards, and your players make the Pro Bowl. You get another reward: As your players retire, the best are inducted into the Hall of Fame.

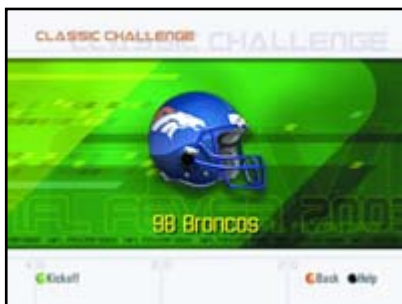
Training in the NFL



In the NFL, teams practice on and off throughout the off-season through minicamps that focus on the fundamentals of football and the basics of that team's offense and defense. As the summer heat builds, the teams open up the full-blown training camp to prepare players for the preseason and regular season. Training camp in the NFL is grueling, with two practices a day and videotape sessions where players look over their own performances and those of their opponents.

Classic Challenge

Have you made it through the best of the NFL? Check out Classic Challenge. Pick any team in the NFL and then go against the 10 greatest teams in NFL history. Take on the '98 Broncos, the '67 Packers, the '93 Cowboys, the '85 Bears, the '89 49ers, the '72 Dolphins, the '78 Steelers, the '77 Cowboys, the '83 Raiders, and the '64 Browns. As you beat each team, you unlock it for any game mode. Each game gets harder, so you have to be at the top of your game.



Select any NFL team and take it up against the 10 fantasy teams in the Classic Challenge mode.



When you beat a team, you can then play as that team in other game modes.



The competition becomes harder as you advance through the Classic Challenge mode. Can you stop the '72 Dolphins' unbeaten run? Stick to the basics and you can defeat them all.



Run the ball, execute a balanced passing attack, stop your opponent's running game, pressure his quarterback, and tackle well.

The Teams of Classic Challenge

1. '98 Denver Broncos
2. '67 Green Bay Packers
3. '93 Dallas Cowboys
4. '85 Chicago Bears
5. '89 San Francisco 49ers
6. '72 Miami Dolphins
7. '78 Pittsburgh Steelers



Multiplayer Tips

With Xbox Live you can play against players from all around the country. You'll find players of all skill levels, so head online and find players to compete against. Do you think you've got game? Well, there are tons of awesome players out there. The competition is fierce and you will be exhausted after every match. These games demand the best of your ability. In this chapter, we give you a few tips to help you prepare.



Before you head out to a game online, hit the practice field or play a couple of exhibition games. Do a little tune-up to sharpen your skills.



Work on your punts, field goals, running, and passing. You need to be at the top of your game.



Once you've practiced your football skills, head online to put your game up against other players.



On offense, vary your play calling. If you settle into a pattern, your opponents will pick up on it. There are hundreds of plays to choose from, so take advantage of the whole playbook. Use different formations to confuse the defense. Create your own plays to give the defense different looks.



Make sure you select a good group of audibles. It allows your team to go into a no-huddle offense. If you can hurry back to the line of scrimmage, the defense won't have time to substitute fresh defenders in or change packages.



Use hot routes to change up your plays. The defense won't know what's coming.



On defense, you need a good set of audibles. This helps you counter a team running a no-huddle offense.



Watch the other team's play calling. If the team calls the same plays over and over, select defenses to counter them.



If the offense keeps throwing to a particular receiver, double team him and come up with the interception.

Offensive Playbook

Formations

Shotgun	I-Form	Pro Form	Single Back	Goal Line
Gun 3WR	Weak I	Big Pro	Big Single	Bull Gun
Gun 3WR Trips	I Normal	Pro Normal	Single Slot	Bull Weak I
Gun 4WR	I Twins	Pro Slot	Single Trips	Bull I
Gun 4WR Trips	Strong I	Pro Wing	Single 3WR	Bull Strong I
Gun 5WR	Spread I	Pro 3WR	Single 4WR	—
Split Shotgun	Spread Weak I	—	Single Split 4	—

Shotgun

Gun 3WR	Gun 3WR Trips	Gun 4WR	Gun 4WR Trips	Gun 5WR	Split Shotgun
All Comebacks	Blue Cross	4WR Draw	Clear and Go	Corner Go	Angle Fade
Arrow In	Deep Out Weak	All Vertical	Clear Dig	Deep Hookup	Crossed Up
Chaos Strong	Gun Spread	Blue Fly Slants	Confusion Hooks	Double Glory	Hitch X Dino
Curl Post Wing	HB Swing	Double Fly	Cross Slants	Double Trouble	Inside Slant
Deep Strike	Inside Hitch	Double Slants	Down Under	Empty All Curl	Iso Streak
Dino Weak	Motion TE Under	Fake Flag	Fade Slot	Empty Go	Lightning Slants
Double Post	Post Wheel	Gun 4 Sideline	Flat Release	Empty Y Corner	Naked Slot Post
Focus Middle	Quick Pivot	HB Over Easy	Flood Hitch	Flat and Go	Sail Out
HB Flag	Strong Double	Mid Short Post	Fly Outs	Gun Clearout	Short Go
Motion Cross	Strong Sluggo	Out Dig	Gun Draw	Gun Fadeout	Shotgun Draw
Motion Draw	TE Flag	Slot Out	Hail Mary	Hail Mary 5	Split Comeback
Motion Flood	TE Flat	Swing Cross	Out Sluggo	Middle Over Out	Split Post
Motion Quick	Trips Draw	Triple Cross	Slant Under	Out-Post	Split Quick
Post Hook	Weak Curl	Under Post	Strong Hook	Over Flex	Stretch Deep
Scissor Dig	Weak Swing Up	Wide Drag	Trips Deep	Over Seam Go	Thunder Wide
Wheel Flat	Wide Clear	—	Trips Hitch	Tight Pop	—

I Form

Weak I	I Normal	I Twins	Strong I	Spread Weak I	Spread I
All Out Cross	All Crossout	Bench Iso	All Quick Hit	Clean Counter	2 Over Out
Doggo Swing	Full I Plunge	Dive Offcenter	Double Go	Cross I	Deep RB Split
FB Short Power	Half Bounce	FB Motion Dive	FB Sweep	Deep Surprise	Full I Dive
FB Weak I Dive	HB Dive Lead	FB Power Weak	FB Thrust	FB Iso Weak	HB I Plunge
Half Plunge	HB Weak Toss	HB Flare Strong	HB Offtackle	HB Spread Dive	HB Pass
I Power	I Counter	HB Iso Power	I Reverse	HB Spread Toss	I Motion Power
Lead Smash	Motion Shovel	I All Out	I TE Stretch	In and Out	I Slot Out
Motion Angle	Normal HB Belly	Motion Jolt	Iso Chaos	Lead Plunge	I Sweep Strong
PAP Hook-Up	Normal Hook Z	PAP In and Out	M Cross Hook	Motion Corner	Lead Power
PAP Post Arrow	PAP Circle	PAP Seam Clear	Motion HB Go	Motion Mislead	M Post-Flag
Quick X Hit	PAP FB Go Out	PAP Twins Hitch	Offguard Smash	Motion Power	Motion FB Belly
Spread Seam	PAP Go Flat	QB Plunge	PAP Short Out	PAP Seams Out	Motion I Toss
Tight Fade	PAP Motion Flare	Twins Bounce	Strong Corner	Release and Go	Sluggo Release
Weak I Blast	PAP Weak Wave	Twins HB Pitch	Strong HB Toss	Spread Outs	Spread Flat
Weak I Sweep	TE Spread	Twins I Fly	Strong Outpost	Spread Post	Spread Punch
—	Twin Slant Out	Twins Plunge	TE Clear Post	Weak Comeback	Twin Thunder
—	Underdog	—	TE Quick Slant	—	Twins In Go
—	Weak Smash	—	Weak HB Crash	—	—



Pro Form

Pro Normal	Pro Slot	Pro Wing	Pro 3WR	Big Pro
All Crossed Up	Corner Shot	Flood Over Out	Chaos Flag	Big Arrow In
Angle X Pro	Corners In	HB Slice	Deep Slot Seam	Big HB Dive
Crash Strong	Cross Slot Go	Heavy Toss	Double Hook Out	Big Iso Toss
Empty Crosses	Double Ups	Iso Flat Deep	FB Split Dive	Big Pro Belly
FB Offtackle	Half Wing Toss	Over Double Out	FB Toss Sweep	Dive Waggle
Motion Drag	HB Knife	Pro FB Draw	Out Over Up	FB Iso Big
Offcenter Dive	HB Slot Dive	Pro FB Flare	Outside Deep	FB Quick Hit
PAP Big Boot	HB Slot Punch	Pro Weak Slant	PAP Twin Over	HB FB Seams
Post V-Stretch	HB Toss Sweep	Quick Outs Hook	Pro Confusion	Heavy Release
Pro HB Trap	Lead Pro Punch	Short HB Toss	Quick Toss	PAP Big Hitch
Pro Strong Flood	Motion Out	Split HB Smash	Slot Cross Out	Split Big Screen
Quick Hits Out	Post Over Go	TE Crossover	Soda Jerk	TE Double In
Settle and Go	Pro Chaos	Thunder Pass	Split HB Sweep	X Protect
Split Direct	Slot Normal Belly	Tidal Wave	Split Pro Plunge	—
Split FB Dive	Slot Splash	Twins Cross	Swing Out	—
Split Strong All	Slot X Flag	Twins Screen	Triple Deke	—
Split TE Cross	Split Slot Screen	Wide Empty Hook	—	—
Super Back Outs	WR In and Out	—	—	—
TE Fire Out	—	—	—	—
Thunder Dump	—	—	—	—
Weak HB Pitch	—	—	—	—
Wild Slant	—	—	—	—
Z Double Hook	—	—	—	—

Single Back

Big Single	Single 3WR	Single Slot	Single Trips	Single 4WR	Single Split 4
Ace Quick Posts	3WR Crisscross	Double Dump	Ace Trips Bounce	4 Wide Smash	4WR Half Sweep
Action Boots	3WR X Fly	Half Wing Belly	Deep Options	4WR HB Dive	4WR Inside Dive
Big Counter	Ace Punch	Icy Flag Post	Double In-Out	4WR HB Sweep	4WR Z Out
Big HB Iso	All Deep	Motion Chaos	Half Dive	4WR Wheel	All Inside Out
Big Quick Hit	Blue Down In	Motion Seam Go	Half Weak Blast	Ace All Go	Backside Flare
Big Single Crack	Buckle Out	Motion Under	HB Shovel Trips	All Out	Balanced Power
Double Delay	Come Back Flat	Motion Z Out	Iso Slant Cross	All Slant	Cross Back Post
Flea Flicker	Curl Swing	PAP Strike	Motion Shorts	Angle Hook In	Deep and Out
Four Quicks	Double Slant In	PAP Under Wing	Out Protect	Chaos Motion	Deep Thunder
HB Draw Belly	Half Hammer	Shallow Wheel	PAP and Go	Cross Flank	Inside 4WR Belly
Motion Toss Big	Over Flat	Star Post	PAP Buttons	Cross In Out	Inside Hook
PAP Confusion	PAP Crossover	Wing Counter	PAP Double In	Cross M Out	Inside Stretch
PAP Post In	PAP Wheel	Wing Out Hook	PAP Trips Pass	Fly Slants	Streak Cross
PAP TE Cross	Project X	Wing Posts Out	Power Knife	Middle Flood	Stretch Middle
Single Big Dive	Red Toss Weak	Wing Power	Red Thunder	Middle Trouble	Wide Hooks Out
Single Big Toss	Shovel Reverse	Wing Toss Weak	TE Seam	Quick Slants	X Deep Out
Single Quick	Single Draw	—	Trips Hammer	Red Angles	—
Straight Outs	Twins Action	—	Trips Motion	Red Corners	—
TE Curl	Trey Out Fly	—	Trips Slants	Slant Wave	—
—	Trey TE Cross	—	—	—	—
—	Wide Counter	—	—	—	—

Goal Line

Bull Gun	Bull Weak I	Bull I	Bull Strong I
Curly Cross	Big Lead Smash	Big Blast	Chaos Flat
E-Motion Slant	Bull Counter	Big I Toss	Empty Over
Flat Comeback	Clear Flare	Bull I Dive	Half Smash
Goal Spread	Crossout Slant	Bull Power	Half Splash
Quick Protect	Curves Weak	Bull Slant	Lead HB Bounce
TE Cross Up	Full Blast	HB Hammer	Middle Dink
Twin Z Out	Lonely Slant	I Wide	PAP Crosses
Wide Isolation	Motion Punch	Mirror Z	PAP Isolation
—	Over Swing	Motion Sweep	PAP Twins Out
—	PAP Strong Flat	PAP Corner	Slant Dump
—	Pivot Flood	PAP Z In	Split Flats
—	Shovel Weak	QB Sneak	Stretch Out
—	Spread Slant	Quick Slant	Strong HB Iso
—	Weak Release	Release Flare	Weak Counter

Offensive Play Analysis



Shotgun

Gun 3WR

Play	Analysis
All Comebacks	Three receivers and the tight end go out for the pass. Ten yards downfield, they cut back toward the quarterback. Use this against deep defenders.
Arrow In	Your primary target is the slot receiver. Wait for him to cross the path of the tight end to pass him the ball.
Chaos Strong	Chaos Strong overloads the right side of the field—useful against zone defenses. If the defense is in man-to-man coverage, don't send the slot receiver in motion.
Curl Post Wing	This pass is designed for the slot receiver. Wait for him to make his turn before delivering the ball. Use this against zone or soft defenses.
Deep Strike	This pass goes to the left-side receiver. If the safeties are playing in the center, deliver the ball before the receiver makes his cut inside.
Dino Weak	This pattern works well against man-to-man coverage. The cutting back and forth by the receiver turns around most defenders. Wait for your man to get open to pass him the ball.
Double Post	Both receivers on the left side of the field run post patterns. If neither is open, look for the halfback coming out of the backfield.
Focus Middle	While three of the four receivers come back to the QB on the left side, the slot receiver runs a post pattern. Use this if you can pull the safeties in to cover the receivers running the comeback.
HB Flag	Pass the ball to your halfback, who runs a flag pattern along the right side of the field.
Motion Cross	Bring the motion receiver inside the tight end before hiking the ball. This causes confusion between the defenders and leaves your receiver open for a few seconds.
Motion Draw	With three wide receivers, the defense thinks pass—the perfect time for a draw play up the middle.
Motion Flood	Send the tight end in motion to the left. This overloads a zone on that side of the field. Pass the ball to the tight end as he crosses the center of the field to the right.
Motion Quick	Send the slot receiver in motion to the right and pass him the ball early. Use this against defenders playing off the line of scrimmage.
Post Hook	While the left receiver runs a deep post, the primary receiver runs a comeback route along the right. Time it so the ball reaches the receiver as he makes his turn to the QB.
Scissor Dig	Pass the ball to the halfback in the left flat.
Wheel Flat	A reverse of the Scissor Dig, in this play the halfback goes into the right flat. Substitute short throws like this for a running game.

Gun 3WR Trips

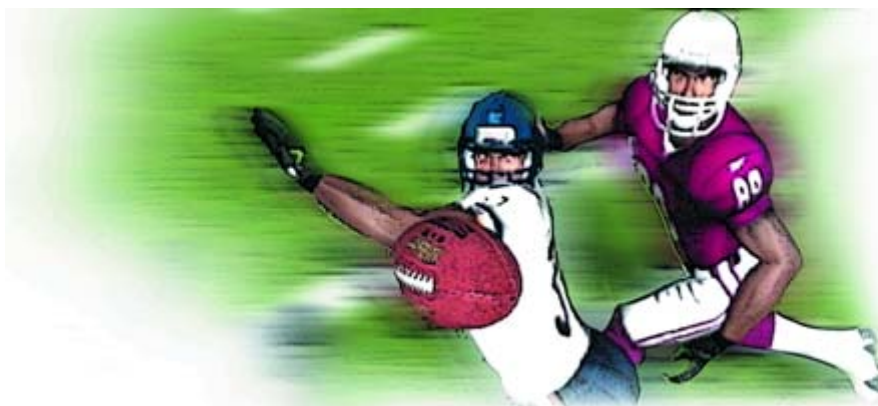
Play	Analysis
Blue Cross	Your primary target runs across the middle of the field. Make sure the intended receiver has good hands, because he gets clobbered going across the middle like this.
Deep Out Weak	The primary receiver runs deep down the left side, then cuts for the sideline. This is a good play to stop the clock.
Gun Spread	While the right side of the field is overloaded with receivers, the primary target runs a deep route down the left side. The extra receivers on the right draw the safeties, leaving the primary target in single coverage with no help.
HB Swing	Short passes like this one to the halfback substitute for a running game. Pass the ball outside and turn it upfield for bigger gains.
Inside Hitch	This is a quick screen to your slot receiver on the right. Throw him the ball immediately.
Motion TE Under	Put the slot receiver in motion, then pass the ball to your tight end on a crossing pattern. This works great against zone defenses as the tight end runs between the linemen and the linebackers.
Post Wheel	The tight end works behind the two receivers running deep routes. Use this when you have established a deep passing game.
Quick Pivot	Another pass play for the tight end. Pass him the ball as he crosses the middle of the field.
Strong Double	The two outside receivers run comeback routes on this play. Time it so the receivers catch the ball as they turn.
Strong Sluggo	The slot receiver runs a crisscross with the tight end. Use this when trying to shed man-to-man coverage at the line of scrimmage.
TE Flag	The tight end runs a deep-passing route. If he draws a linebacker for a defender, he does well. Linebackers aren't used to covering receivers this deep downfield.
TE Flat	Quickly pass the ball to the tight end, then turn him downfield for bigger gains. This short pass substitutes for an outside running game.
Trips Draw	With all of the receivers on the field, the defense thinks pass, making it a good time for a running play up the middle.
Weak Curl	Pass the ball to your receiver as he makes his cut back to the line of scrimmage.
Weak Swing Up	The receiver starts to run an out, but turns downfield halfway to the sideline. Burn the defender for a big score.
Wide Clear	The slot receiver gets clobbered as he goes across the middle for this pass. Make sure you throw to someone with good hands.

Gun 4WR

Play	Analysis
4WR Draw	Four receivers spread the defense thin. This draw play up the middle catches them off guard.
All Vertical	Everyone is running a deep passing route. Use it when you need the big play. Someone is bound to be open.
Blue Fly Slants	The left wideout cuts across the middle on this play. Wait for him to shed his defender before passing him the ball. This short pass play can turn big with a long run after the catch.
Double Fly	Two receivers run deep. Throw the ball high and have your primary target run underneath it. This is the perfect play for speedy receivers.
Double Slants	This play has potential for a long run after the catch. Wait for the receiver to cut to the center before passing him the ball.
Gun 4 Sideline	When time is running out, pass the ball to your receiver, then get out of bounds. This is a great play for that situation.
Fake Flag	When the receiver cuts to the sideline, he draws the defender in. That's when the cut back to the inside is most effective. Wait for the second cut before throwing the ball.
HB Over Easy	The primary target is the halfback who goes out into the passing lanes, but only throw him the ball if your receivers running downfield are covered.
Mid Short Post	Wait for your receiver to cross the middle of the field before delivering the ball.
Out Dig	Pass the ball to the receiver when he makes his cut to the sideline. Use this when you want to get the receiver out of bounds to stop the clock.
Slot Out	A quick screen to the slot receiver. When you hike the ball, throw the pass to this receiver.
Swing Cross	Pass the ball to the receiver when he makes his cut to the sideline. Use this when you want to get the receiver out of bounds to stop the clock.
Triple Cross	Unlike other crossing patterns, this one happens deeper downfield—the receiver is behind the linebackers and in front of the safeties if they're playing a zone.
Under Post	The left side of the field should be open as the other receivers flood the right side of the defense. Read the defenders; if the safeties help in the middle, pass the ball to the receiver before he makes his cut.
Wide Drag	This is similar to Triple Cross. The cut happens farther downfield.

Gun 4WR Trips

Play	Analysis
Clear and Go	While four receivers run deep passing routes, the slot man on the right runs a slant across the middle. The defense can't cover everyone, so someone will be in single coverage.
Clear Dig	The slot receiver cuts across the heart of the defense. Wait for him to get open.
Confusion Hooks	Pass the ball to the slot receiver as he turns around on his comeback route.
Cross Slants	The tight end runs a short pass pattern between the linebackers and linemen. Run downfield to turn this play into a big gain.
Down Under	Send the tight end in motion to the left. He runs an identical route to Cross Slants.
Fade Slot	A double move. Wait for him to make his second cut outside before passing him the ball.
Flat Release	If the defenders are locking down your deep passing plays, dump off the ball to your halfback who runs to the left flat.
Flood Hitch	This is a quick screen to the wide receiver. Pass him the ball quickly. Use this when the defender is off the line of scrimmage.
Fly Outs	Look for the tight end (your primary target) who runs a deep pattern straight up the field.
Gun Draw	With the defense spread thin, run a draw play to keep them on their toes.
Hail Mary	Sometimes you need a miracle. Three receivers streak down the right sideline while one streaks down the left. Throw it up for grabs and see what happens.
Out Sluggo	The right receiver runs a cross with the tight end. Pass him the ball before the defenders adjust.
Slant Under	The tight end runs a short passing route across the field. Wait for him to break out on the other side of the field before passing him the ball.
Strong Hook	Timing is everything on the Strong Hook. Deliver the ball when the receiver makes his turn back to the QB.
Trips Deep	Reading the defense is key to the success of this play. If the defenders play deep, get the receiver the ball before he makes his second cut up the field.
Trips Hitch	Three of the four receivers run a short hitch, while one of the inside receivers runs a "fly" pattern. This can catch a safety that is sleeping, and catches the defense offguard.





Gun 5WR

Play	Analysis
Corner Go	The right slot receiver does a double move. Read the defenders. If the corner or safety is covering inside, wait until the receiver makes his cut to the outside.
Deep Hookup	The left slot receiver runs a comeback route. The longer you hold on to the ball, the closer he gets to the original line of scrimmage. If you wait too long, pass the ball to another receiver.
Double Glory	Your main target runs a corner pass up the left sideline. Use this when you want to stop the clock by having the receiver step out of bounds after the catch.
Double Trouble	The slot receivers run comeback routes while the outside receivers run deep slant patterns. Wait for the receivers to make their cuts before delivering the ball.
Empty All Curl	With no back in the backfield, you've got no safety valve in the flats. All five wide receivers run a curl route. Time it so you throw the ball when the receivers curl back to the ball.
Empty Go	The primary receiver runs a fly pattern up the right side. If the receiver runs behind the cornerback, throw deep. If the receiver is in front of the defender, throw short.
Empty Y Corner	The primary receiver comes out of the left slot. If the defenders play deep, throw early before he makes the cut to the sideline.
Flat and Go	The right slot receiver flares out into the flats before cutting up the field. If the defenders play deep, throw early. If they play in close, freeze the defender by rolling out and waiting until the receiver makes the cut up the sideline.
Gun Clearout	The receivers scatter. Your primary target is the left side receiver, who runs a short slant pattern.
Gun Fadeout	Your primary target runs briefly downfield before cutting to the sideline. Use this against deep zones because the other receivers race downfield.
Hail Mary 5	Here's another desperation play for when your team needs a miracle. All five wide receivers streak down the field. Buy your receivers some time to get open before you release the ball.
Middle Over Out	Against zone defenses, wait for the primary receiver to reach the middle of the field before passing him the ball.
Out-Post	Your primary target runs a deep post pattern. If his defender has inside help from a safety, pass him the ball before he makes the cut to the center of the field.
Over Flex	Everyone cuts to the right side of the field. Wait for the left slot receiver to cross the middle before passing him the ball.
Over Seam Go	The right receiver runs a go pattern up the right sideline. If he's well covered, look to the left sideline for the receiver running the out-and-up.
Tight Pop	Release the ball quickly on this play. It works best when the defenders play off of the line of scrimmage.

Split Shotgun

Play	Analysis
Angle Fade	This play relies on defenders becoming confused as the outside receiver runs in and the inside receiver (your primary target) runs outside. Use this to get the receiver out of bounds to stop the clock.
Crossed Up	The slot receiver runs a deep crossing pattern with the halfback. Wait for the two receivers to cross before delivering the ball.
Hitch X Dino	The slot receiver runs a deep crossing route with the halfback. A wideout running close to the point where the halfback and slot receiver cross adds confusion.
Inside Slant	The slot receiver runs a quick slant. Wait for him to make the cut to the center of the field.
Iso Streak	The primary receiver runs a deep slant pattern, while a lone receiver races up the left sideline.
Lightning Slants	The slot receiver and the fullback run a pair of slant patterns close to the line of scrimmage. Wait for both to cross before delivering the ball to either.
Naked Slot Post	Both running backs go out into the pattern, so the QB has no extra blockers to withstand a blitz. Quickly pass the ball to the slot receiver running the post pattern.
Sail Out	Pass the ball to the primary target after he crosses with the slot receiver. He races up the right sideline, so use this as a deep threat.
Short Go	The primary target first cuts in, then goes upfield on a go route. Wait for him to get open, or dump it off to one of the running backs.
Shotgun Draw	With two ball carriers in the backfield, the QB hands it off on a draw play. Use this if you've been throwing deep from this formation.
Split Comeback	The primary target runs a comeback route. Pass the ball to him as soon as he turns around. Don't let him gain momentum back to the line of scrimmage because this minimizes yards after the catch.
Split Post	This pass play overloads the right side while your primary target runs a deep post pattern. If the defender has help inside, pass the ball to your primary receiver before he makes the cut.
Split Quick	Your primary target runs a short post route. Quickly pass him the ball and rack up the extra yards with a strong run after the catch.
Stretch Deep	The outside receivers run go patterns deep downfield while the slot receiver runs a deep slant. Wait for someone to get open; both running backs stay in to protect the QB from blitzing linebackers.
Thunder Wide	Both running backs go out into the pattern, while your primary target runs a comeback pattern to the outside. This works great to get the receiver out of bounds and stop the clock.

I-Form

Weak I

Play	Analysis
All Out Cross	Wait for your primary target to get across the middle of the field before delivering him the ball.
Doggo Swing	Your primary receiver runs an out-and-go route. If the defender has deep help from the safety, throw the ball on the out portion of the receiver's route before he cuts downfield on the go.
FB Short Power	The fullback takes a quick handoff and runs outside of the tackle on this running play. Follow your blockers, but don't be afraid to bounce it outside if the linebacker fills the hole.
FB Weak I Dive	The fullback takes the handoff and runs between the center and the guard. Keep an eye open for alternative holes to run through.
Half Plunge	The halfback runs between the guard and tackle on the right side while the fullback fakes a run to the left. Use Turbo in the backfield to quickly reach the hole.
I Power	I Power runs the ball behind the right tackle and tight end. Follow your blockers and bounce outside if the hole is there.
Lead Smash	The halfback gets the ball and follows the block from his fullback. Get behind him, let him take out the linebacker, then charge for extra yardage.
Motion Angle	The receiver goes in motion and runs a quick slant route. Use this when the linebacker is blitzing; the receiver is open when you hike the ball—perfect for short passing situations.
PAP Hook-Up	If you have a strong running game, the PAP Hook-Up works well. The linebackers bite on the fake handoff to the fullback and leave the halfback open in the flat.
PAP Post Arrow	Another play-action pass, the tight end runs a quick corner route to the right sideline. If the linebackers buy the fake, he's open for a five- to seven-yard gain.
Quick X Hit	The tight end and the receiver run a quick crossing route. Wait for the two to cross paths before delivering the football.
Spread Seam	Designed for the tight end, this pass play sends two receivers deep on the right side, leaving either the tight end or the fullback open.
Tight Fade	The tight end runs a quick corner route deep while the other receivers stay in close to the line. Call this play near the end zone; the tight end should be open in the back corner for the score.
Weak I Blast	The fullback blocks to the outside while the halfback hits the hole between the fullback and the left tackle.
Weak I Sweep	Pass the ball outside in a hurry and follow your blockers. To be effective, get to the outside edge and cut downfield in a hurry. This play works best when your receiver keeps the cornerback blocked.

I Normal

Play	Analysis
All Crossout	Look for the tight end in the flat on the right side. With the receiver running an out-and-go, he is open for a couple of quick yards.
Full I Plunge	The fullback takes the ball and dives up the middle between the center and the guard on the left. This is good in short-yardage situations.
Half Bounce	In this running play to the strong side of the line, follow your fullback and the tight end to gain yards. Quickly get outside and turn downfield.
HB Dive Lead	Similar to the Full I Plunge, but the halfback takes the ball and follows the fullback into the line. This is good for a few extra yards because the extra blocker clears the linebacker out of the hole.
HB Weak Toss	The success of this play depends on how fast you and your blockers get outside. The guard pulls out to block with your fullback. Get behind them and let them clear the way.
I Counter	The linemen force the defenders right while you run to the left. Take the ball and quickly get outside. The fullback and a pulling guard lead the charge. If they nail their blocks and you make the first tackler miss with a Spin Move, you'll get a big gain.
Motion Shovel	Send the receiver in motion to the left. If the defense is in man-to-man coverage, you sent an extra tackler away from the play. If nobody follows the man in motion, bring him back to the right and use him as an extra blocker.
Normal HB Belly	Follow the fullback to the hole between the tight end and the right tackle. Hurdle any fallen linemen that litter your path.
Normal Hook Z	The primary receiver on this pass play runs a comeback route. Quickly pass him the ball before his momentum carries him back to the line of scrimmage. Time it so the ball arrives as he turns back to you.
PAP Circle	This play-action pass has two good targets. The primary receiver is the tight end, who runs a short curl route. Your secondary target is the halfback who goes out into the flats on the right side.
PAP FB Go Out	The fake handoff goes to the halfback while the pass is designed for the fullback. Wait for him to get through the line before passing him the ball.
PAP Go Flat	This fake handoff is the same as the previous play, but this time the target is the tight end running deep on a go pattern.
PAP Motion Flare	Your primary target on this play-action pass is the halfback who runs out into the flats on the left side. Short passes substitute for a running game or allow a slower runner to get outside.
PAP Weak Wave	After faking the ball to the halfback, look for the receiver running the deep post. Wait for him to cross the center of the field before passing the ball.
TE Spread	The center of the field is left to the tight end. If the defense is sitting in a zone across the middle, don't force it; throw to one of your other receivers.
Twin Slant Out	Two receivers run outside slant patterns while the fullback and halfback go into the flats on either side of the field. If your primary target is covered, pass the ball to one of these running backs.
Underdog	The halfback goes out into the pass pattern and runs a little deeper than most pass plays to the flat. Pass him the ball before he turns back toward the QB.
Weak Smash	The fullback blocks down on the outside behind the left tackle. Cut the ball downfield with the halfback between the tackle and guard.



I Twins

Play	Analysis
Bench Iso	The tight end runs into the flats on the left side, while the receivers stack up on the right. Pass him the ball as he runs parallel to the line of scrimmage, then turn it upfield.
Dive Offcenter	Once the fullback has the ball, it's up to him to find the hole between the center and guard on the left. Take whatever the defense gives you.
FB Motion Dive	Put the receiver in motion to the left side and hike the ball just before he gets to the QB; the receiver acts as an extra blocker.
FB Power Weak	The fullback takes the ball and runs it to the outside. Let the halfback get there before you; he acts as your blocker.
HB Flare Strong	The receivers run deep routes while the halfback runs into the flat on the left. Pass him the ball and turn it downfield. Make the first tackler miss and this short pass play turns into a big gain.
HB Iso Power	The halfback runs into the line between the tight end and the left tackle. Bring the slot receiver in motion to the left and hike the ball when he reaches the tight end.
I All Out	All the receivers run out patterns. Your primary target is the slot receiver. Use this when you need only a couple of yards and want to get the receiver out of bounds to stop the clock.
Motion Jolt	Send a defender away from the direction of the play by bringing the slot receiver in motion to the right side of the line. Pass the ball and hurry to the line of scrimmage.
PAP In and Out	The slot receiver and wide receiver run a crisscross right near the line of scrimmage. Your target is the wide receiver running the in pattern.
PAP Seam Clear	After the fake handoff to the halfback, look for the slot receiver running the deep in pattern.
PAP Twins Hitch	For this to work, throw the ball immediately after the fake handoff. Otherwise, the defender sniffs it out and drills the receiver as he catches the ball.
QB Plunge	This is a QB sneak for less than a couple of yards.
Twins Bounce	The halfback runs to the outside of the right tackle. Cut it inside or bounce it farther outside, depending on the defense.
Twins HB Pitch	Rather than hand the ball off, the QB pitches it outside to the halfback. This helps the halfback get outside quicker than with a traditional handoff.
Twins I Fly	Look for the wide receiver who runs the fly pattern up the right side. If he isn't open, look for the halfback who went into the flats on the left side.
Twins Plunge	Let the halfback follow his fullback into the hole between the right tackle and right guard. This is a run to the weak side as the tight end lines up on the left side of the line.

Strong I

Play	Analysis
All Quick Hit	Look for your primary target as he runs the quick slant. Pass him the ball when he's open, and gain extra yardage with a run after the catch.
Double Go	Two receivers run deep while the tight end heads for the sideline. Pass him the ball, then turn downfield or step out of bounds if you need to stop the clock.
FB Sweep	You need a speedy fullback to make this sweep, or substitute your backup halfback for this play; the extra speed helps you turn the corner for a big gain.
FB Thrust	The fullback dives into the line between the tackle and the tight end.
HB Offtackle	The halfback runs between the tackle and tight end on the right side. Watch for the hole; if it's not developing where it's supposed to, run to the opening instead.
I Reverse	The QB gets the ball to the halfback, who hands the ball to the wide receiver running in the opposite direction. This occasionally works against the computer, but most NFL offenses don't call this play often because a blitzing linebacker or lineman can step in to catch the receiver in the backfield.
I TE Stretch	It's important to get your tight end involved in your offense, and this is a great play to do that. Look for your tight end across the middle.
Iso Chaos	While the right side of the field is flooded, the primary target starts out left and works his way right. Pass him the ball before he reaches the middle of the field and let him turn it downfield.
M Cross Hook	Your target is the fullback who runs a quick hook route. Time it so the ball arrives as he's turning to the QB.
Motion HB Go	Send the receiver in motion, then pass the ball to the halfback, who runs up the left side. You'll overload a zone defense with this play.
Offguard Smash	Follow the fullback's block as your halfback runs the ball between the guard and tackle.
PAP Short Out	Pass the ball to the receiver in the flats. Use this when the defenders play off the line of scrimmage.
Strong Corner	The wide receiver runs a deep in route, but quickly turns it out. When to throw the ball depends on defensive coverage. If the corner has help inside, wait for him to cut back outside before throwing.
Strong HB Toss	The QB pitches the ball to the halfback, allowing him to build speed as he attacks the line of scrimmage.
Strong Outpost	This is another comeback pattern to the outside. Don't wait too long, or the defender steps between you and the receiver and intercepts.
TE Clear Post	The tight end runs a short post pattern. Pass him the ball around the center of the field. Make the first tackler miss to gain a lot of yards.
TE Quick Slant	The tight end runs a short route on the other side of the line of scrimmage. Use this against linebackers who play deep.
Weak HB Crash	This halfback run goes between the left tackle and the guard.

Spread Weak I

Play	Analysis
Clean Counter	You've got extra blocking on this play; the left guard and left tackle pull to lead the way on this sweep to the right. Follow your blocker and pick your hole.
Cross I	The primary target runs a crossing route. If the cornerback has inside help, throw the ball before your receiver makes his cut.
Deep Surprise	The primary target runs a quick out pattern before turning on the afterburners on the go pattern. Stay in the pocket long enough and you find your receiver deep and in the open.
FB Iso Weak	The fullback takes the handoff and runs outside of the left tackle, while the halfback fakes a run to the right.
HB Spread Dive	The halfback gets the handoff and runs between the left tackle and the left guard. Use the motion man as an extra blocker.
HB Spread Toss	This is a quick pitch to the halfback, who takes the ball outside. Getting to the corner quickly is essential on outside runs. Turn upfield and get through the holes.
In and Out	The slot receiver runs an out while the primary target runs an in. Wait for the receiver to come across the center before passing him the ball.
Lead Plunge	The halfback follows the fullback in this run to the outside. The extra block from the fullback springs this run for bigger gains.
Motion Corner	The receivers spread out the defense and scatter all over the field. The primary target comes in motion and runs a quick in-and-out pattern. Read the defense; if the defender has help inside, wait until he makes his run to the outside.
Motion Mislead	This play has the same look as the one above; the slot receiver comes in motion to the right, but this time you handoff to the halfback. If the linebackers are stacked at the line of scrimmage, hike the ball so that the motion receiver becomes an extra blocker on the left side of the line.
Motion Power	The tight end comes in motion to the left to lead the halfback and fullback. Get to the hole quickly and follow your blockers.
PAP Seams Out	The play-action pass starts with a fake to the fullback, but your primary target is the halfback who enters the pass pattern and runs an out.
Release and Go	The fullback looks like he's going to stay in and block, but releases and heads into the flats. If the linebackers play deep, pass to him quickly. If not, wait for his cut up the left sideline.
Spread Outs	The primary target runs an out pattern to the right sideline. Use this to get the receiver out of bounds and stop the clock.
Spread Post	The middle of the field is open for the primary target. Wait for him to make his cut in; he should be behind the linebackers but short of the safeties. Use this against zone defenses.
Weak Comeback	The primary receiver runs a comeback route. Practice your timing; Pass him the ball when he turns back toward the line of scrimmage. If the defender plays off the receiver, use this.

Spread I

Play	Analysis
2 Over Out	A lot of receivers crowd the right side on this pass play. Your primary target runs an out pattern to the right sideline. Make the catch and step out of bounds.
Deep RB Split	Pass the ball to the back in the right flat. A short passing game makes up for the lack of a strong running game.
Full I Dive	The fullback gets the ball and plows into the line between the center and the right guard. This play picks up a couple of yards in short yardage situations.
HB I Plunge	The halfback takes the ball and runs through the line on the left side between the tackle and the guard.
HB Pass	The QB gets the ball to the halfback, who has to make a decision. If the receiver is open, pass the ball downfield. If not, turn the corner in a sweep. Your halfback doesn't have the same arm your QB does; a deep pass tends to float, allowing the defense to close on the receiver and swat the ball away.
I Motion Power	The tight end goes in motion to the left while the run comes to the right side. Look for the hole and follow your blockers.
I Slot Out	The slot receiver runs a short out pattern. Quickly pass him the ball and let him turn it upfield.
I Sweep Strong	Pulling linemen and a fullback block for you on this play.
Lead Power	Let the halfback follow his blocking fullback. The run is to the outside, so get there in a hurry.
M Post-Flag	The tight end comes in motion, then runs a flag pattern up the left side. If the defender gives the receiver the outside, pass the ball to the receiver after he cuts to the sideline.
Motion FB Belly	The tight end comes in motion to the right and the halfback fakes a run in that same direction. But the ball goes to the fullback on the left side of the line. Hopefully, the misdirection gets a few yards.
Motion I Toss	The tight end goes in motion to the right, but the toss is to the left. Quickly get outside and follow your blockers.
Sluggo Release	A quick screen pass gets the ball to the primary receiver. This play works best when the defenders play off the line of scrimmage.
Spread Flat	Your primary target is the halfback running into the flat on the left. Pass him the ball once he's in the open, then turn it downfield.
Spread Punch	The halfback follows the lead block from his fullback on this play. Run into the hole between the center and the left guard.
Twin Thunder	Your primary target runs an in pattern. If the defender plays deep, throw the ball before the receiver makes his cut.
Twins In Go	The receiver runs a short pattern across the middle of the field. He runs between linemen and linebackers. Pass him the ball when he crosses the middle.



Pro Form

Pro Normal

Play	Analysis
All Crossed Up	The middle of the field is a jumbled mass of receivers on this play. Pass the ball to your primary target as he crosses the middle underneath the linebackers.
Angle X Pro	On this crossing pattern, pass the ball to the halfback, who runs from left to right.
Crash Strong	Your fullback leads the halfback into the hole between the right tackle and tight end. If the hole isn't there, bounce it farther outside.
Empty Crosses	Two receivers run crossing patterns, one short and one deep. Your primary target is the deep man, but throw to the short receiver if he is open.
FB Offtackle	The fullback takes the handoff and runs outside. Get there quickly, because the hole won't be open for long.
Motion Drag	The wide receiver comes in motion all the way across the field to the left, and the left-side wide receiver runs a short slant pattern. Hit the receiver in stride to gain extra yardage after the catch.
Offcenter Dive	The halfback takes the ball and runs between the left guard and the center. This short running play is good for a couple of yards. It works especially well when you need short yardage for a first down.
PAP Big Boot	The first step in this play-action pass is a fake handoff left, while your primary receiver is the running back in the flat on the right. Catch the ball and turn it upfield.
Post V-Stretch	Hit the primary target in stride and you gain extra yardage with a strong run.
Pro HB Trap	The halfback takes the handoff and runs between the center and the right guard, while the fullback fakes the run to the right. The misdirection draws off a few defenders.
Pro Strong Flood	The right side of the field is well populated with receivers. Pass the ball to the tight end—he runs an out pattern to the sideline.
Quick Hits Out	To make this pass play work, quickly get rid of the ball. This play works best when the defenders play off the line of scrimmage.
Settle and Go	Two players run deep on the right side while the fullback goes out into the flat and waits for the pass. Pass him the ball before he turns around to gain extra yardage after the catch.
Split Direct	The halfback runs to the left while the fullback runs right. With both players running symmetrical routes, half the defense picks the wrong way to go. If the hole isn't immediately open between the left tackle and left guard, bounce it outside.
Split FB Dive	The fullback takes the ball and blasts through the hole between the center and the right guard.
Split Strong All	On this deep passing play, both running backs go out into the passing lanes, so you have no extra blockers if the defense blitzes. If they do, check off to one of your other receivers.
Split TE Cross	Two backs come out of the backfield, so if your main receivers aren't open, dump it off to one of them. The tight end and one wide receiver run in patterns while the other receiver runs a fly downfield.
Super Back Outs	Everyone runs a comeback route on this play. Your primary target is the receiver who runs the comeback on the left sideline. This passing play works well to get the receiver out of bounds after the catch.
TE Fire Out	The tight end runs downfield, then cuts sharply to the left sideline. Pass him the ball after his cut. After he catches the ball, turn him downfield and take the safety one-on-one. Make him miss to gain serious yardage.
Thunder Dump	Look for the tight end entering the flats on the right side. Pass him the ball after he's made his cut downfield.
Weak HB Pitch	The halfback takes the pitch and runs to the weak side of the line. Get out there in a hurry and turn the ball downfield for a big gain.
Wild Slant	On this short slant pattern, wait for the receiver to cut across the center of the field.
Z Double Hook	The wide receiver runs a comeback pattern. Time it so the ball arrives just as he turns around.



Pro Slot

Play	Analysis
Corner Shot	The primary receiver comes in motion to the left, then runs a corner pass to the left sideline. Pass him the ball, then turn him downfield for extra yards.
Corners In	The primary receiver runs an in route that changes to a corner. If the defender has help inside, wait for the receiver to make his cut to the sideline before passing.
Cross Slot Go	The halfback goes out for a pass and runs a crossing route. Wait for him to clear the middle before passing him the ball. Crossing routes work well against zone defenses.
Double Ups	Two receivers run the deep passing route. Wait for your primary target to cross paths with the wideout before delivering him the ball.
Half Wing Toss	The halfback takes the quick toss to the left and heads outside. The fullback doesn't block for you, but the play develops quickly to compensate.
HB Knife	The halfback takes the ball and dives into the line behind the left tackle. Read the defense and look for the hole. If there is nothing inside, bounce it farther outside.
HB Slot Dive	The halfback dives into the line between the left guard and the center.
HB Slot Punch	This run is to the same spot as HB Slot Dive, but the fullback's blocking assignment changes; he comes up through the hole to the right of the center and clears out the middle linebacker for you.
HB Toss Sweep	The halfback takes the toss and runs to the left side. Don't wait too long before turning it downfield.
Lead Pro Punch	The halfback follows the lead of his fullback between the right tackle and the tight end.
Motion Out	The tight end comes in motion to the left and runs a short out pattern. Quickly pass him the ball so there's time to turn downfield and pick up more yardage.
Post Over Go	The wide receiver runs an in route at medium depth. Pass him the ball as he comes even with the left side of your line.
Pro Chaos	The primary receiver runs a medium slant in route on this play. If he's not open, look for the halfback in the left flat.
Slot Normal Belly	Get the handoff and head for the left tackle. Read the defense and make your cut—inside or outside.
Slot Splash	The running back takes the ball and runs to the hole on the right side of the line between the tackle and the tight end.
Slot X Flag	The tight end and the slot receiver run a deep crossing pattern. Pass the ball to your primary target and he can step out of bounds right away if you need to stop the clock.
Split Slot Screen	Complete this pass to your running back quickly and turn him downfield for additional yardage.
WR In and Out	The wide receiver changes his route from an in to an out. If the defenders have help inside, wait for him to cut back outside before attempting the pass.

Pro Wing

Play	Analysis
Flood Over Out	Everybody heads left on passing routes. Your primary target runs a deep in route from the right side of the field. Read the defense. If the defender plays deep, throw the ball before he makes his cut.
HB Slice	The halfback takes the ball and runs downfield between the right tackle and the tight end.
Heavy Toss	The Heavy Toss gives you three blockers to follow—the two wide receivers and a pulling guard. Get outside and around the corner as quickly as you can.
Iso Flat Deep	The receivers flood the right side while the halfback goes out into the flat on the left. After the catch, turn the ball downfield.
Over Double Out	The tight end heads for the left sideline. The longer you hold the ball, the closer he gets to the sideline. To run after the catch, throw it early so he can turn downfield.
Pro FB Draw	This delayed run goes to the fullback. Look for the hole before you get the handoff.
Pro FB Flare	This short pass to the fullback coming out of the backfield is like a quick toss play to the outside. Once you've got the ball, turn it downfield.
Pro Weak Slant	The slot receiver runs a quick slant pattern. The key to yardage on this short pass is how the linebackers play and your ability to hit the receiver in stride. When the receiver has enough room, he catches the ball and fakes the linebacker into missing the initial tackle.
Quick Outs Hook	The slot receiver quickly cuts to the outside on this short pass. Use this when the cornerback plays on the line of scrimmage, or to get the receiver out of bounds to stop the clock.
Short HB Toss	The halfback runs a quick toss play to the left of the line. Quickly get to the outside and turn it downfield.
Split HB Smash	The fullback fakes a run outside while the halfback takes the ball and quickly dives into the line between the center and the right tackle.
TE Crossover	The tight end runs a crossing pattern from left to right while the slot receiver runs one right to left. One is open because the linebackers play either deep or shallow. Read the defenders and complete the pass.
Thunder Pass	The slot receiver runs an out-and-up. A running back stays in to protect the passer; wait for the receiver to get downfield.
Tidal Wave	Everybody runs left on this pass play. Hit the back coming into the flats and quickly turn him downfield. The receivers run deep patterns to draw the defenders away from the back.
Twins Cross	This is similar to the TE Crossover play, but the primary target is the slot receiver running the deeper of the two crossing routes.
Twins Screen	The back goes out for a screen pass to the left. The guard pulls to give you an extra blocker, so follow his lead.
Wide Empty Hook	The left side is clogged with receivers. Time it so the ball arrives on target when the receiver turns back to the line of scrimmage.



Pro 3WR

Play	Analysis
Chaos Flag	Your primary target runs an in-and-out. The defense determines when to throw the pass. If the defender plays inside, throw to the receiver after he starts the out pattern. If the defender plays outside, throw on the in part of the pattern.
Deep Slot Seam	All three receivers run deep patterns on this play. If both safeties hang back to help the cornerbacks, someone should be in man-to-man coverage. Read the defense and find the right receiver.
Double Hook Out	The primary target runs an out pattern that angles back to the line of scrimmage. Pass him the ball when he turns back, and you can get him out of bounds.
FB Split Dive	The fullback takes the handoff and dives into the line between the center and the right guard.
FB Toss Sweep	The fullback takes the toss and heads out on the sweep to the left. The slot receiver in motion to the left provides extra blocking.
Out Over Up	The primary target runs a short out pattern. Use this if the defenders play off the ball.
Outside Deep	The primary target runs a deep route. It starts as a short cut to the outside, but the receiver turns downfield to burn the cornerback. If you've got a speedy receiver, use this.
PAP Twin Over	If you have a strong running game, run this play-action pass. The defense freezes when they see the run, giving your receivers time to get open. The primary target here is the tight end, who runs a quick slant from left to right.
Pro Confusion	The primary target runs an in-and-out pattern. Both running backs go into the pass pattern, so stay away from rushing inemen until the receiver gets open downfield.
Quick Toss	The halfback takes a quick toss and runs outside. Success depends on the block you get from your receiver and the pulling guard. Look for the hole and follow it.
Slot Cross Out	The slot receiver runs an out pattern that intersects with another receiver running a deep slant in. Throw to your primary target after the receivers cross, then turn downfield and run.
Soda Jerk	You have five targets. Your primary is the slot receiver running a deep crossing pattern. Wait for him to cross the middle before delivering the ball.
Split HB Sweep	You have a lead block from your fullback and the pulling guard. Follow them and pick your hole on this sweep to the right.
Split Pro Plunge	This involves a quick handoff to the halfback, who takes the ball between the center and the right guard. Follow your blockers and look for the hole.
Swing Out	In this screen play, your halfback runs to the left. Quickly get outside and run the ball downfield. The quicker you cut downfield, the quicker you gain yardage.
Triple Deke	Everyone floods the left side of the field. The primary target runs a comeback route toward the left sideline. Quickly pass him the ball, then get the receiver out of bounds to stop the clock.

Big Pro

Play	Analysis
Big Arrow In	The tight end on the right side runs a quick slant. Hit him in stride, then turn him downfield to pick up extra yardage.
Big HB Dive	The halfback dives into the line of scrimmage between the left guard and the center from this double tight end formation.
Big Iso Toss	The halfback takes the toss and heads to the outside corner on this play. Follow the block of the tight end and the pulling guard.
Big Pro Belly	The halfback takes the handoff and crashes into the line between the right guard and right tackle. The fullback is nearby; watch for him to open a hole for you.
Dive Waggle	This is a play-action pass. After the fake handoff, look for your running back heading to the right. Pass him the ball once he's outside the tackle, then turn him downfield.
FB Iso Big	Let the fullback take the handoff and move him into the line at full speed. Crash through the hole between the right guard and right tackle. The halfback runs to the left, drawing away some of the linebackers.
FB Quick Hit	Get the fullback quickly through the hole between the center and the right guard.
HB FB Seams	There's not much time for this play to develop. Both running backs go out for a pass, so you won't have extra blockers for a blitz. Pass the ball to the fullback, who cuts up the right side.
Heavy Release	The tight end on the right side is your primary target. Quickly pass him the ball and turn him downfield for a nice gain. This play works best when the defenders play off the line of scrimmage.
PAP Big Hitch	This play-action pass is intended for the halfback, who runs a quick hitch route. Time it so he gets the ball when he turns around. Waiting too long brings him back to the line for little or no gain.
Split Big Screen	This screen play features a lot of blockers; the receiver coming in motion leads them. Look for the hole and head downfield.
TE Double In	The tight end runs a midrange in pattern. Wait for him to cross the middle before passing him the ball.
X Protect	Both running backs stay in to protect the QB from the blitz. Bring the receiver in motion, then hit the tight end who runs the fade to the left sideline. Wait until he crosses paths with the receiver before delivering the ball.

Single Back

Big Single

Play	Analysis
Ace Quick Posts	Look for your primary target as he cuts in from the right side. Watch for the tight ends; one of them is open if your receiver is covered.
Action Boots	This play starts with a fake to the running back. Look for your tight end running a quick slant across the middle.
Big Counter	Both the left tackle and the left guard pull to block for the running back, who runs to the right. Follow your blockers and look for the hole.
Big HB Iso	The receiver comes in motion, drawing defenders away from the intended play area. If the defender isn't drawn (because defense is playing zone), bring the receiver back in motion to the right and use him as an extra blocker on this running play.
Big Quick Hit	The receiver runs a quick slant route. Pass him the ball and let him be creative as he runs downfield. If the first tackler misses, this is a big gain.
Big Single Crack	A sweep play to the left. Quickly get outside before the linebackers step up to stop you.
Double Delay	Both tight ends start out running to the middle, then cut to the outside. Your primary target is on the left, but throw it to the other tight end if he is open.
Flea Flicker	Occasionally, you must call on a trick play to fool the defense. After the handoff, the running back starts running into the line, but then pitches the ball back to the QB. Throw it downfield to the tight end on the right.
Four Quicks	Four receivers go into passing routes and they all run crossing patterns. Pass the ball to the receiver after he crosses paths with the tight end.
HB Draw Belly	In this delayed running play, the QB drops back, looks for a receiver, then hands off to the running back. Run downfield. If you try to bounce it outside instead of hitting the hole, you'll get clobbered in the backfield.
Motion Toss Big	The receiver comes in motion to the left and is the lead blocker on this toss play to the outside. Follow your blockers and get downfield in a hurry.
PAP Confusion	This starts with the fake handoff, then passes to the tight end. Wait for him to cut across the middle before throwing.
PAP Post In	The motion receiver and the wide receiver intertwine down the right sideline. Wait for them to separate, then Pass the ball to the wideout as he comes across the middle.
PAP TE Cross	Pass the ball to the left tight end as he runs the midrange in pattern. Wait for him to cross the middle of the field before delivering the ball.
Single Big Dive	The running back takes the handoff and blasts through the center of the line. Get through the hole and downfield.
Single Big Toss	A tight end and a pulling guard block for you on this toss play to the right.
Single Quick	Your primary target runs a quick comeback route to the sideline, so don't waste any time making up your mind. Drop back and release the ball.
Straight Outs	The tight end runs a quick out pattern to the right sideline. Use this to get the receiver out of bounds and stop the clock.
TE Curl	The tight end runs a quick curl pattern. Quickly pass the ball to him; the longer you wait, the closer he gets back to the original line of scrimmage.

Single 3WR

Play	Analysis
3WR Crisscross	The slot receiver runs a quick out pattern. Pass him the ball, then turn him downfield before he gets to the sideline.
3WR X Fly	The tight end and the wide receiver both run deep patterns. Your primary target is the tight end, but if the defense covers the inside, pass the ball to the wideout on the outside.
Ace Punch	The wide receiver comes in motion to the left, but the run happens to the right. Get through the hole between the right guard and the right tackle.
All Deep	Everyone runs deep patterns. Your primary target is the slot receiver, but don't be afraid to throw it to any of the others if they are open.
Blue Down In	The primary receiver runs a quick hitch route. Time it so the ball arrives as he turns. Use this when the defender plays the receiver deep.
Buckle Out	The primary target runs a quick hitch, like the Blue Down In, but this pass is to the left sideline.
Come Back Flat	Both wide receivers run comeback routes. If neither is open, the tight end in the flats on the right side is a good third option.
Curl Swing	Hit the receiver as he breaks back to the line of scrimmage after about twelve yards.
Double Slant In	The primary receiver runs a deep slant pattern. Hit him in stride and he'll pick up extra yards after the catch.
Half Hammer	The slot receiver comes right in motion, the same direction as the running play. Follow your blockers and get through the line.
Over Flat	The receiver runs a midrange in pattern. If he's covered well, pass the ball to the tight end running a short route to the flats on the left.
PAP Crossover	After the fake handoff, drop back to pass and pass the ball to the slot receiver, who runs a short in pattern. If he's covered, look for the receiver running the deeper in pattern.
PAP Wheel	The tight end follows the wide receiver down the right sideline until the receiver makes his cut inside. Pass the ball to the tight end before the receiver makes his cut, and you have an extra downfield blocker.
Project X	Everyone runs deep. Throw to the motion receiver and keep running. You'll get a lot of yards with this play.
Red Toss Weak	This toss play gets you outside in a hurry. If the defense is in zone coverage, bring the motion receiver back to the left side to act as an extra blocker.
Shovel Reverse	Be wary of this reverse play. NFL teams call reverse plays because when they work, they're big gainers—but if they don't work, they're big losers. The key is to have a strong running game. Get the handoff from the halfback to the receiver and turn on the Turbo; get beyond the line of scrimmage.
Single Draw	This delayed handoff works well when the defense drops back into deep pass coverage. Pass the ball and get through the hole between the right guard and right tackle.
Trey Out Fly	The main receiver runs an out to the left sideline. Get your receiver out of bounds to stop the clock.
Trey TE Cross	A good way to get your tight end involved in the offense. The X receiver runs an in route deep across the middle while the tight end drags across the middle on a shallower route.
Twins Action	Your primary target runs an in-and-out pattern. When the defense is stacked to the outside, get the receiver the ball while he runs the in portion of this route.
Wide Counter	A pulling guard and pulling tackle help block on this run play to the left. Follow your blockers and blast through the hole they make.



Single Slot

Play	Analysis
Double Dump	This is a short pass to your running back on the right flat. Short passes make up for a poor running game.
Half Wing Belly	Blast the ball through the left side of the line on this running play.
Icy Flag Post	You've got crisscrossing receivers. Wait for the tight end to make his cut to the outside before delivering the pass.
Motion Chaos	The motion receiver adds to the confusion as three receivers start out on the right to overload the defense. Get it to the primary target in stride and let him run with the ball to gain extra yards.
Motion Seam Go	This is a deep passing play. Get it to your man before he gets too deep. Tight ends aren't as fast as wide receivers.
Motion Under	Two receivers quickly run patterns on this play. Pass the ball to the one running the short route if the defenders play back. If the defenders play in, go deep.
Motion Z Out	This short route is perfect for picking up a couple of yards. Wait for the receiver to make his cut to the outside before delivering him the ball.
PAP Strike	After faking the handoff, pass the ball to your primary target—the receiver running the quick hitch pattern along the right sideline. Use this when the defense plays deep.
PAP Under Wing	On this play-action pass, pass the ball to the receiver who runs a short in route.
Shallow Wheel	The right side of the field is overloaded. If all the receivers are covered, pass the ball to the running back coming out of the backfield on the left.
Star Post	Your primary target runs right across the middle on this play. Hit him in stride, and you'll pick up a lot of extra yards.
Wing Counter	A pulling right guard and a tackle block on this run to the left.
Wing Out Hook	Timing is everything on a comeback route. Pass the ball to the receiver as he turns around—any later, and he runs too close to the line of scrimmage.
Wing Posts Out	Pass the ball to the receiver who runs the deep slant pattern. Give the receiver time to get open.
Wing Power	Look for the hole to open between the right guard and right tackle. If the hole isn't there, bounce it farther outside or cut inside.
Wing Toss Weak	Similar to the Wing Power play, this play starts farther outside.

Single Trips

Play	Analysis
Ace Trips Bounce	On this sweep to the right side of the line, a pair of receivers blocks the outside for you. How well they block determines how well you do on this play.
Deep Options	Everybody runs deep. Pass the ball to the receiver streaking up the left side of the field.
Double In-Out	The tight end and the slot receiver run crossing patterns across the middle—one runs shallow, one runs deep (your primary target). Pass him the ball as he crosses the middle of the field.
Half Dive	This play features a quick run up the middle between the center and the right guard. If the hole isn't there, bounce around until you find an opening.
Half Weak Blast	This run is to the outside away from the tight end and the double receiver set to the left. Once you pass the ball, get outside and turn downfield to pick up yards.
HB Shovel Trips	Bring the slot receiver in motion to the left on this quick run to the left. Follow your blockers and get downfield in a hurry.
Iso Slant Cross	This play floods the left side of the field while the primary target runs a slant in on the right. Hit your man in stride to pick up extra yards after the catch.
Motion Shorts	Your primary target is the tight end running a short crossing pattern. Use this when the linebackers play off of the line of scrimmage.
Out Protect	The running back stays in to protect the QB while everyone else goes out into the pass pattern. Your primary receiver is the tight end running an out to the right sideline.
PAP and Go	Hope that the defense really buys the fake handoff on this play, because the receivers are running deep patterns and no one stays back to protect the QB. Roll out to the right and pass the ball to your receiver as he flies down the right sideline.
PAP Buttons	After the fake handoff to the running back, the QB must quickly hit the receiver, who's running a button hook, comeback-like pattern. If you wait too long he comes back too close to the line of scrimmage.
PAP Double In	On this play-action pass, two receivers run patterns—one short and one deep. Hit your target as he crosses midfield and let him run with the ball. Make the first tackler miss to pick up a lot of extra yards.
PAP Trips Pass	This play-action pass starts with a fake sweep to the left followed by a quick pass to the tight end, who runs a short slant pattern to the right sideline. Pass him the ball and turn him downfield along the sideline. Step out of bounds if you need to stop the clock.
Power Knife	The running back slams into the line between the right tackle and the tight end. Get to the hole in a hurry.
Red Thunder	There's much confusion on the right side. Your primary target slips out short and runs a slant in. Pass him the ball in stride and he picks up a lot of extra yards.
TE Seam	The tight end runs a deep route. Roll to the right and wait for him to get open.
Trips Hammer	The left guard pulls to lead the blocking on this run to the right. Follow him through the hole to bust this running play wide open.
Trips Motion	Your primary target runs straight up the right sideline. Use the single back to give you enough time to pass the ball to your receiver deep downfield.
Trips Slants	The wide receiver runs a deep slant pattern. If the safeties provide inside help to the cornerbacks, pass the ball to the receiver before he makes his cut to the inside.

Single 4WR

Play	Analysis
4 Wide Smash	Bring the receiver in motion to the right as an extra blocker on this running play. Look for the hole and follow your blockers.
4WR HB Dive	This running play is straight up the middle. With four wide receivers spreading out the defense, it's effective.
4WR HB Sweep	A pulling guard leads the way on this play. Follow the block of the slot receiver, then cut downfield.
4WR Wheel	Your primary target runs a midrange in pattern. Wait for him to make his cut and come across the middle of the field before throwing.
Ace All Go	This is a symmetrical play—what the receivers do on the left side of the field is mirrored on the right. Both wideouts run the out-and-up pattern, while the slot receivers run straight fly patterns downfield.
All Out	The inside receivers run a short out while the two outside receivers run a deep out. This is a great play when you want to stop the clock.
All Slant	Two receivers go left and two receivers go right. Everyone is running a slant pattern, so if the defense is giving you the middle of the field, call All Slant.
Angle Hook In	The primary target runs a comeback route. Time it so you deliver the ball as he makes his cut in.
Chaos Motion	Three receivers start their routes on the left side of the field. Pass the ball to the receiver running the out pattern. If he's covered, look for the right-side receiver running the deep slant.
Cross Flank	Everyone heads to the right side. Your primary target runs a quick in-and-out. Pass him the ball and he can step out of bounds to stop the clock.
Cross In Out	The left slot receiver runs across the route of the left wide receiver. Pass him the ball after their paths cross, and you can pick up extra yards after the catch.
Cross M Out	The slot receiver comes in motion to the left and runs a short out pattern. Before you pass the ball to the primary receiver, look downfield. Another receiver is running a deep out pattern.
Fly Slants	Both slot receivers run fly patterns. Roll out to the right and buy time for the receiver to get open.
Middle Flood	As the play name states, the middle of the field is flooded with receivers while your primary target runs an in-and-out up the left sideline. Pass him the ball and turn downfield for extra yards.
Middle Trouble	The primary target is the slot receiver on the right side. He runs a comeback pattern, so pass him the ball when he turns.
Quick Slants	The primary target runs a deep slant pattern. Without a running back to block for you, roll around to buy some time for the receiver to get downfield.
Red Angles	The running back gets involved with the passing game. After he dives through the line, he runs a quick out pattern to the right sideline.
Red Corners	The primary receiver runs a deep in-and-out pattern. If the safeties cover the inside, pass him the ball after he's made his cut outside.
Slant Wave	The wide receiver runs a short route on this passing play. It works best when the defensive backs play off the line of scrimmage.

Single Split 4

Play	Analysis
4WR Half Sweep	Bring the receiver in motion and use him as an extra blocker on this sweep to the outside.
4WR Inside Dive	This is a quick run to the inside. With four receivers stretching out the defense, you can catch the defense off guard and pick up a couple of yards.
4WR Z Out	The right wide receiver runs a midrange out pattern. Pass him the ball as he makes his cut outside, then turn downfield after he has the ball.
All Inside Out	This time it is the slot receiver who runs the midrange out pattern. If the receiver makes it past the defender, pass him the ball before he makes his cut and burn the defense deep.
Backside Flare	All the receivers run deep routes while the running back slips into the flats on the left side of the field. Pass him the ball and turn downfield.
Balanced Power	Get to the hole between the right guard and the right tackle on this inside run.
Cross Back Post	Bring the man in motion all the way to the right to overload the defenders. Your target is the far-right receiver who runs a comeback route to the sideline. This play works best when the defenders concede the short pass.
Deep and Out	The primary target runs an out pattern. He should be open, because two other receivers are running deep patterns.
Deep Thunder	The slot receiver runs an out-and-up pattern. If the defender has help from a deep safety, pass him the ball on the out part of the pattern.
Inside 4WR Belly	This is a run to the left side of the line between the left guard and the left tackle. Get to the hole; it won't be there long, and you don't have a lead blocker to clear out linebackers.
Inside Hook	Your primary target runs a comeback pattern. Time it so you deliver the ball as he turns. Wait too long, and the receiver comes back too close to the line of scrimmage.
Inside Stretch	This play tries to flood the left side of the field while the far-right wide receiver runs up the sideline and slants in. If the defender has help from a safety playing inside, deliver the ball before he makes his cut to the inside.
Streak Cross	Your primary target runs an in pattern that crosses paths with the slot receiver. Pass him the ball after their paths intersect.
Stretch Middle	Everyone pushes the defense deep, but your target is the running back, who does a quick button hook after getting through the line.
Wide Hooks Out	Pass the ball to your primary receiver as he is cutting back to the line of scrimmage.
X Deep Out	The primary target is the slot receiver running the out pattern to the sideline. If he is well covered, look for the running back in the flat on the left side of the field.

Goal Line

Bull Gun

Play	Analysis
Curly Cross	This is a quick pass play to the running back, who blasts through the line, then turns around for the ball.
E-Motion Slant	Your target runs a shallow slant pattern across the line of scrimmage. Pass him the ball as he moves between the linebackers, then turn the ball downfield.
Flat Comeback	On this comeback route, let the receiver work his way to the corner on the right side. Throw him the ball, then turn him downfield to pick up extra yards.
Goal Spread	The primary target runs a slant pattern to the left sideline. Let him cross paths with the left wideout before passing him the ball.
Quick Protect	The receiver starts to run downfield, then makes a quick cut on a slant pattern. Pass him the ball as he makes his cut to pick up yardage.
TE Cross Up	The tight end runs a midrange in route. Pass him the ball as he crosses the center of the field.
Twin Z Out	The primary receiver starts running a slant in but makes a cut to reverse his route and starts running to the right sideline. If you surprise the defender, make the pass to a wide open man.
Wide Isolation	The middle of the field is wide open for your primary target.

Bull Weak I

Play	Analysis
Big Lead Smash	From this offset I Formation, pass the ball to the halfback and have him follow his blockers through the left side of the line. There's no time to maneuver in the backfield; take the ball and run behind your blocker.
Bull Counter	A pulling tackle and a pulling guard block from the left side of the line as you run this play to the right. Follow your blockers to make it through the first wave of defenders.
Clear Flare	The receivers flood the left side of the field, but your primary target is the halfback running to the flats on the right side of the field. Pass him the ball and turn him downfield.
Crossout Slant	The tight end runs a shallow in pattern on this play—just beyond the defensive line. Pass him the ball when he opens up, then turn him downfield.
Curves Weak	This passing play is intended for your fullback who is in the left slot. If he's covered, look to the halfback, who runs a shallower route in the same area. Someone should be open.
Full Blast	While the halfback fakes a run outside to the right, the fullback takes the quick handoff and plows through the line between the left guard and the left tackle.
Lonely Slant	Everyone runs his routes to the left except for your primary target, who runs to the right. It's a shallow pattern beyond the defensive line. Pass him the ball when he opens up and turn him downfield.
Motion Punch	Bring the receiver in motion to the left to sell the fake run to the left. Your goal is a quick run between the center and the right guard.
Over Swing	If the fullback is covered on this play, pass the ball to your halfback in the left flat.
PAP Strong Flat	This play starts with a fake to the halfback, but your target is the fullback who goes through the line of scrimmage, then cuts to the right sideline.
Pivot Flood	This pass play is intended for the tight end running a slant in, but cuts to the left sideline. He should be alone as the other receivers run to the right side of the field.
Shovel Weak	On this run to the left, you'll have two pulling linemen and the fullback to lead your way. Follow your blockers and get downfield.
Spread Slant	The primary target runs a shallow in pattern. Pass him the ball and turn him downfield. Make the first tackler miss to turn this play into a big gain.
Weak Release	Your primary receiver runs a quick out pattern to the right sideline. He catches the ball at the line of scrimmage, so turn downfield. Use this when the defender plays off the line of scrimmage.



Bull I

Play	Analysis
Big Blast	The fullback takes the ball on quick handoff and plows through the line between the left tackle and the left guard.
Big I Toss	Follow your blocker on this sweep to the right side of the line.
Bull I Dive	On this fullback run, pass the ball and speed straight ahead. The hole won't be there for long, so move fast.
Bull Power	The left guard and the left tackle pull to lead the way on this run to the right. With the fullback charging in front of you, you'll have enough blockers to explode through the defensive line.
Bull Slant	Read the defense. If the cornerback covering your primary receiver plays off of the line of scrimmage, pass as you hike. If the corner plays up tight, let your receiver work his way open with the cut to the middle.
HB Hammer	In this power run into the middle of the line, the fullback clears out the hole for the halfback.
I Wide	The halfback runs through the line, then makes his cut to the right sideline. Get him the ball with the short pass.
Mirror Z	Two receivers run for the left sideline on this play—one short and one deep. Read the defense and pick the one who is open.
Motion Sweep	Bring the receiver in motion to the left as an extra blocker on this play.
PAP Corner	This play-action pass starts out with a fake to the halfback, but the intended target is the receiver who runs a quick in-and-out up the right sideline.
PAP Z In	Your primary receiver runs a comeback route to the right sideline. Time it so the ball arrives as he turns back toward the line of scrimmage.
QB Sneak	Read the defense before the snap because you have little time after you hike the ball. Let the QB keep the ball and run to the side of the line that looks weak.
Quick Slant	Bring the receiver in motion and let him run the quick slant to the right sideline. If he's covered, pass the ball to the halfback in the right flat.
Release Flare	The running back's route goes into the left flat. If he's not open, look for either tight end running a quick out on each side of the field.

Bull Strong I

Play	Analysis
Chaos Flat	Almost all receivers run deep routes on this play. But your primary target is the halfback, who runs a shallow out play. Once he makes the catch, turn him downfield.
Empty Over	This is a pass to the fullback, but his route is an out pattern behind the line of scrimmage. After the catch, turn downfield.
Half Smash	The halfback takes the handoff and runs between the right guard and the right tackle. Don't waste time with maneuvers in the backfield—get through the hole in a hurry.
Half Splash	The fullback runs right while the halfback takes the handoff and runs left. Look for the hole; if it's not there, bounce farther outside. Run at top speed so you don't get caught in the backfield.
Lead HB Bounce	Bring the wide receiver in motion to the left to draw a defender away from the right side. Pass the ball to the halfback and have him follow the fullback through the line.
Middle Dink	The halfback releases and runs through the center of the line, then button hooks once he is through the defensive line.
PAP Crosses	This play-action pass starts with a fake to the halfback, who runs a sweep to the left. Your primary target is the tight end running a deep in pattern. Pass him the ball as he crosses the middle of the field.
PAP Isolation	The play begins with a fake to the fullback, then the QB looks for the halfback running to the flat on the left. Pass him the ball and turn downfield to pick up the yards.
PAP Twins Out	Your primary target is the tight end running a slant pattern to the right sideline. After you complete the fake handoff to the fullback, wait for the tight end to get open, then pass him the ball.
Slant Dump	Pass the ball to the receiver who is running a slant pattern to the right sideline. If he isn't open, look for the tight end on the left side.
Split Flats	Both running backs run into the flats on this play. The primary receiver is the halfback on the left side, but if he's covered, look to the fullback on the right.
Stretch Out	The left side of the defense gets flooded on this play, leaving the entire right side of the field to your primary target. Pass him the ball as he turns back toward the line of scrimmage.
Strong HB Iso	Bring the receiver in motion to the left side to draw away a defender, then run the ball to the right with your halfback following the blocks set by your fullback.
Weak Counter	On this counter play, a pulling right guard and right tackle lead the way on a run to the left. Don't run this play too far outside or you can't take advantage of your blockers. Run it close outside the left tight end.



Defensive Playbook

Formations

3-4	4-3	Dime	Nickel	Goalline
3-4 Bear	4-3 Over	Dime 40	Nickel 40	Goalline
3-4 50	4-3 Under	Dime Strong	Nickel Strong	Goalline Fin
3-4 Sink Weak	4-3 Hawk	Dime Weak	Nickel Weak	Jumbo Fin
3-4 Sink Strong	4-3 4-3	Dime KC	Nickel KC	—
3-4 Double Sink	4-3 Bear	—	—	—

3-4

3-4 Bear	3-4 50	3-4 Sink Weak	Sink Strong	Double Sink
3-4 Split Cover 3	3-4 Weak Blitz	3-4 Sink Blitz	3-4 Weak Tex	3-4 Weak Flame
Bear Cover 3	Middle Fire	Flame Cover 4	Buck Dog Cover	3-4 Weak Plug
Bear Knife Blitz	Pow Cover 1	Middle Blitz	Empty Cover 3	Buck Cover 3
Panther Blitz	Tornado Blitz	Sink Cover 2	Fire Cover 3	Corner Blitz
Panther Stunt	Twist Cover 3	Sink Weak Fire	Strong Buck Dog	Double Cover 2
Plug Cover 3	Weak Cover 2	Twist Cover 1	Strong Knife	Flame Fin Cover
Star Shade	—	—	—	Tornado Cover

4-3

4-3 Over	4-3 Under	4-3 Hawk	4-3 4-3	4-3 Bear
4-3 Over Cov 2	Eagle Cover	4-3 Cover 3	4-3 Blitz Peel	4-3 Bear Cover 1
Over Blitz Peel	Flame Cover 3	4-3 Double Blitz	4-3 Cover Heavy	4-3 Bear Zone
Over Cover 1	Loop Cover 3	Cover Mid Blitz	4-3 Shift Blitz	4-3 Saw Blitz
Over Cover 5	Under Blitz	Hawk Cover 3	Even Stunt	4-3 Storm Blitz
Over Drop Cover	Will Dog Cover	Sam Will Blitz	Sam Cross Blitz	Bear Blitz Peel
Wash Blitz	—	Slam Cover 1	Sam Dog Cover 1	Bear Cover 2
—	—	Stack Cover 2	Shift Cover 2	Bear Cover Weak
—	—	Will Knife Blitz	Will Storm Blitz	Bear Strong

Dime

Dime 40	Dime Strong	Dime Weak	Dime KC
Dime Cyclone	D Strong Cover 3	10 Cover Cheat	10 KC Balanced
Dime Mike Pick	Dime Bracket	10 Double Smoke	10 KC Cover 3
Dime Roll Zone	Dime Empty Zone	10 Weak Zone	Dime Blitz
Dime Smoke	Dime Roll	D Cover Cheat	Dime Corner In
Dime Storm	Double Blitz	Dime Middle Blitz	Dime Cover Man
Dime Tornado	Toro Bracket	Dime Robber	Dime Double Plug
Dime Twist	—	Dime Sam Blitz	Dime KC Zone
Dime Twist Man	—	Dime Weak Man	Dime Thunder
Smoke Blitz	—	Slide Weak Zone	Even Cross Blitz

Goalline

Goalline	Goalline Fin	Jumbo Fin
GL Short Cover	Desperation Blitz	GL Double Flame
Goalline Crash	Double Flame	GL Jumbo Stunt
Goalline Smoke	Fin Bracket	GL Middle Plug
Goalline Plug	GL Double Smoke	GL Middle Zone
Smoke Man	GL Mike Plug	GL Wide Blitz
Zone 2 Free	GL Stunt Man	Goalline Napalm
—	Goalline Pinch	Short Zone

Nickel

Nickel 40	Nickel Strong	Nickel Weak	Nickel KC
5 Mac Dog	40 Slide Cover	5 Base Cover 2	5 Wham Blitz
5 Mike Dog	5 Slam Dog 2	5 Rock Blitz	Base KC Zone
5 Stud Dog 1	5 Slide Strong	Nickel FS Cheat	Nickel Bob Cover
5 Stud Dog 2	Nickel Dagger	Nickel Line Plug	Nickel Cheat
Base 40 Cover	Nickel Dagger 2	Nickel Man 2	Nickel Cover 2
Napalm Blitz	Nickel Stud	Nickel Mike Dog	Nickel Dog
Nickel Base Blitz	—	—	Nickel KC Zone
Nickel Cover 3	—	—	Nickel Slam Dog
Nickel G Blitz	—	—	Nickel Solid
Nickel Mac Dog	—	—	—



Defensive Play Analysis

3-4

3-4 Bear

Play	Analysis
3-4 Split Cover 3	Your defenders play a deep zone. Pressure comes from the right side of the line, so select the blitzing linebacker.
Bear Cover 3	The defenders drop back into a deep zone. Select your defensive lineman on the right side; he provides the push to the QB.
Bear Knife Blitz	The left defensive lineman stunts to the outside while both outside linebackers blitz. This defense stuffs an outside run, but the middle is open.
Panther Blitz	Pick either the left outside linebacker or the right inside linebacker on this play. Both of them come on the blitz to pressure the QB.
Panther Stunt	The defensive line stunts to confuse the offensive line. Pick the right outside linebacker to blitz and pressure the QB.
Plug Cover 1	The linebackers step up to fill all the holes on this play. It's a good defense when you think the offense is running the ball—especially to the right.
Star Shade	This is a short-zone defense, good in short yardage passing situations when the offense might run the ball.

3-4 50

Play	Analysis
3-4 Weak Blitz	The defensive backs play man-to-man. Select either the left outside or left inside linebacker—both will blitz.
Middle Fire	This is a deep-zone defense. Select the right outside linebacker; he steps up to rush the QB.
Pow Cover 1	This defense overloads the right side of the line while the defensive backs are in man-to-man coverage with a safety helping with a deep zone.
Tornado Blitz	This defense is similar to Pow Cover 1, except the defenders blitz on the right. Select one of those players and bring the pressure to the QB.
Twist Cover 3	Be careful with this zone defense; it leaves the middle of the line susceptible to runs inside.
Weak Cover 2	This is a two-deep zone. Both safeties drop back deep to aid the cornerbacks.

3-4 Sink Weak

Play	Analysis
3-4 Sink Blitz	With the defensive backs playing a zone, select one of the left-side linebackers; they bring the pressure on the blitz.
Flame Cover 4	This is three-deep zone, good for guarding against a deep pass play. Select the left defensive end to bring the pressure to the QB.
Middle Blitz	The defensive backs are locked in man-to-man coverage on this blitz, with help from a safety playing a deep zone. Select one of the middle linebackers and rush the QB.
Sink Cover 2	Select the right inside linebacker; he blitzes on this play while the other defensive backs play a two-deep zone.
Sink Weak Fire	This three-deep zone guards the flats to the left side of the field, so call this play to stuff sweeps or short passes to the left.
Twist Cover 1	The defensive line stunts confuse the offensive line while the defensive backs play man-to-man coverage with a safety in a deep zone.

Sink Strong

Play	Analysis
3-4 Weak Tex	This two-deep zone covers both flats well. It's good for stopping sweeps and short passes to the outside. The middle of the defense is left open.
Buck Dog Cover	On this zone defense, select the left outside linebacker; he brings the pressure on the QB.
Empty Cover 3	The defensive line attempts to overload the outside of the line. This leaves the middle of the line susceptible to runs inside.
Fire Cover 3	This is a three-deep zone. Pressure comes to the QB via three-man rush and the right inside linebacker. This pass defense works well against deep plays.
Strong Buck Dog	This is another three-deep zone, but the right outside linebacker blitzes.
Strong Knife	Both outside linebackers blitz while the rest of the defense plays man-to-man. Get to the QB early because the defensive backs don't have any deep help if they are beat.

Double Sink

Play	Analysis
3-4 Weak Flame	This two-deep zone features a strong push on the left side of the line. This is a good run stuffer and a good pass defense.
3-4 Weak Plug	The defensive backs cover the receivers man-to-man while the weak inside linebacker comes in on the blitz.
Buck Cover 3	The defenders drop back into a three-deep zone on this coverage. Select the weak outside linebacker to apply pressure on the QB. Work straight upfield, then make your cut toward the QB.
Corner Blitz	Select the strong-side cornerback—you'll be blitzing. If the QB reads the blitz, he quickly dumps off the ball to the receiver you should have been covering. The safeties are playing deep zone and the linebacker should provide help close to the line.
Double Cover 2	This defense provides double coverage against a normal two-receiver offense. The left defensive end and outside linebacker stunt to pressure the QB. Watch for runs between the center and the left guard; your line is thin here.
Flame Fin Cover	This pure zone defense dares the QB to throw the ball. When the ball is in the air, quickly switch to the nearest defender. There should always be a defender close to the intended receiver.
Tornado Cover	The free safety hangs back in a deep zone while the other backs play man-to-man coverage. Pressure comes from the strong-side linebackers; select one of these and get the QB.

4-3

4-3 Over

Play	Analysis
4-3 Over Cov 2	In this great multipurpose defense, the four defensive linemen rush while everyone else plays zone. The linebackers hang tight to the line of scrimmage, providing good run support. Select a tackle and rush the QB.
Over Blitz Peel	All three linebackers blitz, so take your pick. Get to the QB. The defensive backs have no deep help; they're all in man-to-man coverage.
Over Cover 1	The defensive ends crisscross, the left end rushes the right side while the right end rushes left. The defensive backs play man-to-man, but the safety plays deep, covering anyone downfield.
Over Cover 5	This is a pure zone defense with both safeties playing deep. Select the middle linebacker and read the offense. If it's a run, move to the ball. If it's a pass, drop back to swat the ball.
Over Drop Cover	Select the weak-side linebacker on this blitz play. Use the stunt from the left end and get upfield to the quarterback.
Wash Blitz	You have your pick on this blitz play; the strong safety and the weak-side linebacker come in on the blitz.



4-3 Under

Play	Analysis
Eagle Cover	Eagle Cover is a zone defense that favors the right side of the field. This is good for stopping short passes. This defense works well against deep passes too, with three backs dropping into a deep zone.
Flame Cover 3	Nearly identical to Eagle Cover. The major difference is the linemen use a stunt to pressure the QB. Watch for runs up the middle.
Loop Cover 3	This defense is another three-deep zone. The defense overloads the middle of the line to stop the run and get to the QB.
Under Blitz	This defense rushes seven men in an attempt to get to the QB. Select any of the linemen or linebackers to apply pressure.
Will Dog Cover	Select the middle linebacker; he reads the offense on this two-deep zone defense. He moves to the ball on a run and covers the middle on the pass.

4-3 Hawk

Play	Analysis
4-3 Cover 3	The defensive line cheats and rushes to the left while the backs play a three-deep zone. This works great against offenses that like to run to the left.
4-3 Double Blitz	Pick any linebacker; they all rush the quarterback.
Cover Mid Blitz	This defense blitzes the middle linebacker and overloads the right side of the line. Get to the QB and let the two-deep zone cover all the receivers.
Hawk Cover 3	Pick one of the linemen; all the other defenders play zone to safeguard against the pass.
Sam Will Blitz	As the name of the play suggests, both the strong-side and weak-side linebackers blitz. To cover the pass, the backs play man-to-man.
Slam Cover 1	The line rushes left while the strong-side linebacker steps up to fill the line on the right. This is an excellent run defense that covers the pass with man-to-man coverage and a deep safety for help.
Stack Cover 2	Take the middle linebacker; he reads the offense and reacts to the run or the pass. This two-deep zone is set up to guard against the short pass; the linebackers play a shallow zone at each end of the line.
Will Knife Blitz	The weak-side linebacker brings the pressure. Select him as your player before the snap.

4-3 4-3

Play	Analysis
4-3 Blitz Peel	This is a great run defense; three linebackers step up to fill a hole. If the QB passes, your man-to-man coverage denies him an open target.
4-3 Cover Heavy	This defense overloads the middle of the line while the backs play a deep zone defense.
4-3 Shift Blitz	Everyone rushes to the left, so don't call this defense if you think a run to the right is a possibility.
Even Stunt	The tackles stunt and rush from the outside. Select one of the ends; they rush the QB straight ahead.
Sam Cross Blitz	The defensive line stunts while the strong-side linebacker comes in on the blitz. Select him before the snap and get to the QB quickly.
Sam Dog Cover 1	This man-to-man defense features safety help deep and a blitzing linebacker. Take the linebacker and get to the QB.
Shift Cover 2	This setup denies the offense a short passing game. Take one of the linemen and pressure the quarterback.
Will Storm Blitz	The weak-side linebacker blitzes on this man-to-man play. Get upfield and flush the quarterback out of the pocket and into the hands of one of your other defenders.

4-3 Bear

Play	Analysis
4-3 Bear Cover 1	The strong-side linebacker blitzes. The backers have help with the presence of a deep safety.
4-3 Bear Zone	While the cornerbacks and the free safety play a deep zone, the linebackers and strong safety lock down the middle of the field. Select a lineman and pressure the QB to throw before he's ready.
4-3 Saw Blitz	This defense features stunting on the line and blitzing from the linebackers. With seven rushers, at least one should get through to the QB.
4-3 Storm Blitz	The blitz comes from the right side of the line. Select one of the blitzers and get upfield to rush the quarterback.
Bear Blitz Peel	Only three defenders are in pass coverage. The other eight players rush the QB and clog up the line. This stuffs any run and gets to the QB quickly enough to prevent a big pass play.
Bear Cover 2	On this zone play, the pressure comes from the strong-side linebacker. Select him before the snap and get upfield.
Bear Cover Weak	This two-deep zone is a good all-purpose defense on second-and-long when you expect the pass.
Bear Strong	This is a lot like the 4-3 Storm Blitz. The difference is the stunting on the line.

Dime

Dime 40

Play	Analysis
Dime Cyclone	In this blitz package from the Dime formation, select either the middle or outside linebacker and rush the passer. Your defensive backs are in man-to-man coverage.
Dime Mike Pick	The defensive linemen rush to the outside, and the middle linebacker steps up to fill the middle. Get to the QB while your man-to-man coverage smothers the receivers.
Dime Roll Zone	This clears out the middle of the field as the linemen rush to the outside. This is dangerous if the offense calls a quick run up the middle or a QB Sneak.
Dime Smoke	Another man-to-man defense with a deep safety for help. Select one of the linemen or the weak-side linebacker and rush the passer.
Dime Storm	To apply pressure to the QB on Dime Storm, select the right defensive end and quickly get upfield.
Dime Tornado	Six defenders rush the QB. Select the middle linebacker and get in there.
Dime Twist	This two-deep zone covers the pass well. You have two deep safeties and two defenders shallow on each side of the field. Select the middle linebacker and read the play. On a run, move to the ball. On a pass, hold your ground in the center.
Dime Twist Man	This man-to-man defense has both safeties providing help with a two-deep zone. Select one of the linemen and get to the quarterback.
Smoke Blitz	Six defenders rush the QB. Quickly get to the quarterback; the defenders are locked in man-to-man coverage with no deep help.

Dime Strong

Play	Analysis
D Strong Cover 3	Three deep defenders and four short defenders play zones. Your only pass rush comes from the four linemen; select one and get to the QB.
Dime Bracket	Four backs play man-to-man while two backs cover a zone at either end of the line. Select the middle linebacker and be prepared for any crossing routes or runs up the middle.
Dime Empty Zone	This features a pass rush from both ends of the line. Get to the quarterback early before the receivers get into the seams of your zone coverage.
Dime Roll	Two deep defenders cover the left side of the field. Call this play when the offense is set on the right hash mark—the right sideline is your "other defender" on the right side of the field.
Double Blitz	Three of the seven defensive backs blitz on this play. Select one and get upfield in a hurry.
Toro Bracket	This play has man-to-man coverage with two-deep zone help from the safeties. Select a lineman and rush the QB.

Dime Weak

Play	Analysis
10 Cover Cheat	In this zone and man-to-man mix, select the middle linebacker and rush the QB.
10 Double Smoke	Only four defenders drop back into man-to-man coverage on this play. Everyone else rushes the QB. This is a great way to come up with the sack, so select one of the rushers and go.
10 Weak Zone	This floods the strong side of the line in an attempt to overload the offensive linemen. It is susceptible to runs to the middle and left.
D Cover Cheat	This defense cheats to the left side of the line. Watch for a sweep to the right.
Dime Middle Blitz	Choose the middle linebacker on this play and rush the quarterback.
Dime Robber	This defense features man-to-man coverage with a zone over and under the middle of the field. Pick one of the linemen and rush the QB; the backs cover all the receivers.
Dime Sam Blitz	This is a blitz from the strong-side linebacker. Pick him before the play starts and rush upfield.
Dime Weak Man	This man-to-man defense has deep help with a safety in zone coverage. Select the middle linebacker; his job is to read and react. On a run, move to the ball. On a pass, drop back into coverage.
Slide Weak Zone	Downfield is covered by the zone defense, and the line cheats and rushes to the right of the offense. Watch for a run to the left.

Dime KC

Play	Analysis
10 KC Balanced	This floods the left side of the offensive line. Watch out for runs to the right, or you may be caught off guard.
10 KC Cover 3	This three-deep zone has you covered against the pass. Take a lineman, rush upfield, and get after the quarterback.
Dime Blitz	The blitz comes from the right side. Select one of those defenders before the snap and rush the quarterback.
Dime Corner In	The cornerback blitzes. If the QB reads it, he finds the open man and burns the defense for a big gain.
Dime Cover Man	This man-to-man defense features a pair of safeties playing a deep zone. The line stunts to get free and apply pressure.
Dime Double Plug	The safeties come up on the blitz. You won't have help deep if the cornerbacks get beat.
Dime KC Zone	In this standard two-deep, four-short zone defense, one linebacker (not a part of the pass coverage) blitzes from the left side of the line.
Dime Thunder	Four backs are in man-to-man coverage while four linemen rush the quarterback.
Even Cross Blitz	Two defensive backs come in on the blitz; select one and get the quarterback.

Nickel

Nickel 40

Play	Analysis
5 Mac Dog	This play features man-to-man defense with the safety playing a deep zone. Select the linebacker coming on the blitz from the left side. This is good against a mobile quarterback because the ends rush outside to contain him in the pocket.
5 Mike Dog	The main difference between this and the previous play is the line stunt on the left side of the line. Select the middle linebacker and get the quarterback.
5 Stud Dog 1	This play offers the same pass coverage as the previous two plays. The linemen all rush to overload the left side. If the offense runs right, a linebacker or cornerback must come up and make the tackle.
5 Stud Dog 2	This defense has a two-deep zone for extra protection against the deep pass. Use this when the opposing team has a speedy receiver corps.
Base 40 Cover	This is pure zone defense with two safeties deep. Use this when you know it's a pass and your front four linemen are pressuring the QB on their own without a blitz.
Napalm Blitz	Everyone brings pressure to the quarterback. Get to him because the cornerbacks have no deep help.
Nickel Base Blitz	Safer than the Napalm Blitz, this play has the two outside defensive backs in on the blitz and the free safety hanging back in a deep zone.
Nickel Cover 3	This strikes a good balance between pass rush and pass defense. Select the left outside defensive back; he comes in on the blitz. The other defensive backs play zone coverage.
Nickel G Blitz	Very similar to Napalm Blitz, this play features a pass rush of four linemen, two linebackers and one defensive back. Quickly get to the quarterback because the cornerbacks have no deep help.
Nickel Mac Dog	This play exposes the right side of the line because the end rushes to the inside. If the offense runs right, the linebacker or defensive back must stop the ball carrier. Select the middle linebacker and pressure the quarterback.

Nickel Strong

Play	Analysis
40 Slide Cover	This three-deep zone exposes the right side to the run as the defensive line overloads on the left. Select a lineman and bust through the offensive line and into the backfield.
5 Slam Dog 2	This features the same overloaded line play, but the outside linebacker comes up on the blitz. This covers the hole on the right in the event of a run.
5 Slide Strong	This play reverses the 40 Slide Cover; instead of pushing to the left, the line pushes to the right and your weakness is a run to the left.
Nickel Dagger	Although similar to 5 Slam Dog 2, this play offers no deep help from the safety, and two defensive backs blitz. Select a blitzer and go after the quarterback.
Nickel Dagger 2	This Nickel Dagger variant is identical except for the line play. This features a balanced push upfield by your linemen.
Nickel Stud	Two players blitz: the right cornerback and the left defensive back. Select the left DB and watch out for the run left; the linemen push right and leave a hole.



Nickel Weak

Play	Analysis
5 Base Cover 2	This standard two-deep zone defense provides good pass protection short and deep. The linemen stunt to get to the QB. Use this defense to get good pressure on the quarterback without blitzing.
5 Rock Blitz	Another zone defense, this time the line overloads the right and a defensive back comes up to fill in the left side. Select this player and watch out for a run or a QB scramble.
Nickel FS Cheat	In this over-under zone, the strong safety plays deep middle while the free safety plays short middle. The safety playing short is in good position to intercept passing plays across the middle.
Nickel Line Plug	The free safety plays deep zone and the strong safety watches the middle. The safety is well-positioned to make interceptions against plays over the middle.
Nickel Man 2	The defensive backs are in man-to-man coverage and the safeties play deep zones. Watch out for the run to the right as your defense makes a strong push left.
Nickel Mike Dog	This features another over-under zone by the safeties. The free safety plays deep while the strong safety covers the short zone. The difference here is in line play: two linemen try to penetrate the right outside portion of the line.

Nickel KC

Play	Analysis
5 Wham Blitz	On this two-deep zone, there are two blitzing defensive backs. Watch runs up the middle, the defense is weak there.
Base KC Zone	Weak against runs to the right, this play is a solid pass defender.
Nickel Bob Cover	The defensive line stunts. Pressure comes from the middle linebacker, and a free safety plays a deep zone. This defense smothers the receivers with man-to-man coverage.
Nickel Cheat	The defense plays man-to-man on the strong side of the line but zone on the weak. Select a lineman, push up the middle, and pressure the quarterback.
Nickel Cover 2	This is a mixture of man-to-man on the strong side and zone on the weak side. Watch out for runs up the middle, as the linemen rush to the outside.
Nickel Dog	Pick the weak-side linebacker on this play, he comes in on the blitz and gets to the quarterback.
Nickel KC Zone	This play is pure zone defense that covers all areas of the field. Call this defense when you get good pressure from your four down linemen.
Nickel Slam Dog	Select the middle linebacker and plug up the middle. The defensive backs are playing man-to-man, and the free safety gives help with a deep zone.
Nickel Solid	This defense is pure man-to-man. Select one of the blitzers to get pressure on the quarterback. Get to him quickly, because the defensive backs are playing man-to-man with no deep help from the safety.

Goalline

Goalline

Play	Analysis
GL Short Cover	This play provides zone defense with the safeties dropping back to cover a deep threat. Select the middle linebacker and stay put. When the QB hikes, read the direction of the play and move to the ball.
Goalline Crash	The pressure is on with this defense. It works well against the run, but watch the pass to the strong-side wide receiver; that cornerback blitzes.
Goalline Smoke	The safeties get in on the action with this blitz. Watch out for the pass; the cornerbacks are alone on this play.
Goalline Plug	Perfect for stuffing the run with the linebackers stepping up to fill the holes, there is nowhere for the ball carrier to run.
Smoke Man	This puts the safeties in a short zone while the outside linebackers pass rush. Select the middle linebacker and read the offense. Move to the ball on a run, and watch the center of the field on a pass.
Zone 2 Free	A good goalline defense when you think the offense might pass. Watch out for a run up the middle as your tackles will make a push to the outside.

Goalline Fin

Play	Analysis
Desperation Blitz	This brings all but three defenders in on the blitz. It's a good defense for a sack or to nail the ball carrier in the backfield. Pray you get to the QB in time on a pass; coverage is thin.
Double Flame	The outside linebackers blitz. Select one and get to the QB. You have good pass protection, so there isn't much urgency in reaching the QB as in the previous defense.
Fin Bracket	A good pass defense from the Goalline set. The safeties stay to the outside to pick up the receivers. Don't worry about the offense running the ball inside, your line should have the line all clogged up.
GL Double Smoke	With everyone up on the line of scrimmage, this defense is good against the run and the pass. Call this play when you want to run the Goal Line defense.
GL Mike Plug	The linebackers come up to stuff the run. Select one of them and fill any hole you find. The running back can't go anywhere if there are no gaps.
GL Stunt Man	Similar to the last play, the linemen and linebackers come in to pound the offensive line. The major difference is the line stunts to free up the defensive ends.
Goalline Pinch	This is an outside blitz with an overloaded middle, as the middle linebacker looks to fill the hole.

Jumbo Fin

Play	Analysis
GL Double Flame	This play guards against a run to the strong side of the field. Call this when you think the offense will run that way. If you guess wrong, you give up a lot of yards. If you guess right, the offense is thrown for a big loss.
GL Jumbo Stunt	This defense overplays the middle, so call it when you expect an inside run. It does have at least one defender at each side of the line, so you are not defenseless against an outside run.
GL Middle Plug	This play puts up a wall at the line of scrimmage. Select the middle linebacker and come through the middle of the line to stop any runs between the two guards.
GL Middle Zone	Although similar to GL Middle Plug, this defense features the middle linebacker playing a short zone rather than attacking the line of scrimmage.
GL Wide Blitz	This covers you when you want to stop the run from going outside. If it's a pass play, your defenders are there to get the QB.
Goalline Napalm	This is a risk, with eight defenders rushing the QB. It puts up a strong wall to stop the run or pressure the QB. It leaves the short passing game open.
Short Zone	A zone defense to protect against the pass in goalline situations. Take control of the middle linebacker and drop back one or two steps before the snap of the ball. Read the direction of the play and step up to fill any holes.

The Teams

The Numbers

Here's a quick comparison of all NFL teams in *NFL Fever 2003*. Which team has the better quarterback? Which team has the better defensive line? Check out the table below before you dig into the stats and tips in the rest of this chapter.

Team Ratings at a Glance

Team	Overall	Offense	QB	HB/FB	WR/TE	OL	Defense	DB	LB	DL	Special Teams
49ers	80	83	88	80	84	83	79	79	74	82	75
Bears	79	82	85	82	79	87	78	79	78	79	77
Bengals	77	80	78	86	77	83	75	77	75	73	72
Bills	78	81	87	74	82	86	76	79	79	73	75
Broncos	80	83	86	80	85	85	79	82	77	77	75
Browns	81	82	84	81	80	84	82	83	82	81	79
Buccaneers	80	81	83	75	87	82	81	83	76	82	76
Cardinals	76	79	80	73	85	82	75	81	73	72	76
Chargers	79	80	83	82	76	80	79	83	77	78	79
Chiefs	78	84	86	84	81	87	73	75	68	75	75
Colts	83	89	94	88	86	85	77	77	73	80	83
Cowboys	78	80	76	82	81	85	78	80	76	78	73
Dolphins	81	80	80	83	78	84	84	88	80	84	78
Eagles	81	82	90	80	77	83	81	84	74	82	76
Falcons	78	80	83	81	75	82	78	84	74	74	71
Giants	78	80	83	81	75	82	78	84	74	74	71
Jaguars	80	84	85	84	84	82	78	80	72	79	69
Jets	82	85	88	87	79	86	80	81	80	79	74
Lions	78	80	83	79	80	82	78	78	76	81	75
Packers	81	85	93	81	82	79	78	82	76	77	74
Panthers	77	79	75	78	83	86	77	78	74	78	75
Patriots	82	84	91	80	83	85	82	87	80	79	77
Raiders	83	86	92	80	87	87	81	88	78	77	78
Rams	84	90	94	90	88	89	79	85	73	78	79
Ravens	81	82	86	79	80	87	81	83	82	80	81
Redskins	79	78	78	81	76	82	81	84	86	77	76
Saints	79	81	86	75	81	84	78	81	74	79	79
Seahawks	80	81	84	80	78	85	81	84	79	79	74
Steelers	79	84	87	85	81	85	76	79	82	70	72
Texans	77	79	84	74	78	88	77	82	75	74	76
Titans	82	84	86	86	80	87	81	83	75	83	82
Vikings	78	82	90	70	87	87	75	78	71	74	80

Blue=NFC Teams	QB=Quarterback	WR=Wide Receiver	DB=Defensive Backs
Red=AFC Teams	HB=Halfback	TE=Tight End	LB=Linebackers
	FB=Fullback	OL=Offensive Line	DL=Defensive Line

AFC/NFC Team Ratings

AFC	88	89	92	87	89	93	89	91	89	87	81
NFC	89	91	94	91	90	93	89	88	89	90	77



Before you head out to the field, do a quick comparison of the numbers.



Which team has the stronger stable of running backs? The Rams have the highest rating at 90.



The Indianapolis Colts own the top quarterback spot with a rating of 94.





49ers

San Francisco



2001 Regular Season Breakdown

Won 12 · Lost 4

Date **Score** **Opponent**

9 Sept	16-13 W	ATL
23 Sept	26-30 L	STL
1 Oct	19-17 W	at NYJ
7 Oct	24-14 W	CAR
14 Oct	37-31 W	at ATL
28 Oct	31-37 L	at CHI
4 Nov	21-13 W	DET
11 Nov	28-27 W	NO
18 Nov	25-22 W	at CAR
25 Nov	40-21 W	at IND
2 Dec	35-0 W	BUF
9 Dec	14-27 L	at STL
16 Dec	21-0 W	MIA
22 Dec	13-3 W	PHI
30 Dec	21-27 L	at DAL
6 Jan	38-0 W	at N

Team Stats

Category **49ers** **Opponent**

TOTAL FIRST DOWNS	328	289
FIRST DOWNS (Rushing-Passing-By Penalty)	121-184-23	89-179-21
THIRD DOWN CONVERSIONS	95/213	78/210
FOURTH DOWN CONVERSIONS	9/17	11/19
TOTAL OFFENSIVE YARDS	5,689	4,954
OFFENSE (PLAYS-AVERAGE YARDS)	1,041-5.5	988-5.0
TOTAL RUSHING YARDS	2,244	1,571
RUSHING (PLAYS-AVERAGE YARDS)	509-4.4	389-4.0
TOTAL PASSING YARDS	3,445	3,383
PASSING (COMP-ATT-INT-AVG)	318-506-12-7.03	332-567-24-6.35
SACKS	32	26
FIELD GOALS	18/25	23/27
TOUCHDOWNS	51	30
(Rushing-Passing>Returns-Defensive)	16-32-0-3	9-18-0-3
TIME OF POSSESSION	31:49:00	28:11:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Jeff Garcia	504	316	3,538	62.7	7	32	6.3	12	2.4	61	26/114	94.8

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Garrison Hearst	252	1,206	4.8	43	4
Kevan Barlow	125	512	4.1	25	4
Jeff Garcia	72	254	3.5	25	5

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Terrell Owens	93	1,412	15.2	60	16
J.J. Stokes	54	585	10.8	47	7
Eric Johnson	40	362	9.1	24	3

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Derek M. Smith	78	56	30	3	2
Jason Webster	67	55	8	0.5	0
Jeff Ulbrich	63	49	24	0.5	0
Ahmed Plummer	58	45	6	0	1
Zack Bronson	57	48	6	0	1

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Zack Bronson	7	165	23	97	2
Ahmed Plummer	7	45	6	24	0
Jason Webster	3	61	20	31	0
Lance Schulters	3	0	0	0	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
49ers	77	81	88	76	80	83	77	79	73	80	75





With nearly five yards per carry, Garrison Hearst was a very productive running back for the 49ers last year. Get him the ball outside with HB Offtackle, a HB Sweep, and HB Weak Toss.



Backup running back Kevan Barlow was no slouch either. He only got 125 carries last season, but he racked up 512 yards rushing. When Hearst needs a rest, put Barlow in and your offense won't miss a beat.



Jeff Garcia is yet another quality quarterback to play for the San Francisco 49ers. He has an awesome arm and elusive speed. Last season, Garcia ran with the ball 72 times for 254 yards and five touchdowns.



When Garcia drops back to pass, his primary targets are Terrell Owens and J.J. Stokes. Look for them on Over Double Out, All Slant, and Trey Out Fly. The big part of the West Coast Offense is hitting the receiver in stride. If you can time your passes so the receiver doesn't have to stop for the ball, the receiver can pick up tons of extra yards after the catch.



Another big part of the West Coast Offense is the play of the tight end. Get Eric Johnson the ball on Split TE Cross, I TE Stretch, and TE Crossover.



The 49ers get a big push up the middle from their defensive tackles. Bryant Young and Dana Stubblefield will clog up the middle and deny the other team an inside running attack.





Bears

Chicago



2001 Regular Season Breakdown

Won 13 · Lost 3

Date **Score** **Opponent**

9 Sept	6-17 L	at BAL
23 Sept	17-10 W	MIN
7 Oct	31-3 W	at ATL
14 Oct	20-13 W	ARI
21 Oct	24-0 W	at CIN
28 Oct	37-31 W	SF
4 Nov	27-21 W	CLE
11 Nov	12-20 L	GB
18 Nov	27-24 W	at TB
25 Nov	13-6 W	at MIN
2 Dec	13-10 W	DET
9 Dec	7-17 L	at GB
16 Dec	27-3 W	TB
23 Dec	20-15 W	at WAS
30 Dec	24-0 W	at DET
6 Jan	33-13 W	JAC

Team Stats

Category **Bears** **Opponent**

TOTAL FIRST DOWNS	277	277
FIRST DOWNS (Rushing-Passing-By Penalty)	100-153-24	71-191-15
THIRD DOWN CONVERSIONS	74/225	80/223
FOURTH DOWN CONVERSIONS	10/21	4/17
TOTAL OFFENSIVE YARDS	4,694	4,978
OFFENSE (Plays-Average Yards)	1,020-4.6	1,023-4.9
TOTAL RUSHING YARDS	1,742	1,313
RUSHING (Plays-Average Yards)	475-3.7	373-3.5
TOTAL PASSING YARDS	2,952	3,665
PASSING (Comp-Att-Int-Avg)	315-528-16-5.82	355-602-20-6.58
SACKS	48	17
FIELD GOALS	26/31	18/28
TOUCHDOWNS	37	21
(Rushing-Passing>Returns-Defensive)	12-20-0-5	6-12-0-3
TIME OF POSSESSION	30:35:00	29:25:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Jim Miller	395	228	2,299	57.7	5.8	13	3.3	10	2.5	66	11/72	74.9
Shane Matthews	129	84	694	65.1	5.4	5	3.9	6	4.7	34	6/48	72.3

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Anthony Thomas	278	1,183	4.3	46	7
James Allen	135	469	3.5	19	1
Leon Johnson	20	99	5	34	4

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Dez White	45	428	9.5	32	0
David Terrell	34	415	12.2	62	4
Anthony Thomas	22	178	8.1	23	0

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Warrick Holdman	93	71	14	1.5	0
Brian Urlacher	89	82	27	6	2
R.W. McQuarters	64	57	14	1	1
Michael Green	63	58	6	3	1
Rosevelt Colvin	59	49	10	10.5	1

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Mike Brown	5	81	16	33	2
Brian Urlacher	3	60	20	41	0
R.W. McQuarters	3	47	15	43	0
Tony Parrish	3	36	12	26	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Bears	77	80	85	76	76	86	75	78	71	78	77





Anthony "A-Train" Thomas looks to improve on his impressive rookie numbers. Blast the football up the middle on plays such as Big HB Dive, Twins Plunge, and HB Spread Dive.



When you want to run the ball outside, substitute backup running back Rabih Abdullah. Give Abdullah the ball on Motion I Toss, HB Offtackle, and Twins Bounce.



When you need the tough yardage up the middle, give the ball to the fullback and run it up the gut. Try out plays FB Motion Dive, FB Thrust, and Motion FB Belly.



Right tackle James "Big Cat" Williams and Center Olin Kreutz return to anchor the offensive line that gave up only 17 sacks in 2001–2002. Quarterbacks Jim Miller and Chris Chandler won't have to worry about getting sacked too much this season.



The Bears have a strong receiving corps in Marcus Robinson, Marty Booker, and David Terrell. Use multiple receiver sets such as Pro 3WR, Single 4WR, and Single Split 4 to get all of them involved in your passing attack.



With the receivers getting the bulk of the carries, don't forget about the tight end. With the speedy guys such as Robinson and Booker spreading out the defense, the middle of the field should be open. Try out TE Double In, TE Crossover, and TE Quick Slant.



Special teams play was one of the reasons the Bears did so well in 2001–2002. Brad Maynard pined the ball inside the 20-yard line 36 times on punts, while Paul Edinger was 13 of 16 on field goal attempts for greater than 40 yards.



Brian Urlacher continues the tradition of strong middle linebackers for the Bears. When the other team is going to run the ball, control Brian. He can use his speed to run sideline to sideline in pursuit of the ball carrier.



When you have a good pass rush up front, your secondary becomes a whole lot better. Cornerback R.W. McQuarters and free safety Mike Brown were a pair of ball hawks, contributing for a total of eight interceptions.



Bengals

Cincinnati



2001 Regular Season Breakdown

Won 6 · Lost 10

Date **Score** **Opponent**

9 Sept	23-17 W	NE
23 Sept	21-10 W	BAL
30 Sept	14-28 L	at SD
7 Oct	7-16 L	at PIT
14 Oct	24-14 W	CLE
21 Oct	0-24 L	CHI
28 Oct	31-27 W	at DET
11 Nov	13-30 L	at JAC
18 Nov	7-20 L	TEN
25 Nov	0-18 L	at CLE
2 Dec	13-16 L	TB
9 Dec	10-14 L	JAC
16 Dec	14-15 L	at NYJ
23 Dec	0-16 L	at BAL
30 Dec	26-23 W	PIT
6 Jan	23-21 W	at TEN

Team Stats

Category **Bengals** **Opponent**

TOTAL FIRST DOWNS	294	281
FIRST DOWNS (Rushing-Passing-By Penalty)	96-176-22	86-173-22
THIRD DOWN CONVERSIONS	93/243	86/225
FOURTH DOWN CONVERSIONS	6/23	5/13
TOTAL OFFENSIVE YARDS	4,800	4,832
OFFENSE (Plays-Average Yards)	1,071-4.5	1,013-4.8
TOTAL RUSHING YARDS	1,712	1,675
RUSHING (Plays-Average Yards)	441-3.9	453-3.7
TOTAL PASSING YARDS	3,088	3,157
PASSING (Comp-Att-Int-Avg)	322-602-26-5.47	311-512-13-6.79
SACKS	48	28
FIELD GOALS	17/28	22/30
TOUCHDOWNS	25	35
(Rushing-Passing>Returns-Defensive)	11-12-1-2	10-23-0-0
TIME OF POSSESSION	29:16:00	30:44:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Akili Smith	85	37	62.5	4.6	0	0	0	0	14	1/3	73.4	
Jon Kitna	581	313	3216	53.9	5.5	12	2.1	22	3.8	49	25/185	61.1
Scott Mitchell	12	4	38	33.3	3.2	0	0	3	25	16	2/15	3.5

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Corey Dillon	340	1,315	3.9	96	10
Jon Kitna	27	73	2.7	20	1
Brandon Bennett	50	232	4.6	36	0

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Peter Warrick	70	667	9.5	33	1
Darnay Scott	57	819	14.4	49	2
Chad Johnson	28	329	11.8	28	1

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Takeo Spikes	80	66	29	6	0
Brian Simmons	50	45	32	6.5	0
Artrell Hawkins	47	40	10	0	1
Oliver Gibson	45	39	10	3	1
Mark Roman	44	41	7	2	1

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Artrell Hawkins	3	26	8	22	0
Justin Smith	2	28	14	21	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/ Fullback	Wide Receiver/ Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Bengals	75	79	78	80	76	83	74	75	74	73	72





Halfback Corey Dillon is an elusive runner who can gain a ton of yards in a hurry. Get Dillon the ball on Half Bounce, HB Weak Toss, and Twins Bounce.



Get fullback Lorenzo Neal involved in your offense. He didn't carry the ball much in 2001-2002, but he can be a valuable addition to your running attack. With the defense keying on Dillon, pound the ball inside with Neal.



Dillon and Neal are also a good pair of receivers coming out of the backfield. Dillon hauled down 34 catches, while Neal pulled in 19 grabs. Use the swing pass to get the ball to Dillon outside and he'll turn on the speed and burn the defense.



Thirteen-year veteran Richmond Webb protects the quarterbacks from the left tackle position. While the offensive line yielded 25 sacks in 2001-2002, the Bengals were able to move the ball downfield. Use a lot of quick passing plays and the shotgun formation to keep the defense at arm's length. Try All Comebacks, Arrow In, and Quick X Hit.



The Bengals have a good receiving corps. Multiple receiver sets such as Gun 4WR, Pro 3WR and Single Split 4 gets your guys onto the field.



When you need a big reception, look to Peter Warrick. He led the team with 70 catches in 2001-2002. Get him the ball on Mid Short Post, Motion Flood, and Wide Clear.



Takeo Spikes led the team with 80 tackles in 2001-2002. Take control of Spikes and read the direction of the play before you commit him to rushing into the backfield



Every team needs a good pass rush, and Reinard Wilson provided that for the Bengals. He led the team with nine sacks in 2001-2002. Even if you don't get to the quarterback, just by getting into the backfield you can disrupt the play. The QB will throw the ball early and that's when mistakes can happen.



Kicker Neil Rackers has a strong leg. He nailed one of two field goals from more than 50 yards last season.



Bills

Buffalo



2001 Regular Season Breakdown

Won 3 · Lost 13

Date **Score** **Opponent**

9 Sept	6-24 L	NO
23 Sept	26-42 L	at IND
30 Sept	3-20 L	PIT
7 Oct	36-42 L	NYJ
18 Oct	13-10 W	at JAC
28 Oct	24-27 L	at SD
4 Nov	14-30 L	IND
11 Nov	11-21 L	at NE
18 Nov	20-23 L	SEA
25 Nov	27-34 L	MIA
2 Dec	0-35 L	at SF
9 Dec	25-24 W	CAR
16 Dec	9-12 L	NE
23 Dec	30-33 L	at ATL
30 Dec	14-9 W	at NYJ
6 Jan	7-34 L	at MIA

Team Stats

Category **Bills** **Opponent**

TOTAL FIRST DOWNS	287	302
FIRST DOWNS (Rushing-Passing-By Penalty)	75-180-32	122-154-26
THIRD DOWN CONVERSIONS	75/217	86/205
FOURTH DOWN CONVERSIONS	12/24	4/9
TOTAL OFFENSIVE YARDS	5,137	5,292
OFFENSE (Plays-Average Yards)	1,009-5.1	969-5.5
TOTAL RUSHING YARDS	1,686	2,133
RUSHING (Plays-Average Yards)	406-4.2	482-4.4
TOTAL PASSING YARDS	3,451	3,159
PASSING (Comp-Att-Int-Avg)	327-557-20-6.68	284-453-11-7.46
SACKS	34	46
FIELD GOALS	18/29	28/37
TOUCHDOWNS	31	48
(Rushing-Passing>Returns-Defensive)	9-18-1-3	20-23-0-5
TIME OF POSSESSION	29:00:00	31:00:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Alex Van Pelt	307	178	2,056	58	6.7	12	3.9	11	3.6	80	14/73	76.4
Rob Johnson	216	134	1,465	62	6.8	5	2.3	7	3.2	61	31/196	76.3
Travis Brown	33	15	201	45.5	6.1	1	3	2	6.1	34	1/2	50.2

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Travis Henry	213	729	3.4	25	4
Shawn Bryson	80	341	4.3	68	2
Rob Johnson	36	241	6.7	23	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Larry Centers	80	620	7.8	26	2
Eric Moulds	67	904	13.5	80	5
Peerless Price	55	895	16.3	70	7

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Jay Foreman	72	54	29	2.5	2
Antoine Winfield	68	59	12	0	1
Keith Newman	62	44	21	3.5	0
Nate Clements	53	48	10	1	0
Brandon Spoon	45	26	20	0	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Nate Clements	3	48	16	48	1
Antoine Winfield	2	0	0	0	0
Brandon Spoon	2	51	25	44	2

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Bills	75	80	87	72	79	84	74	76	74	72	73





Travis Henry led the running game in 2001–2002. Get a good ground game going and your pass offense will improve—the defense won't blitz as much and Bledsoe will be able to find the open receiver.



Fullback Larry Centers can carry the load and pick up the tough yards inside. In 2001–2002 he picked up 160 yards rushing. He also has a good set of hands. The veteran fullback led the team with 80 receptions.



Shawn Bryson was a good change of pace back for the Bills last year. He had a 4.3 yards-per-carry average. Get him the ball on HB Offtackle, HB I Plunge, and HB Spread Toss. It will be hard to work the ball to all four of your running backs, but at least you have good backs to choose from.



During the offseason, the Bills acquired quarterback Drew Bledsoe. Watch out for the rush on passing plays. Drew will have to get rid of the ball quickly to avoid the sack. Last year, the Bills gave up 46 sacks. Use the shotgun formation to give him more time to find the open man.



Bledsoe will be tossing the ball to receivers Eric Moulds and Peerless Price. Look for them on Spread Outs, Trey Out Fly, and Gun 4 Sideline.



With quality receiving threats in Moulds, Price, and Centers, the middle of the field is open for tight end Jay Riemersma. Look for him on TE Quick Slant, TE Double In, and TE Crossover.



To have a strong defense, get to the quarterback. Aaron Schobel led the team with 6.5 sacks in 2001–2002. When you want to rush the QB, select Schobel and go after him.



When the ball is in the air, switch to the closest player and defend the pass. If the offense is throwing in the direction of cornerback Nate Clements, you've got a good chance of coming up with the interception. He had three for the Bills in 2001–2002.



Broncos

Denver



2001 Regular Season Breakdown

Won 8 · Lost 8

Date **Score** **Opponent**

10 Sept	31-20 W	NYG
23 Sept	38-17 W	at ARI
30 Sept	13-20 L	BAL
7 Oct	20-6 W	KC
14 Oct	21-34 L	at SEA
21 Oct	10-27 L	at SD
28 Oct	31-20 W	NE
5 Nov	28-38 L	at OAK
11 Nov	26-16 W	SD
18 Nov	10-17 L	WAS
22 Nov	26-24 W	at DAL
2 Dec	10-21 L	at MIA
9 Dec	20-7 W	SEA
16 Dec	23-26 L	at KC
30 Dec	23-17 W	OAK
6 Jan	10-29 L	at IND

Team Stats

Category **Broncos** **Opponent**

TOTAL FIRST DOWNS	304	292
FIRST DOWNS (Rushing-Passing-By Penalty)	106-174-24	86-176-30
THIRD DOWN CONVERSIONS	83/219	63/191
FOURTH DOWN CONVERSIONS	4/10	4/10
TOTAL OFFENSIVE YARDS	4,817	4,774
OFFENSE (Plays-Average Yards)	1,034-4.7	960-5.0
TOTAL RUSHING YARDS	1,877	1,492
RUSHING (Plays-Average Yards)	481-3.9	406-3.7
TOTAL PASSING YARDS	2,940	3,282
PASSING (Comp-Att-Int-Avg)	312-511-19-6.28	308-515-22-6.91
SACKS	39	42
FIELD GOALS	31/36	25/29
TOUCHDOWNS	35	38
(Rushing-Passing>Returns-Defensive)	7-26-2-1	9-23-1-3
TIME OF POSSESSION	31:23:00	28:37:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Brian Griese	451	275	2,827	61	6.3	23	5.1	19	4.2	65	38/241	78.5
Gus Frerotte	48	30	308	62.5	6.4	3	6.2	0	0	26	3/21	101.7
Jarrius Jackson	12	7	73	58.3	6.1	0	0	0	0	19	1/6	76

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Mike Anderson	175	678	3.9	62	4
Terrell Davis	167	701	4.2	57	0
Olandis Gary	57	228	4	29	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Rod Smith	113	1,343	11.9	65	11
Desmond Clark	51	566	11.1	39	6
Chris Cole	9	128	14.2	21	0

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
John Mobley	79	69	12	1	3
Al Wilson	72	61	13	3	0
Deltha O'Neal	62	54	7	0	0
Bill Romanowski	55	50	14	7	0
Kenoy Kennedy	54	49	19	2	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Deltha O'Neal	9	115	12	42	0
Denard Walker	3	60	20	39	1
Jimmy Spencer	3	25	8	18	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Broncos	77	83	86	81	85	82	76	79	74	75	74





The Broncos have a plethora of quality running backs. First among them is Terrell Davis. He led the team in 2001–2002 with 701 yards on the ground. Get Davis the ball on the Big Toss, HB Slice, and Pro HB Trap.



The Broncos also have Mike Anderson (678 yards) and Olandis Gary (228 yards) to back up Davis. It can be difficult finding carries for all three running backs, but mix it up to keep the defense on their toes and your running backs from getting tired. When the defense is worn out in the fourth quarter, you will have a fresh set of legs.



A strong running game helps take the pressure off of quarterback Brian Griese. The defense sacked the Broncos QB 38 times last season. Get Griese outside on a roll out or bootleg play to avoid the rush.



Tight end Shannon Sharpe returns to the Denver Broncos—he was a cornerstone in their offense for many years before he departed for the Baltimore Ravens. Get him the ball on TE Fire Out, TE Clear Post, and TE Quick Slant.



Sharpe has some competition at the tight end spot. Last year Desmond Clark came down with 51 receptions.



In 2001–2002, Rod Smith was the team's leading receiver with 113 catches and 1,343 receiving yards. Get him the ball on Icy Flag Post, All Deep, and Buckle Out.



Wide receiver Ed McCaffrey returns to the team in 2002–2003 from injury. With the strong running game and big play receivers in Sharpe, Smith, Clark, and McCaffrey, the Broncos should do well on offense.



Outside linebacker John Mobley locks down the running game while defensive tackle Trevor Pryce provides the pass rush. When you think the offense is running the ball, pick Mobley. When it's a passing situation, select Pryce and get into the backfield.



The Broncos secondary came up with 22 interceptions in 2001–2002. Deltha O'Neal led the group with nine picks, while Jimmy Spencer and Denard Walker each had three. By getting good pressure on the QB from your defensive line, your cornerbacks and safeties can take advantage of the opposing team's mistakes.



Browns

Cleveland



2001 Regular Season Breakdown

Won 7 · Lost 9

Date **Score** **Opponent**

9 Sept	6-9 L	SEA
23 Sept	24-14 W	DET
30 Sept	23-14 W	at JAC
7 Oct	20-16 W	SD
14 Oct	14-24 L	at CIN
21 Oct	24-14 W	BAL
4 Nov	21-27 L	at CHI
11 Nov	12-15 L	PIT
18 Nov	27-17 W	at BAL
25 Nov	18-0 W	CIN
2 Dec	15-31 L	TEN
9 Dec	16-27 L	at NE
16 Dec	10-15 L	JAC
23 Dec	7-30 L	at GB
30 Dec	41-38 W	at TEN
6 Jan	7-28 L	at PIT

Team Stats

Category **Browns** **Opponent**

TOTAL FIRST DOWNS	238	295
FIRST DOWNS (Rushing-Passing-By Penalty)	78-139-21	112-161-22
THIRD DOWN CONVERSIONS	68/210	88/235
FOURTH DOWN CONVERSIONS	6/12	8/23
TOTAL OFFENSIVE YARDS	4,152	5,297
OFFENSE (Plays-Average Yards)	934-4.4	1,089-4.9
TOTAL RUSHING YARDS	1,351	2,208
RUSHING (Plays-Average Yards)	417-3.2	494-4.5
TOTAL PASSING YARDS	2,801	3,089
PASSING (Comp-Att-Int-Avg)	279-466-21-6.77	309-552-33-6.12
SACKS	43	51
FIELD GOALS	22/25	25/34
TOUCHDOWNS	31	35
(Rushing-Passing>Returns-Defensive)	8-18-0-5	11-18-1-5
TIME OF POSSESSION	28:16:00	31:44:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Tim Couch	454	272	3,040	59.9	6.7	17	3.7	21	4.6	78	51/353	73.1
Kelly Holcomb	12	7	114	58.3	9.5	1	8.3	0	0	25	0/0	118.1

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
James Jackson	195	554	2.8	22	2
Jamel White	126	443	3.5	51	5
Benjamin Gay	51	172	3.4	40	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Kevin Johnson	84	1,097	13.1	55	9
Jamel White	44	418	9.5	45	1
Quincy Morgan	30	432	14.4	78	2

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Jamir Miller	81.0	59	18	13	0
Dwayne Rudd	72.0	50	27	0.5	0
Corey Fuller	70.0	61	15	0	1
Daylon McCutcheon	65.0	53	6	2	0
Earl Little	64.0	47	17	1	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Anthony Henry	10	177	17	97	1
Earl Little	5	33	6	15	0
Daylon McCutcheon	4	62	15	32	1

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Browns	80	81	87	78	80	81	79	81	81	77	80





Leading rusher James Jackson returns to the Browns. Get him outside I Power, Lead Smash, and Half Bounce. Time your special move (Juke/Spin/Shoulder Charge) right so you can spring the run for big gains.



Another choice at running back is Jamel White. White has a good set of hands, so look to him on HB Swing and HB Over Easy.



Pound the ball inside with your fullback. Use FB Short Power, FB Weak I Dive, and FB Iso Weak. A strong running game takes the pressure off QB Tim Couch and your passing attack.



Involve your tight end in your offense. The defense can't cover everyone and the tight end finds the gaps. Get Rickey Dudley the ball on TE Crossover, TE Fire Out, and TE Double In.



Kevin Johnson (84 catches) and Quincy Morgan (30 catches) represent your main receiving corps. Get them the ball on Cross M Out, Angle Hook In, and Big Quick Hit.



When you go to multiple receiver sets such as Single 4WR, Gun 3WR Trips, and Gun 4WR, Jajuan Dawson comes into play. He came down with 22 catches last season.



Veteran linebacker Dwayne Rudd is your primary run stuffer on defense. On first and second down, select Rudd and read the play. He has the talent to make the big hit.



With Rudd taking care of the running game, outside linebacker Jamir Miller provides the pass rush (13 sacks). When the opposing QB feels the pressure, he'll give up interceptions to Anthony Henry (10 picks) and Earl Little (5 picks).



Put points on the board. If it's fourth down and you are within field goal range, let Phil Dawson come out to go for the three points. He missed three field goals last year.



Buccaneers

Tampa Bay



2001 Regular Season Breakdown

Won 9 · Lost 7

Date **Score** **Opponent**

9 Sept	10-6 W	at DAL
30 Sept	16-20 L	at MIN
7 Oct	14-10 W	GB
14 Oct	28-31 L	at TEN
21 Oct	10-17 L	PIT
28 Oct	41-14 W	MIN
4 Nov	20-21 L	at GB
11 Nov	20-17 W	at DET
18 Nov	24-27 L	CHI
26 Nov	24-17 W	at STL
2 Dec	16-13 W	at CIN
9 Dec	15-12 W	DET
16 Dec	3-27 L	at CHI
23 Dec	48-21 W	NO
29 Dec	22-10 W	BAL
6 Jan	13-17 L	PHI

Team Stats

Category **Buccaneers** **Opponent**

TOTAL FIRST DOWNS	298	262
FIRST DOWNS (Rushing-Passing-By Penalty)	84-189-25	86-156-20
THIRD DOWN CONVERSIONS	80/228	78/216
FOURTH DOWN CONVERSIONS	11/17	4/13
TOTAL OFFENSIVE YARDS	4,694	4,653
OFFENSE (Plays-Average Yards)	1,046-4.5	950-4.9
TOTAL RUSHING YARDS	1,371	1,702
RUSHING (Plays-Average Yards)	407-3.4	415-4.1
TOTAL PASSING YARDS	3,323	2,951
PASSING (Comp-Att-Int-Avg)	362-592-12-6.12	273-493-28-6.54
SACKS	42	47
FIELD GOALS	28/35	25/29
TOUCHDOWNS	34	29
(Rushing-Passing>Returns-Defensive)	17-13-1-2	8-20-1-0
TIME OF POSSESSION	31:40:00	28:20:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Brad Johnson	559	340	3406	60.8	6.1	13	2.3	11	2	47	44/269	77.7
Shaun King	31	21	210	67.7	6.8	0	0	1	3.2	42	3/29	73.3

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Mike Alstott	165	680	4.1	39	10
Warrick Dunn	158	447	2.8	21	3
Brad Johnson	39	120	3.1	21	3

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Keyshawn Johnson	106	1266	11.9	47	1
Warrick Dunn	68	557	8.2	31	3
Jacquez Green	36	402	11.2	35	1

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Derrick Brooks	79	66	33	0	0
John Lynch	62	47	25	1	1
Jamie Duncan	62	46	21	2	0
Ronde Barber	58	49	13	1	2
Dexter Jackson	55	50	11	2.5	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Ronde Barber	10	86	8	36	1
Donnie Abraham	6	98	16	46	0
Dexter Jackson	4	42	10	29	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Buccaneers	77	81	83	79	83	81	77	83	70	79	85





The Buccaneers used to have a pretty good combination at running back in Warrick Dunn and Mike Alstott. Dunn would take the ball outside while Alstott would pound the ball inside. With the departure of Dunn, the Bucs will be looking to former Cardinal running back Michael Pittman to be the outside runner.



With Pittman taking the ball outside with plays such as Heavy Toss, Split HB Sweep, and HB Offtackle, give Alstott the ball on FB Iso Big, FB Quick Hit, and FB Offtackle.



A strong running game can help your passing attack. Use the play-action pass effectively and you'll really move the ball. Try PAP Seams Out, PAP In and Out, and PAP Twins Hitch.



Tampa Bay wideout Keyshawn Johnson had a big season in 2001–2002. He came down with more than 100 receptions for a team-leading 1,266 yards. Oddly enough, Johnson only had one touchdown in all of those receptions. Get him the ball deep with Spread Outs, Sail Out, and Out-Post. Hit him in stride to improve his touchdown numbers.



With Johnson stretching out the defense, the Bucs needed a possession receiver, so they signed free agent Keenan McCardell. McCardell had 93 receptions for the Jaguars last year. And with Johnson drawing the double team, McCardell should have an impressive season.



With a strong running attack in Pittman and Alstott, and a good passing game with McCardell and Johnson, the only thing left to establish is the tight end. Newcomer Ken Dilger (Indianapolis Colts) is your target. Look for him on TE Spread and TE Fire Out.



Warren Sapp and Simeon Rice provide the majority of the pass rush for Tampa Bay. New head coach Jon Gruden will lean on these two veterans to lead the defense.



Ronde Barber and Dexter Jackson can help turn the game around for you. The two players combined for 14 interceptions. Use Sapp and Rice to hurry the QB into making the throw before he wants to. With the right amount of pressure the ball will be up for grabs for these top pass defenders.



Cardinals

Arizona



2001 Regular Season Breakdown

Won 7 · Lost 9

Date **Score** **Opponent**

23 Sept	17-38 L	DEN
30 Sept	14-34 L	ATL
7 Oct	21-20 W	at PHI
14 Oct	13-20 L	at CHI
21 Oct	24-16 W	KC
28 Oct	3-17 L	at DAL
4 Nov	7-21 L	PHI
11 Nov	10-17 L	NYG
18 Nov	45-38 W	DET
25 Nov	20-17 W	at SD
2 Dec	34-31 W	at OAK
9 Dec	10-20 L	WAS
15 Dec	13-17 L	at NYG
23 Dec	17-10 W	DAL
30 Dec	30-7 W	at CAR
6 Jan	17-20 L	at WAS

Team Stats

Category **Cardinals** **Opponent**

TOTAL FIRST DOWNS	277	319
FIRST DOWNS (Rushing-Passing-By Penalty)	77-177-23	124-179-16
THIRD DOWN CONVERSIONS	57/196	84/220
FOURTH DOWN CONVERSIONS	10/20	12/24
TOTAL OFFENSIVE YARDS	4,898	5,685
OFFENSE (Plays-Average Yards)	955-5.1	1,071-5.3
TOTAL RUSHING YARDS	1,449	2,087
RUSHING (Plays-Average Yards)	400-3.6	496-4.2
TOTAL PASSING YARDS	3,449	3,598
PASSING (Comp-Att-Int-Avg)	304-526-14-6.94	337-556-17-6.70
SACKS	19	29
FIELD GOALS	21/26	23/32
TOUCHDOWNS	33	39
(Rushing-Passing>Returns-Defensive)	10-18-0-5	10-26-0-2
TIME OF POSSESSION	27:45:00	32:15:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Jake Plummer	525	304	3,653	57.9	7	18	3.4	14	2.7	68	29/204	79.6
Frank Sanders	10	0	0	0	0	0	0	0	0	0/0	39.6	

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Michael Pittman	241	846	3.5	42	5
Thomas Jones	112	380	3.4	21	5
Jake Plummer	35	163	4.7	21	0

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
David Boston	98	1,598	16.3	61	8
Frank Sanders	41	618	15.1	68	2
MarTay Jenkins	32	518	16.2	53	3

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Ronald McKinnon	97	70	48	2	2
Kwamie Lassiter	83	68	29	1	0
Rob Fredrickson	72	40	21	4	0
Raynoch Thompson	61	45	21	0.5	0
Corey Chavous	61	53	12	0	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Kwamie Lassiter	9	80	8.0	25	0
Adrian Wilson	2	97	48	61	1
David Barrett	2	30	15	23	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Cardinals	75	78	80	70	82	81	72	77	71	70	76





The Cardinals lost their leading rusher (Michael Pittman) during the offseason to the Tampa Bay Buccaneers. Establish your running game with Thomas Jones. Pop the ball outside on plays such as Heavy Toss, Pro HB Trap, and HB Knife.



Dennis McKinley is a good fullback. Give him a few carries (FB Offtackle, FB Power Weak). And when all of the receivers are covered downfield, dump it off to the fullback coming out of the backfield.



Quarterback Jake "The Snake" Plummer returns to lead the Cardinals on offense. Plummer has a powerful arm, so throw it down the field. Work the sidelines with Gun 4 Sideline.



David Boston is a big receiver (6'2", 222 pounds). He has the strength, size, and speed to challenge any defender. Look for Boston to come down with the ball on Double Hook Out, Post Over Go, and Slot X Flag.



With the defense keying on Boston, look to get the ball to MarTay Jenkins and Frank Sanders. Use three and four wide receiver sets (such as Pro 3WR, Gun 3WR Trips, and Single Split 4) to get all of them on the field at once.



Don't forget about the tight end. Look for him on TE Flat, TE Flag, and TE Crossover.



The Cardinals need a strong pass rusher who can get to the quarterback. Outside linebacker Rob Fredrickson led the team with four sacks in 2001, so select him when you need to pressure the QB. While Fredrickson is dealing with the pass rush, middle linebacker Ronald McKinnon stuffs the run.



Free safety Kwamie Lassiter leads the defensive backs. He had 83 tackles, one sack, and nine interceptions. If your defensive line can establish a better pass rush, Lassiter should come up with even more picks.



Chargers

San Diego



2001 Regular Season Breakdown

Won 5 · Lost 11

Date **Score** **Opponent**

9 Sept	30-3 W	WAS
23 Sept	32-21 W	at DAL
30 Sept	28-14 W	CIN
7 Oct	16-20 L	at CLE
14 Oct	26-29 L	at NE
21 Oct	27-10 W	DEN
28 Oct	27-24 W	BUF
4 Nov	20-25 L	KC
11 Nov	16-26 L	at DEN
18 Nov	24-34 L	at OAK
25 Nov	17-20 L	ARI
2 Dec	10-13 L	at SEA
9 Dec	14-24 L	at PHI
15 Dec	6-13 L	OAK
23 Dec	17-20 L	at KC
30 Dec	22-25 L	SEA

Team Stats

Category **Chargers** **Opponent**

TOTAL FIRST DOWNS	290	290
FIRST DOWNS (Rushing-Passing-By Penalty)	92-177-21	99-166-25
THIRD DOWN CONVERSIONS	79/221	84/224
FOURTH DOWN CONVERSIONS	3/4	7/12
TOTAL OFFENSIVE YARDS	5,200	4,904
OFFENSE (Plays-Average Yards)	1,010-5.1	1,025-4.8
TOTAL RUSHING YARDS	1,695	1,504
RUSHING (Plays-Average Yards)	435-3.9	449-3.3
TOTAL PASSING YARDS	3,505	3,400
PASSING (Comp-Att-Int-Avg)	309-548-18-6.72	317-535-19-6.76
SACKS	41	27
FIELD GOALS	30/43	26/35
TOUCHDOWNS	35	35
(Rushing-Passing>Returns-Defensive)	13-16-1-3	10-24-2-1
TIME OF POSSESSION	30:15:00	29:45:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Doug Flutie	521	294	3,464	56.4	6.6	15	2.9	18	3.5	78	25/168	72
Drew Brees	27	15	221	55.6	8.2	1	3.7	0	0	40	2/12	94.8

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
LaDainian Tomlinson	339	1,236	3.6	54	10
Doug Flutie	53	192	3.6	16	1
Curtis Conway	7	116	16.6	67	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Curtis Conway	71	1,125	15.8	72	6
Jeff Graham	52	811	15.6	61	5
Tim Dwight	25	406	16.2	78	0

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Rodney Harrison	90	74	17	3.5	1
Junior Seau	83	66	11	1	0
Rogers Beckett	77	66	21	0	1
Ryan McNeil	64	54	12	0	0
Orlando Ruff	61	44	15	1	1

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Ryan McNeil	8	55	6	33	0
Rodney Harrison	2	51	25	22	0
Jason Perry	2	37	18	37	1
Tay Cody	2	3	1	3	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Chargers	77	78	83	78	75	78	76	79	74	77	78





One of keys to winning football is a good running game. The Chargers had that with rookie LaDainian Tomlinson and his 1,236 yards and 10 touchdowns last year. Get him the ball on HB Slice, Split Direct, and HB Knife. Tomlinson also has a good set of hands. He had 59 catches in 2001–2002.

With Tomlinson getting most carries, don't forget about fullback (Fred McCrary) and your back up running back (Terrell Fletcher). If you spread the ball around between the three of them, the defense will be battling fresh legs in the fourth quarter. You'll be running over defenders and into the end zone.



The Chargers have a tough choice to make at quarterback in 2002–2003. Veteran quarterback Doug Flutie had the majority of the snaps at QB last year, but second-year player Drew Brees is ready to step into the starting role. Mix it up on offense and go with the hot hand.

The Chargers have a good set of receivers. Veteran Curtis Conway led the team with 71 catches last season. Get him the ball on Slot X Flag, Angle X Pro, and Twins I Fly.



Another passing target is Stephen Alexander. Spread the ball around and the Chargers offense will click.

Stop the run and pressure the quarterback. Left defensive end Marcellus Wiley takes care of pressuring the QB—he had 13 sacks last season. Junior Seau takes care of stopping the run. The veteran linebacker had 83 tackles in 2001–2002.



Chiefs

Kansas City



2001 Regular Season Breakdown

Won 6 · Lost 10

Date **Score** **Opponent**

9 Sept	24-27 L	OAK
23 Sept	3-13 L	NYG
30 Sept	45-13 W	at WAS
7 Oct	6-20 L	at DEN
14 Oct	17-20 L	PIT
21 Oct	16-24 L	at ARI
25 Oct	28-35 L	IND
4 Nov	25-20 W	at SD
11 Nov	7-27 L	at NYJ
25 Nov	19, 7 W	SEA
29 Nov	10-23 L	PHI
9 Dec	26-28 L	at OAK
16 Dec	26-23 W	DEN
23 Dec	20-17 W	SD
30 Dec	30-26 W	at JAC
6 Jan	18-21 L	at SEA

Team Stats

Category **Chiefs** **Opponent**

TOTAL FIRST DOWNS	324	296
FIRST DOWNS (Rushing-Passing-By Penalty)	119-178-27	111-167-18
THIRD DOWN CONVERSIONS	70/195	86/218
FOURTH DOWN CONVERSIONS	5/16	5/8
TOTAL OFFENSIVE YARDS	5,673	5,304
OFFENSE (PLAYS-AVERAGE YARDS)	1,015-5.6	1,003-5.3
TOTAL RUSHING YARDS	2,008	2,140
RUSHING (PLAYS-AVERAGE YARDS)	448-4.5	481-4.4
TOTAL PASSING YARDS	3,665	3,164
PASSING (COMP-ATT-INT-AVG)	300-528-24-7.32	296-491-13-6.93
SACKS	31	39
FIELD GOALS	27/35	27/34
TOUCHDOWNS	34	37
(Rushing-Passing>Returns-Defensive)	16-17-1-1	15-19-1-1
TIME OF POSSESSION	29:07:00	30:53:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Trent Green	523	296	3,783	56.6	7.2	17	3.3	24	4.6	67	39/198	71.1

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Priest Holmes	327	1,555	4.8	41	8
Tony Richardson	66	191	2.9	19	7
Trent Green	35	158	4.5	16	0

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Tony Gonzalez	73	917	12.6	36	6
Priest Holmes	62	614	9.9	67	2
Marvin Minnis	33	511	15.5	56	1

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Marvucus Patton	98	76	15	3	0
Donnie Edwards	97	79	32	2	3
Jerome Woods	74	63	13	1	0
Greg Wesley	73	68	11	2	2
Eric Warfield	66	60	8	0	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Eric Warfield	4	61	15	51	1
Jerome Woods	3	48	16	25	0
Greg Wesley	2	44	22	30	0
Marvucus Patton	2	5	2	5	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Chiefs	76	82	86	79	83	83	73	77	68	74	73





Priest Holmes takes the load of the carries for Kansas City. Holmes averaged nearly five yards per carry with 1,555 yards last season. Put the ball in his hands on plays like HB Spread Toss, HB I Plunge, and HB Offtackle. Once Holmes gets outside, use a Spin Move, Stiff-arm, or Juke to get past the first tackler.



Priest Holmes is a good runner, but don't forget to get the ball to fullback Tony Richardson. FB Iso Weak, FB Motion Dive, and FB Power Weak are all good plays for Richardson.



Holmes and Richardson are good receivers too. Holmes (62 catches) and Richardson (30 catches) are good outlets when everyone is covered downfield.



The Chiefs have one of the premier tight end in Tony Gonzalez, who was the team's leading receiver. Look for Gonzalez on TE Clear Post, TE Quick Slant, Split TE Cross, and TE Crossover.



To stretch out the defense, the Chiefs acquired wide receiver Johnnie Morton from the Detroit Lions. Having another quality receiver in the mix should take some of the pressure of Gonzalez.



When you go to a three and four wide receiver sets, Marvin Minnis comes into the game. Minnis caught 33 passes in 2001–2002 with a 15.5-yard average.



The leaders on the defensive side of the ball are Marvcus Patton (98 tackles), Duane Clemons (seven sacks), and Eric Warfield (four interceptions).





2001 Regular Season Breakdown

Won 6 · Lost 10

Date	Score	Opponent
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9 Sept	45-24 W	at NYJ
23 Sept	42-26 W	BUF
30 Sept	13-44 L	at NE
14 Oct	18-23 L	OAK
21 Oct	17-38 L	NE
25 Oct	35-28 W	at KC
4 Nov	30-14 W	at BUF
11 Nov	24-27 L	MIA
18 Nov	20-34 L	at NO
25 Nov	21-40 L	SF
2 Dec	27-39 L	at BAL
10 Dec	6-41 L	at MIA
16 Dec	41-27 W	ATL
23 Dec	28-29 L	NYJ
30 Dec	17-42 L	at STL
6 Jan	29-10 W	DEN

Team Stats

Category	Colts	Opponent
TOTAL FIRST DOWNS	343	323
FIRST DOWNS (Rushing-Passing-By Penalty)	110-206-27	108-195-20
THIRD DOWN CONVERSIONS	85/205	90/207
FOURTH DOWN CONVERSIONS	5/8	7/15
TOTAL OFFENSIVE YARDS	5,955	5,715
OFFENSE (PLAYS-AVERAGE YARDS)	1,025-5.8	1,004-5.7
TOTAL RUSHING YARDS	1,966	2,115
RUSHING (PLAYS-AVERAGE YARDS)	438-4.5	455-4.6
TOTAL PASSING YARDS	3,989	3,600
PASSING (COMP-ATT-INT-AVG)	349-557-23-7.59	311-509-15-7.58
SACKS	40	30
FIELD GOALS	28/34	30/36
TOUCHDOWNS	47	57
(Rushing-Passing>Returns-Defensive)	16-27-1-2	20-30-2-6
TIME OF POSSESSION	30:32:00	29:28:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Peyton Manning	547	343	4,131	62.7	7.6	26	4.8	23	4.2	86	29/232	84.1

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Dominic Rhodes	233	1,104	4.7	77	9
Edgerrin James	151	662	4.4	29	3
Peyton Manning	35	157	4.5	33	4

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Marvin Harrison	109	1,524	14	68	15
Marcus Pollard	47	739	15.7	86	8
Reggie Wayne	27	345	12.8	43	0

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Rob Morris	84	56	30	1	0
Marcus Washington	73	53	20	8	0
Chad Cota	73	50	21	0	1
Idrees Bashir	59	45	24	0	0
Jeff Burris	54	43	4	0	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
David Macklin	3	15	5	11	0
Jeff Burris	3	69	23	30	1

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/ Fullback	Wide Receiver/ Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Colts	81	85	94	82	82	84	75	75	71	79	83





When standout running back Edgerrin James went down to injury, Dominic Rhodes stepped up to lead the running attack. A healthy James is the better running back, but get the ball to both of them.



Rhodes (34 catches) and James (24 catches) are good receivers. When the receivers are covered downfield, Manning can dump the ball off to either running back with confidence. Put both of them in the backfield at once (with James at halfback and Rhodes at fullback) to pose a big threat to the defense.



Drop back to pass with Manning and air it out. With a strong running game, the safeties have to cheat up to guard against the run. This leaves the receivers in man-to-man coverage.

When you throw the ball, look to AFC-leading receiver Marvin Harrison. Get him the ball deep on Iso Flat Deep, Twins Cross, and Deep Slot Seam. To complement Harrison, the Colts acquired former Baltimore Ravens wide receiver Qadry Ismail. Look for Ismail on Pro Confusion, Slot Cross Out, and Wide Empty Hook.

Another strong receiver for the Colts is tight end Marcus Pollard. With Harrison and Ismail drawing the lion's share of the defenders, Pollard should be open on TE Fire Out, Split TE Cross, and I TE Stretch.



The Colts have a new head coach in Tony Dungy. The former leader of the Tampa Bay Buccaneers will bring a renewed commitment to the defensive side of the ball to complement the Colts' already strong offensive attack. Defensive end Chad Bratzke needs to get to the quarterback as he did last season (8.5 sacks) and linebacker Rob Morris needs to have another strong year stuffing the run.



Cowboys

Dallas



2001 Regular Season Breakdown

Won 5 · Lost 11

Date **Score** **Opponent**

9 Sept	6-10 L	TB
23 Sept	21-32 L	SD
30 Sept	18-40 L	at PHI
7 Oct	21-28 L	at OAK
15 Oct	9-7 W	WAS
28 Oct	17-3 W	ARI
4 Nov	24-27 L	at NYG
11 Nov	13-20 L	at ATL
18 Nov	3-36 L	PHI
22 Nov	24-26 L	DEN
2 Dec	20-14 W	at WAS
9 Dec	20-13 W	NYG
16 Dec	3-29 L	at SEA
23 Dec	10-17 L	at ARI
30 Dec	27-21 W	SF
6 Jan	10-15 L	at DET

Team Stats

Category **Cowboys** **Opponent**

TOTAL FIRST DOWNS	247	272
FIRST DOWNS (Rushing-Passing-By Penalty)	114-110-23	90-160-22
THIRD DOWN CONVERSIONS	71/215	76/214
FOURTH DOWN CONVERSIONS	4/16	8/15
TOTAL OFFENSIVE YARDS	4,402	4,599
OFFENSE (Plays-Average Yards)	952-4.6	985-4.7
TOTAL RUSHING YARDS	2,184	1,710
RUSHING (Plays-Average Yards)	505-4.3	472-3.6
TOTAL PASSING YARDS	2,218	2,889
PASSING (Comp-Att-Int-Avg)	210-413-20-5.83	287-489-9-6.17
SACKS	24	34
FIELD GOALS	22/33	27/36
TOUCHDOWNS	26	37
(Rushing-Passing>Returns-Defensive)	8-14-1-3	12-20-0-5
TIME OF POSSESSION	30:13:00	29:47:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Quincy Carter	176	90	1,072	51.1	6.1	5	2.8	7	4	64	12/56	63
Anthony Wright	98	48	529	49	5.4	5	5.1	5	5.1	80	5/30	61.1
Ryan Leaf	88	45	494	51.1	5.6	1	1.1	3	3.4	38	12/82	57.7

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Emmitt Smith	261	1,021	3.9	44	3
Troy Hambrick	113	579	5.1	80	2
Michael Wiley	34	247	7.3	58	0

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Raghib Ismail	53	834	15.7	80	2
Joey Galloway	52	699	13.4	47	3
Jackie Harris	15	141	9.4	28	2

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Dat Nguyen	90	85	22	0	0
Darren Woodson	76	68	11	0	1
Dexter Coakley	73	55	23	0	1
Duane Hawthorne	53	45	12	0	0
Greg Ellis	45	41	15	6	2

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Darren Woodson	3	11	3	6	0
Dexter Coakley	2	39	19	29	2
Duane Hawthorne	2	28	14	22	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Cowboys	75	78	76	78	78	83	76	81	72	76	73





Emmitt Smith returns as the team's dominant rusher. He's a powerful runner who can pound it inside. Once you are through the line, use a special move to run over and around the linebackers. Loose in the secondary, Smith will be hard to bring down.



Fullback Troy Hambrick gained 579 yards last season. With the defense keying on Smith, give the ball to Hambrick and blow across the line of scrimmage. Hambrick had a 5.1-yard average, so don't be afraid to toss the ball outside.



Quincy Carter returns as the starting quarterback for the Cowboys. Carter is an elusive (150 yards rushing) quarterback and was sacked only 12 times last year. Use the shotgun formation to buy Carter more time.



A QB needs good targets to throw to, and the Cowboys have Raghib Ismail and Joey Galloway. Look for them on Slot Cross Out, Outside Deep, and Out Over Up.



With a pair of deep threats in Ismail and Galloway, the middle of the field should be open to your tight end. Try Split TE Cross, TE Crossover, and TE Fire Out.



Greg Ellis (six sacks), Dat Nguyen (90 tackles) and Darren Woodson (three interceptions) are your leaders on defense. Use Ellis to pressure the QB and Nguyen to stuff the run.



Dolphins

Miami



2001 Regular Season Breakdown

Won 11 · Lost 5

Date **Score** **Opponent**

9 Sept	31-23 W	at TEN
23 Sept	18-15 W	OAK
30 Sept	10-42 L	at STL
7 Oct	30-10 W	NE
14 Oct	17-21 L	at NYJ
28 Oct	24-20 W	at SEA
4 Nov	23-6 W	CAR
11 Nov	27-24 W	at IND
18 Nov	0-24 L	NYJ
25 Nov	34-27 W	at BUF
2 Dec	21-10 W	DEN
10 Dec	41-6 W	IND
16 Dec	0-21 L	at SF
22 Dec	13-20 L	at NE
30 Dec	21-14 W	ATL
6 Jan	34-7 W	BUF

Team Stats

Category **Dolphins** **Opponent**

TOTAL FIRST DOWNS	263	283
FIRST DOWNS (Rushing-Passing-By Penalty)	95-154-14	97-148-38
THIRD DOWN CONVERSIONS	89/215	70/201
FOURTH DOWN CONVERSIONS	9/14	6/15
TOTAL OFFENSIVE YARDS	4,821	4,608
OFFENSE (Plays-Average Yards)	953-5.1	957-4.8
TOTAL RUSHING YARDS	1,664	1,779
RUSHING (Plays-Average Yards)	473-3.5	453-3.9
TOTAL PASSING YARDS	3,157	2,829
PASSING (Comp-Att-Int-Avg)	275-453-19-7.36	262-467-17-6.55
SACKS	37	27
FIELD GOALS	19/21	16/22
TOUCHDOWNS	41	35
(Rushing-Passing>Returns-Defensive)	14-20-0-6	9-22-0-4
TIME OF POSSESSION	30:04:00	29:56:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Jay Fiedler	450	273	3,290	60.7	7.3	20	4.4	19	4.2	74	27/178	80.3

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Lamar Smith	313	968	3.1	25	6
Jay Fiedler	73	321	4.4	26	4
Travis Minor	59	281	4.8	56	2

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
James McKnight	55	684	12.4	40	3
Oronde Gadsden	55	674	12.3	61	3
Chris Chambers	48	883	18.4	74	7

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Zach Thomas	94	74	60	3	0
Brian Walker	55	45	27	0	0
Brock Marion	52	46	24	0	1
Jason Taylor	47	39	23	8.5	4
Terry Cousin	45	42	15	2	1

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Brock Marion	5	227	45	100	2
Patrick Surtain	3	74	24	41	1
Sam Madison	2	0	0	0	0
Zach Thomas	2	51	25	34	1

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/ Fullback	Wide Receiver/ Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Dolphins	79	79	80	78	76	84	80	83	76	81	80





The Dolphins acquired former New Orleans Saints running back Ricky Williams. Use Williams' power to plow through the defensive linemen on HB Slice, HB Knife, and Big HB Dive.



Fullback Rob Konrad got only five carries last year, but he came down with five receptions. Get him more involved in your offense this year.



Jay Fiedler had a good year as the Dolphins' starting QB. He threw for more than 3,000 yards and completed 273 passes—20 of those for touchdowns. When the pressure is on, don't be afraid to roll out or run. Fiedler was the team's second leading rusher.



Fiedler has a good group of receivers to throw to. Use three- and four-receiver formations to get all of them on the field. Oronde Gadsden, James McKnight, and Chris Chambers will go up and get the ball, so spread it around.



Don't forget the tight end. Get the ball out and over the middle on TE Crossover, I TE Stretch and Split TE Cross.



Get a good pass rush with defensive end Jason Taylor (8.5 sacks) and the opposing QB will start to make mistakes. That's when free safety Brock Marion (four interceptions) is most dangerous.





Eagles

Philadelphia



2001 Regular Season Breakdown

Won 11 · Lost 5

Date	Score	Opponent
9 Sept	17-20 L	STL
23 Sept	27-3 W	at SEA
30 Sept	40-18 W	DAL
7 Oct	20-21 L	ARI
22 Oct	10-9 W	at NYG
28 Oct	10-20 L	OAK
4 Nov	21-7 W	at ARI
11 Nov	48-17 W	MIN
18 Nov	36-3 W	at DAL
25 Nov	3-13 L	WAS
29 Nov	23-10 W	at KC
9 Dec	24-14 W	SD
16 Dec	20-6 W	at WAS
22 Dec	3-13 L	at SF
30 Dec	24-21 W	NYG
6 Jan	17-13 W	at TB

Team Stats

Category	Eagles	Opponent
TOTAL FIRST DOWNS	256	262
FIRST DOWNS (Rushing-Passing-By Penalty)	90-146-20	88-150-24
THIRD DOWN CONVERSIONS	68/220	71/232
FOURTH DOWN CONVERSIONS	9/13	7/13
TOTAL OFFENSIVE YARDS	4923	4701
OFFENSE (Plays-Average Yards)	974-5.1	1,017-4.6
TOTAL RUSHING YARDS	1,778	1,837
RUSHING (Plays-Average Yards)	412-4.3	455-4.0
TOTAL PASSING YARDS	3,145	2,864
PASSING (Comp-Att-Int-Avg)	300-522-14-6.57	288-517-14-6.09
SACKS	45	40
FIELD GOALS	26/31	23/32
TOUCHDOWNS	38	20
(Rushing-Passing>Returns-Defensive)	6-27-0-4	6-13-1-1
TIME OF POSSESSION	28:39:00	31:21:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Donovan McNabb	493	285	3,233	57.8	6.6	25	5.1	12	2.4	64	39/273	84.3
A.J. Feeley	14	10	143	71.4	10.2	2	14.3	1	7.1	27	0/0	114

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Duce Staley	166	604	3.6	44	2
Correll Buckhalter	129	586	4.5	48	2
Donovan McNabb	82	482	5.9	33	2

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
James Thrash	63	833	13.2	64	8
Duce Staley	63	626	9.9	46	2
Todd Pinkston	42	586	14	62	4

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Jeremiah Trotter	93	88	22	3.5	1
Mike Caldwell	75	67	24	3	0
Damon Moore	63	56	22	1	2
Carlos Emmons	61	57	18	1	0
Troy Vincent	56	55	11	1.5	1

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Troy Vincent	3	0	0	0	0
Al Harris	2	22	11	14	0
Brian Dawkins	2	15	7	15	0
Damon Moore	2	2	1	2	0
Jeremiah Trotter	2	64	32	50	1

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/ Fullback	Wide Receiver/ Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Eagles	78	81	90	78	76	82	80	85	76	80	75





The Eagles have a pair of quality running backs in Duce Staley and Correll Buckhalter. Use both. A strong running game will eat time off of the clock and lead the Eagles to victory.



Quarterback Donovan McNabb is another major facet to the Eagles running game. The QB is always a threat to run. If you are defending against the Eagles, take control of your middle linebacker and shadow McNabb. If not, he'll for break big runs.



Staley has a good set of hands, so don't forget to throw him the ball. Dump and swing passes help you get the speedy running back outside the tackles and into the open field. Once you've gotten to the corner, it's a footrace.



James Thrash and Todd Pinkston make up a good one-two combination in your receiving corps. Spread the ball evenly between the two in Quick Outs Hook, Over Double Out, and PAP Big Boot.



Chad Lewis starts at tight end. Look for him on I TE Stretch and TE Crossover.



The defense lost a key linebacker in Jeremiah Trotter. The Eagles will look to the rest of the defense and former Redskins linebacker Shawn Barber to pick up the slack. When you need to get after the quarterback, select defensive tackle Corey Simon.





Falcons

Atlanta



2001 Regular Season Breakdown

Won 7 · Lost 9

Date **Score** **Opponent**

9 Sept	13-16 L	at SF
23 Sept	24-16 W	CAR
30 Sept	34-14 W	at ARI
7 Oct	3-31 L	CHI
14 Oct	31-37 L	SF
21 Oct	20-13 W	at NO
4 Nov	10-24 L	NE
11 Nov	20-13 W	DAL
18 Nov	23-20 W	at GB
25 Nov	10-7 W	at CAR
2 Dec	6-35 L	STL
9 Dec	10-28 L	NO
16 Dec	27-41 L	at IND
23 Dec	33-30 W	BUF
30 Dec	14-21 L	at MIA
6 Jan	13-31 L	at STL

Team Stats

Category **Falcons** **Opponent**

TOTAL FIRST DOWNS	280	298
FIRST DOWNS (Rushing-Passing-By Penalty)	85-165-30	95-184-19
THIRD DOWN CONVERSIONS	89/217	93/201
FOURTH DOWN CONVERSIONS	5/18	2/8
TOTAL OFFENSIVE YARDS	5,070	5,845
OFFENSE (Plays-Average Yards)	988-5.1	957-6.1
TOTAL RUSHING YARDS	1,773	1,943
RUSHING (Plays-Average Yards)	437-4.1	405-4.8
TOTAL PASSING YARDS	3,297	3,902
PASSING (Comp-Att-Int-Avg)	278-485-17-7.62	331-515-18-8.02
SACKS	37	66
FIELD GOALS	29/37	19/24
TOUCHDOWNS	29	46
(Rushing-Passing>Returns-Defensive)	9-19-0-0	13-29-1-4
TIME OF POSSESSION	31:18:00	28:42:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Chris Chandler	365	223	2,847	61.1	7.8	16	4.4	14	3.8	94	41/261	84.1
Michael Vick	113	50	785	44.2	6.9	2	1.8	3	2.7	52	23/124	62.7

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Maurice Smith	237	760	3.2	58	5
Bob Christian	44	284	6.5	53	2
Michael Vick	29	300	10.3	35	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Terance Mathis	51	564	11.1	34	2
Tony Martin	37	548	14.8	63	3
Brian Finneran	23	491	21.3	52	3

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Keith Brooking	100	78	25	3.5	2
Ray Buchanan	62	52	8	0	1
Chris Draft	54	46	19	0	0
Ronnie Bradford	51	42	10	1	0
Ashley Ambrose	49	44	3	0	2

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Ray Buchanan	5	85	17	33	0
Ashley Ambrose	5	43	8	27	0
Keith Brooking	2	17	8	9	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Falcons	75	78	83	78	73	80	76	82	75	73	71





The Falcons added a new dimension to their running attack with the acquisition of Warrick Dunn. Dunn has the speed to get to the corner and get downfield in a hurry. Make the first tackler miss and you'll be in good shape.



With Dunn gaining yards for your offense on outside runs, mix it up with fullback Bob Christian. Plow him into the line to get the tough yards in short-yardage situations.



Michael Vick will be the starting quarterback for the Atlanta Falcons this year. Vick likes to get outside and run with the football. When you are playing against the Falcons, shadow Vick's movements with a linebacker in case he runs.



Terance Mathis and Brian Finneran lead the receiving corps for the Falcons. Mathis had 51 receptions while Finneran averaged more than 20 yards per catch.



Place kicker Jay Feely was nearly perfect inside of 40 yards last year. He converted 23 of 24 field goals inside 40 yards.



If the defense has a linebacker shadowing Vick, the tight end is probably open. Look for Reggie Kelly on TE Clear Post and TE Quick Slant.



Patrick Kerney (12 sacks) and Shane Dronett (5.5 sacks) provide the pass rush for the Falcons.



With Kerney and Dronett providing pressure, the Falcon's secondary can take advantage of any mistakes. Ashley Ambrose and Ray Buchanan can lock down their receivers and deny them the ball.



Giants

New York



2001 Regular Season Breakdown

Won 7 · Lost 9

Date **Score** **Opponent**

10 Sept	20-31 L	at DEN
23 Sept	13-3 W	at KC
30 Sept	21-13 W	NO
7 Oct	23-9 W	WAS
14 Oct	14-15 L	at STL
22 Oct	9-10 L	PHI
28 Oct	21-35 L	at WAS
4 Nov	27-24 W	DAL
11 Nov	17-10 W	at ARI
19 Nov	16-28 L	at MIN
25 Nov	10-28 L	OAK
9 Dec	13-20 L	at DAL
15 Dec	17-13 W	ARI
23 Dec	27-24 W	SEA
30 Dec	21-24 L	at PHI
6 Jan	25-34 L	GB

Team Stats

Category **Giants** **Opponent**

TOTAL FIRST DOWNS	295	268
FIRST DOWNS (Rushing-Passing-By Penalty)	93-189-13	83-161-24
THIRD DOWN CONVERSIONS	78/220	66/218
FOURTH DOWN CONVERSIONS	6/13	11/19
TOTAL OFFENSIVE YARDS	5,335	4,975
OFFENSE (Plays-Average Yards)	1,028-5.2	995-5.0
TOTAL RUSHING YARDS	1,777	1,545
RUSHING (Plays-Average Yards)	424-4.2	428-3.6
TOTAL PASSING YARDS	3,558	3,430
PASSING (Comp-Att-Int-Avg)	327-568-16-6.63	298-521-15-7.20
SACKS	46	36
FIELD GOALS	23/30	23/31
TOUCHDOWNS	32	36
(Rushing-Passing>Returns-Defensive)	11-19-0-2	7-25-1-3
TIME OF POSSESSION	29:43:00	30:17:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Kerry Collins	568	327	3,764	57.6	6.6	19	3.3	16	2.8	76	36/206	77.1

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Ron Dayne	180	690	3.8	61	7
Tiki Barber	166	865	5.2	36	4
Kerry Collins	39	73	1.9	11	0

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Amani Toomer	72	1,054	14.6	60	5
Ike Hilliard	52	659	12.7	38	6
Joe Jurevicius	51	706	13.8	46	3

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Micheal Barrow	88	60	45	6	2
Shaun Williams	77	60	18	1	0
Jessie Armstead	62	44	24	1.5	0
Michael Strahan	60	47	13	22.5	1
Sam Barnes	59	46	15	0	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Will Allen	4	27	6	17	0
Jason Sehorn	3	34	11	34	1
Shaun Williams	3	25	8	20	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/ Fullback	Wide Receiver/ Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Giants	75	79	82	74	82	81	75	78	67	80	73





To run the ball outside, put in Tiki Barber. Running outside is all about making the first tackler miss. Use a Juke, Spin Move, Shoulder Charge, or Speed Burst to get past the defender to break the run for a big gain.



When you want to run the ball inside, use Ron Dayne. He has the size and power to run through people. When you are running outside, don't use a Spin Move. You don't have room to execute it properly and you will wind up getting thrown for a loss.



Kerry Collins was one of the few quarterbacks in the NFL to take all the snaps last season. He's a durable quarterback, as he was sacked 36 times.



Amani Toomer and Ike Hilliard are the team's leading receivers. Get them involved with Post V-Stretch, Pro Strong Flood, and Post Over Go.



Look for the tight end on TE Crossover, TE Quick Slant, TE Fire Out.



Need a pass rush? Look no further than Michael Strahan. He set a league record with 22.5 sacks in 2001–2002. You won't need to blitz with this guy rushing the passer. If you are playing against the Giants, make sure you get away from his pass rush.



With Michael Strahan rushing the passer and Jason Sehorn covering the receivers, someone has to come up and stuff the run. That's where middle linebacker Mike Barrow comes in. He was the team's leading tackler last season.





Jaguars

Jacksonville



2001 Regular Season Breakdown

Won 6 · Lost 10

Date **Score** **Opponent**

9 Sep	21-3 W	PIT
23 Sep	13-6 W	TEN
30 Sep	14-23 L	CLE
7 Oct	15-24 L	at SEA
18 Oct	10-13 L	BUF
28 Oct	17-18 L	at BAL
4 Nov	24-28 L	at TEN
11 Nov	30-13 W	CIN
18 Nov	7-20 L	at PIT
25 Nov	21-24 L	BAL
3 Dec	21-28 L	GB
9 Dec	14-10 W	at CIN
16 Dec	15-10 W	at CLE
23 Dec	33-3 W	at MIN
30 Dec	26-30 L	KC
6 Jan	13-33 L	at CHI

Team Stats

Category **Jaguars** **Opponent**

TOTAL FIRST DOWNS	289	300
FIRST DOWNS (Rushing-Passing-By Penalty)	85-181-23	89-193-18
THIRD DOWN CONVERSIONS	70/198	87/227
FOURTH DOWN CONVERSIONS	3/12	5/18
TOTAL OFFENSIVE YARDS	4,840	5,070
OFFENSE (Plays-Average Yards)	969-5.0	1,056-4.8
TOTAL RUSHING YARDS	1,600	1,611
RUSHING (Plays-Average Yards)	372-4.3	469-3.4
TOTAL PASSING YARDS	3,240	3,459
PASSING (Comp-Att-Int-Avg)	321-534-14-6.87	354-544-12-6.91
SACKS	43	63
FIELD GOALS	18/28	26/35
TOUCHDOWNS	34	30
(Rushing-Passing>Returns-Defensive)	11-20-0-2	15-13-1-2
TIME OF POSSESSION	28:01:00	31:59:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Mark Brunell	473	289	3,309	61.1	7	19	4	13	2.7	44	57/387	84.1
Jonathan Quinn	61	32	361	52.5	5.9	1	1.6	1	1.6	45	6/43	69.1

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Stacey Mack	213	877	4.1	54	9
Elvis Joseph	68	294	4.3	27	0
Mark Brunell	39	224	5.7	38	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Jimmy Smith	112	1,373	12.3	35	8
Keenan McCardell	93	1,110	11.9	45	6
Kyle Brady	36	386	10.7	20	2

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Hardy Nickerson	88	81	28	0	1
Donovin Darius	65	56	12	0	0
Kevin Hardy	56	50	13	5.5	1
Jason Craft	53	50	7	0	0
Ainsley Battles	50	47	5	1	2

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Hardy Nickerson	3	4	1	2	0
Aaron Beasley	3	0	0	0	0
Ainsley Battles	2	26	13	26	0
Jason Craft	2	4	2	4	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Jaguars	76	81	85	79	83	79	74	75	73	76	73





When Fred Taylor went down with an injury, Stacey Mack was thrust into the starting role. Mack had 877 yards rushing and nine touchdowns. Get the ball outside on HB Knife, HB Slice, and Quick Toss.



Now that Fred Taylor is back, you have to choose between them. Fortunately, both are quality backs. Who you pick isn't important if you establish a strong running game.



With the loss of offensive tackle Tony Boselli to the Houston Texans, QB Mark Brunell will have to get rid of the ball. If the rush is on, try rolling out of the pocket.



With the departure of wide receiver Keenan McCardell, the Jaguars will rely heavily on wide receiver Jimmy Smith and tight end Kyle Brady. Throw the ball deep to Smith and underneath to Brady.



Don't forget about Stacey Mack in the passing game. He caught 23 passes for 165 yards last year.



Kick returner Elvis Joseph had an impressive 25.2 yards per return average and broke one for a 95-yard touchdown. Follow your blockers on the kick return and break the game wide open with a quick score.



The Jaguars defense lost several players during the offseason. Two important players return for Jacksonville—defensive end Tony Brackens and strong safety Donovan Darius. Brackens came up with 11 sacks while Darius had 65 tackles.





2001 Regular Season Breakdown

Won 10 · Lost 6

Date	Score	Opponent
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9 Sept	24-45 L	IND
23 Sept	10-3 W	at NE
1 Oct	17-19 L	SF
7 Oct	42-36 W	at BUF
14 Oct	21-17 W	MIA
21 Oct	14-34 L	STL
28 Oct	13-12 W	at CAR
4 Nov	16-9 W	at NO
11 Nov	27-7 W	KC
18 Nov	24-0 W	at MIA
2 Dec	16-17 L	NE
9 Dec	7-18 L	at PIT
16 Dec	15-14 W	CIN
23 Dec	29-28 W	at IND
30 Dec	9-14 L	BUF
6 Jan	24-22 W	at OAK

Team Stats

Category	Jets	Opponent
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TOTAL FIRST DOWNS	274	284
FIRST DOWNS (Rushing-Passing-By Penalty)	105-151-18	116-155-13
THIRD DOWN CONVERSIONS	76/200	101/227
FOURTH DOWN CONVERSIONS	1/12	9/18
TOTAL OFFENSIVE YARDS	4,795	5,153
OFFENSE (Plays-Average Yards)	928-5.2	1,030-5.0
TOTAL RUSHING YARDS	2,054	2,154
RUSHING (Plays-Average Yards)	445-4.6	481-4.5
TOTAL PASSING YARDS	2,741	2,999
PASSING (Comp-Att-Int-Avg)	272-464-14-6.19	313-516-20-6.14
SACKS	33	19
FIELD GOALS	24/31	22/27
TOUCHDOWNS	34	33
(Rushing-Passing>Returns-Defensive)	11-17-0-4	15-14-1-3
TIME OF POSSESSION	29:13:00	30:47:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Vinny Testaverde	441	260	2,752	59	6.2	15	3.4	14	3.2	40	18/122	75.3
Chad Pennington	20	10	92	50	4.6	1	5	0	0	24	1/8	79.6

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Curtis Martin	333	1,513	4.5	47	10
LaMont Jordan	39	292	7.5	46	1
Laveranues Coles	10	108	10.8	20	0

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Laveranues Coles	59	868	14.7	40	7
Wayne Chrebet	56	750	13.4	36	1
Curtis Martin	53	320	6	27	0

Top Tacklers

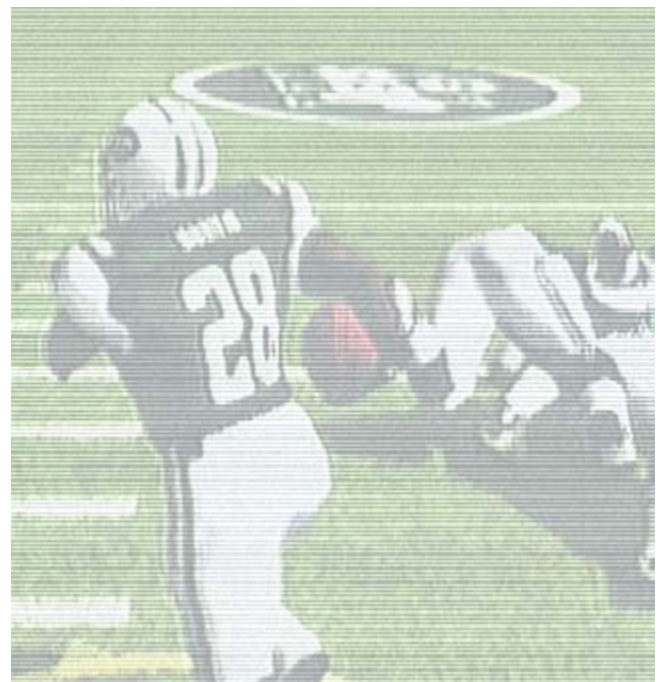
Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
James Farnior	106	63	36	1	0
Marvin Jones	95	60	40	1	1
Marcus Coleman	59	40	11	0	1
Ray Mickens	56	47	10	1	1
Mo Lewis	76	53	31	3	2

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Aaron Glenn	5	82	16	60	1
Victor Green	3	76	25	63	1
Marvin Jones	3	27	9	18	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/ Fullback	Wide Receiver/ Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Jets	77	82	88	81	77	83	77	78	76	76	73





Curtis Martin got the lion's share of the carries and yards on the ground for the Jets last season. He racked up 1,513 yards rushing with an equally impressive 4.5 yards-per-carry average. Work the ball outside with Martin and make that first tackler miss. With a running back such as Martin, you will dominate the time of possession.

Look for Martin coming out of the backfield too. He came down with 53 receptions for 320 receiving yards. When everyone else is covered downfield, dump the ball off to Martin.



The New York Jets have a solid offensive line. They allowed only 19 sacks in 2001–2002. Drop back and take your time. Once you find the open man, drill the ball.



The Jets receiving corps features Laveranues Coles and Wayne Chrebet. Look for Coles on deep passing routes while Chrebet is your possession receiver when you need a first down.



Tight end Anthony Becht was the team's third leading receiver in 2001–2002. Include him in plays such as TE Clear Post, TE Quick Slant, and TE Spread.



Right defensive end John Abraham provides the majority of the pass rush for the Jets—he had 13 sacks last season. To stuff the run, use Marvin Jones.





Lions

Detroit



2001 Regular Season Breakdown

Won 2 · Lost 14

Date **Score** **Opponent**

9 Sept	6-28 L	at GB
23 Sept	14-24 L	at CLE
8 Oct	0-35 L	STL
14 Oct	26-31 L	at MIN
21 Oct	24-27 L	TEN
28 Oct	27-31 L	CIN
4 Nov	13-21 L	at SF
11 Nov	17-20 L	TB
18 Nov	38-45 L	at ARI
22 Nov	27-29 L	GB
2 Dec	10-13 L	at CHI
9 Dec	12-15 L	at TB
16 Dec	27-24 W	MIN
23 Dec	14-47 L	at PIT
30 Dec	0-24 L	CHI
6 Jan	15-10 W	DAL

Team Stats

Category **Lions** **Opponent**

TOTAL FIRST DOWNS	289	321
FIRST DOWNS (Rushing-Passing-By Penalty)	74-184-31	99-189-33
THIRD DOWN CONVERSIONS	76/222	87/210
FOURTH DOWN CONVERSIONS	12/25	6/13
TOTAL OFFENSIVE YARDS	4,994	5,521
OFFENSE (Plays-Average Yards)	1,026-4.9	1,015-5.4
TOTAL RUSHING YARDS	1,398	1,993
RUSHING (Plays-Average Yards)	351-4.0	470-4.2
TOTAL PASSING YARDS	3,596	3,528
PASSING (Comp-Att-Int-Avg)	343-609-24-6.52	312-514-16-7.30
SACKS	31	66
FIELD GOALS	21/30	19/27
TOUCHDOWNS	30	52
(Rushing-Passing>Returns-Defensive)	8-18-0-4	15-30-1-5
TIME OF POSSESSION	28:34:00	31:26:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Charlie Batch	341	198	2,392	58.1	7	12	3.5	12	3.5	76	33/176	76.8
Ty Detmer	151	92	906	60.9	6	3	2	10	6.6	27	12/75	56.9
Mike McMahon	115	53	671	46.1	5.8	3	2.6	1	0.9	69	21/122	69.9

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
James Stewart	143	685	4.8	38	1
Lamont Warren	61	191	3.1	34	3
Cory Schlesinger	47	154	3.3	26	3

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Johnnie Morton	77	1,154	15	76	4
Cory Schlesinger	60	466	7.8	38	0
David Sloan	37	409	11.1	27	7

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Chris Claiborne	77	64	42	4	1
Shaun Rogers	60	43	21	3	0
Barrett Green	54	42	25	1	0
Todd Lyght	53	52	6	0	1
Robert Porcher	43	33	7	11	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Todd Lyght	4	72	18	59	1
Robert Bailey	2	74	37	74	1
Terry Fair	2	29	14	26	1
Kurt Schulz	2	22	11	19	0
Chris Claiborne	2	11	5	6	0
Ron Rice	2	9	4	8	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/ Fullback	Wide Receiver/ Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Lions	75	77	83	73	76	78	75	76	72	79	75





Running back James Stewart missed a couple of games due to injury last season. Look for him to bounce back and lead the Lions in rushing yards once again.



Don't forget about fullback Corey Schlesinger. When you need to pick up short yardage, give the ball to him.



Mike McMahon enters the season as the Lions' number-one QB. The offense seemed to click with McMahon at the helm last season, but they came up short in some close games. If McMahon isn't getting it done, put backup Ty Detmer in.



McMahon has two new targets to throw the ball to this year—former Rams wide receiver Az-Zahir Hakim and former Green Bay Packer receiver Bill Schroeder. Take short drop backs and get rid of the ball quickly.



When Hakim and Schroeder are covered downfield, dump the ball off to your tight end—Mikhael Ricks.



The Lions defense centers around Robert Porcher (11 sacks), Chris Claiborne (77 tackles), and Todd Lyght (four interceptions).





Packers

Green Bay



2001 Regular Season Breakdown

Won 12 · Lost 4

Date **Score** **Opponent**

9 Sept	28-6 W	DET
24 Sept	37-0 W	WAS
30 Sept	28-7 W	at CAR
7 Oct	10-14 L	at TB
14 Oct	31-23 W	BAL
21 Oct	13-35 L	at MIN
4 Nov	21-20 W	TB
11 Nov	20-12 W	at CHI
18 Nov	20-23 L	ATL
22 Nov	29-27 W	at DET
3 Dec	28-21 W	at JAC
9 Dec	17-7 W	CHI
16 Dec	20-26 L	at TEN
23 Dec	30-7 W	CLE
30 Dec	24-13 W	MIN
6 Jan	34-25 W	at NYG

Team Stats

Category **Packers** **Opponent**

TOTAL FIRST DOWNS	282	278
FIRST DOWNS (Rushing-Passing-By Penalty)	72-187-23	83-176-19
THIRD DOWN CONVERSIONS	72/197	93/238
FOURTH DOWN CONVERSIONS	3/6	9/22
TOTAL OFFENSIVE YARDS	5,463	4,937
OFFENSE (Plays-Average Yards)	942-5.8	1,041-4.7
TOTAL RUSHING YARDS	1,693	1,769
RUSHING (Plays-Average Yards)	410-4.1	406-4.4
TOTAL PASSING YARDS	3,770	3,168
PASSING (Comp-Att-Int-Avg)	314-510-15-7.69	341-583-20-6.01
SACKS	52	22
FIELD GOALS	20/31	22/28
TOUCHDOWNS	47	28
(Rushing-Passing>Returns-Defensive)	11-32-1-3	10-14-0-4
TIME OF POSSESSION	29:32:00	30:28:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Brett Favre	510	314	3,921	61.6	7.7	32	6.3	15	2.9	67	22/151	94.1

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Ahman Green	304	1,387	4.6	83	9
Dorsey Levens	44	165	3.8	40	0
Brett Favre	38	56	1.5	14	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Ahman Green	62	594	9.6	42	2
Bill Schroeder	53	918	17.3	67	9
Antonio Freeman	52	818	15.7	63	6

Top Tacklers

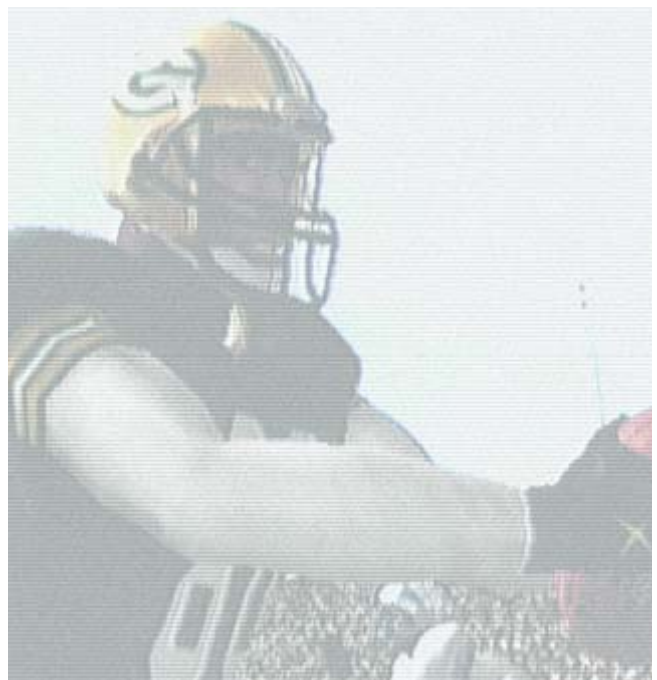
Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Tyrone Williams	76	64	12	0	1
Darren Sharper	70	62	24	2	1
Bernardo Harris	67	49	28	2.5	3
Nate Wayne	59	44	26	5.5	2
Mike McKenzie	54	49	10	0	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Darren Sharper	6	78	13	23	0
Tyrone Williams	4	117	29	69	1
Nate Wayne	3	55	18	35	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Packers	77	83	93	81	85	76	77	82	72	77	73





Brett Favre leads the passing game, but Green Bay must also establish a strong running game. If the defense has to deal with both, the Packers will go far. With Ahman Green in the backfield (1,387 yards), get the ball outside.



Green is also a good receiver. He caught 62 passes for 594 receiving yards. With almost 2,000 yards of total offensive production, Green was one of the big keys on offense.



With the defense keying on Green, give the ball to your fullback and blast the ball up the middle.



Bubba Franks was one of Brett Favre's favorite targets. Look for Franks on Split TE Cross, I TE Stretch, and TE Crossover.



Brett Favre will be throwing the ball to former Patriot wide receiver Terry Glenn. With the defense keying on Glenn (your deep threat) look to William Henderson and Windrell Hayes.



With Kabeer Cbaja-Biamila providing a great pass rush (13.5 sacks last season), the Packers secondary has lots of opportunities to make interceptions. Safety Darren Sharper (70 tackles) had six interceptions while cornerback Tyrone Williams had four.



Panthers

Carolina



2001 Regular Season Breakdown

Won 1 · Lost 15

Date **Score** **Opponent**

9 Sept	24-13 W	at MIN
23 Sept	16-24 L	at ATL
30 Sept	7-28 L	GB
7 Oct	14-24 L	at SF
14 Oct	25-27 L	NO
21 Oct	14-17 L	at WAS
28 Oct	12-13 L	NYJ
4 Nov	6-23 L	at MIA
11 Nov	14-48 L	at STL
18 Nov	22-25 L	SF
25 Nov	7-10 L	ATL
2 Dec	23-27 L	at NO
9 Dec	24-25 L	at BUF
23 Dec	32-38 L	STL
30 Dec	7-30 L	ARI
6 Jan	6-38 L	NE

Team Stats

Category **Panthers** **Opponent**

TOTAL FIRST DOWNS	236	304
FIRST DOWNS (Rushing-Passing-By Penalty)	68-144-24	106-187-11
THIRD DOWN CONVERSIONS	67/219	97/233
FOURTH DOWN CONVERSIONS	5/21	7/10
TOTAL OFFENSIVE YARDS	4,254	5,943
OFFENSE (Plays-Average Yards)	965-4.4	1,057-5.6
TOTAL RUSHING YARDS	1,372	2,301
RUSHING (Plays-Average Yards)	355-3.9	521-4.4
TOTAL PASSING YARDS	2,882	3,642
PASSING (Comp-Att-Int-Avg)	314-579-22-5.35	306-510-24-7.47
SACKS	26	31
FIELD GOALS	23/28	25/30
TOUCHDOWNS	27	48
(Rushing-Passing>Returns-Defensive)	9-12-1-2	13-25-3-8
TIME OF POSSESSION	27:29:00	32:31:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Chris Weinke	540	293	2,931	54.3	5.4	11	2	19	3.5	48	26/177	62
Matt Lytle	30	17	133	56.7	4.4	1	3.3	3	10	28	3/24	39.3

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Richard Huntley	166	665	4	25	2
Nick Goings	66	197	3	16	0
Tim Biakabutuka	53	230	4.3	27	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Donald Hayes	52	597	11.5	48	2
Muhsin Muhammad	50	585	11.7	43	1
Isaac Byrd	37	492	13.3	42	1

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Lester Towns	64	55	27	0	0
Mike Minter	64	53	14	0	2
Deon Grant	59	54	12	1	0
Doug Evans	59	46	7	0	0
Rashard Anderson	46	44	5	0	3

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Doug Evans	8	126	15	49	1
Deon Grant	5	96	19	43	0
Jimmy Hitchcock	3	65	21	35	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Panthers	75	78	75	74	82	81	73	77	68	76	75





The Panthers acquired Miami Dolphins running back Lamar Smith during the offseason. Establish a strong running game outside with runs such as HB Weak Toss, Lead HB Bounce, and HB Spread Toss. Establish your ground game first before going to the air with Chris Weinke.



Switch it up in your running game. Get the ball to the fullback on FB Motion Dive, FB Power Weak, and FB Sweep too.



Wesley Walls is always a big part of the offense for the Panthers. Get the tight end involved on TE Crossover, TE Clear Post, and I TE Stretch.



Chris Weinke is returning from offseason shoulder surgery. He should be fine for the start of the season, but get rid of the ball quickly. Last season, the Panthers gave up 31 sacks. Don't put Weinke through that kind of punishment while he's recovering from his shoulder injury.



The receiving corps features Muhsin Muhammad and Isaac Byrd. Get them involved with the offense on Cross I, Weak Comeback, Spread Outs, and Twins I Fly.



Free safety Deon Grant patrols the middle of the field. If you are playing against the Panthers, be careful—he grabbed five interceptions in 2001–2002.

To get to the quarterback, use defensive end Mike Rucker. He had nine sacks last season.





Patriots

New England



2001 Regular Season Breakdown

Won 11 · Lost 5

Date **Score** **Opponent**

9 Sept	17-23 L	at CIN
23 Sept	3-10 L	NYJ
30 Sept	44-13 W	IND
7 Oct	10-30 L	at MIA
14 Oct	29-26 W	SD
21 Oct	38-17 W	at IND
28 Oct	20-31 L	at DEN
4 Nov	24-10 W	at ATL
11 Nov	21-11 W	BUF
18 Nov	17-24 L	STL
25 Nov	34-17 W	NO
2 Dec	17-16 W	at NYJ
9 Dec	27-16 W	CLE
16 Dec	12-9 W	at BUF
22 Dec	20-13 W	MIA
6 Jan	38-6 W	at CAR

Team Stats

Category **Patriots** **Opponent**

TOTAL FIRST DOWNS	292	303
FIRST DOWNS (Rushing-Passing-By Penalty)	101-163-28	99-171-33
THIRD DOWN CONVERSIONS	91/221	80/215
FOURTH DOWN CONVERSIONS	7/17	5/15
TOTAL OFFENSIVE YARDS	4,882	5,352
OFFENSE (Plays-Average Yards)	1,001-4.9	1,016-5.3
TOTAL RUSHING YARDS	1,793	1,855
RUSHING (Plays-Average Yards)	473-3.8	430-4.3
TOTAL PASSING YARDS	3,089	3,497
PASSING (Comp-Att-Int-Avg)	306-482-15-6.90	299-546-22-6.83
SACKS	40	46
FIELD GOALS	24/30	30/41
TOUCHDOWNS	43	26
(Rushing-Passing>Returns-Defensive)	15-21-2-5	7-15-0-4
TIME OF POSSESSION	30:48:00	29:12:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Tom Brady	413	264	2,843	63.9	6.9	18	4.4	12	2.9	91	41/216	86.5
Drew Bledsoe	66	40	400	60.6	6.1	2	3	2	3	58	5/21	75.3

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Antowain Smith	287	1157	4	44	12
Marc Edwards	51	141	2.8	14	1
Kevin Faulk	41	169	4.1	24	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Troy Brown	101	1,199	11.9	60	5
David Patten	51	749	14.7	91	4
Terry Glenn	14	204	14.6	23	1

Top Tacklers

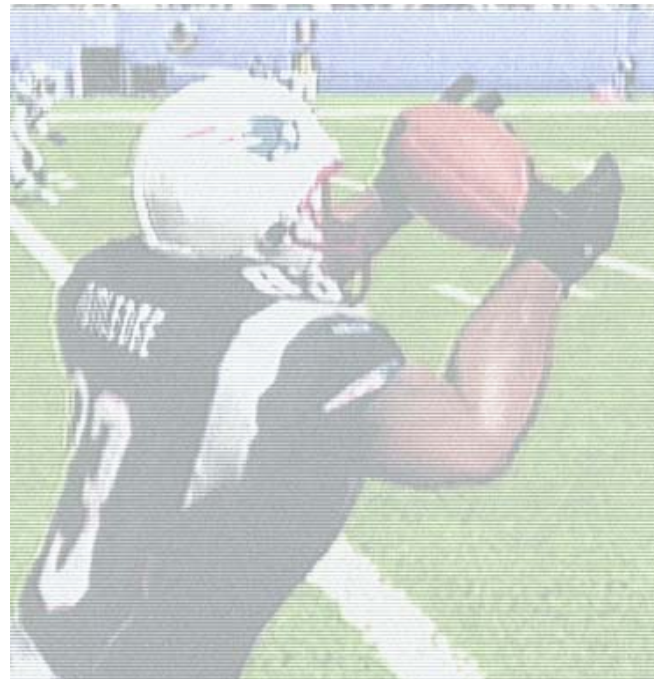
Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Lawyer Milloy	77	58	36	3	1
Ty Law	59	42	10	1	0
Otis Smith	55	43	8	2	2
Tedy Bruschi	54	30	21	2	1
Tebucky Jones	50	38	19	1	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Otis Smith	5	181	36	78	2
Ty Law	3	91	30	46	2
Terrell Buckley	3	76	25	52	1

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Patriots	79	83	91	78	82	84	76	84	68	78	78





Antowain Smith rushed for more than 1,100 yards last season for the Patriots. You need a repeat performance from Smith to take the Patriots back to the Super Bowl. Give Smith the ball on HB Iso Power, a HB Sweep, and HB I Plunge.



Once you have the ground game established with Smith, give the ball to Marc Edwards at fullback. Get him the ball on FB Thrust, FB Iso Weak, and FB Motion Dive.



Tom Brady stepped into the role of starting QB when Drew Bledsoe went down to injury early in the season. The unproven QB led his team to Super Bowl victory. Brady is a traditional pocket passer, but don't take too long finding your receiver. Brady was sacked 41 times last year.



Troy Brown and David Patten are the leading receivers. Get them involved in the offense on Cross I, Twin Thunder, and Quick X Hit.



Look for running back Antowain Smith in your passing attack as well. If the receivers are covered downfield, dump it off to Smith in the flats. Or call designed pass plays to the running back like HB Swing.



The Patriots are lucky to have two good pass rushers at defensive end. Bobby Hamilton comes off one edge (seven sacks last year) while Anthony Pleasant rushes from the other side of the line (six sacks last year). When you need to get to the QB, select either defensive end.





Raiders

Oakland



2001 Regular Season Breakdown

Won 10 · Lost 6

Date **Score** **Opponent**

9 Sept	27-24 W	at KC
23 Sept	15-18 L	at MIA
30 Sept	38-14 W	SEA
7 Oct	28-21 W	DAL
14 Oct	23-18 W	at IND
28 Oct	20-10 W	at PHI
5 Nov	38-28 W	DEN
11 Nov	27-34 L	at SEA
18 Nov	34-24 W	SD
25 Nov	28-10 W	at NYG
2 Dec	31-34 L	ARI
9 Dec	28-26 W	KC
15 Dec	13-6 W	at SD
22 Dec	10-13 L	TEN
30 Dec	17-23 L	at DEN
6 Jan	22-24 L	NYJ

Team Stats

Category **Raiders** **Opponent**

TOTAL FIRST DOWNS	316	296
FIRST DOWNS (Rushing-Passing-By Penalty)	102-195-19	104-166-26
THIRD DOWN CONVERSIONS	81/209	67/210
FOURTH DOWN CONVERSIONS	8/13	9/20
TOTAL OFFENSIVE YARDS	5,361	5,071
OFFENSE (Plays-Average Yards)	1,030-5.2	1,002-5.1
TOTAL RUSHING YARDS	1,654	1,988
RUSHING (Plays-Average Yards)	450-3.7	433-4.6
TOTAL PASSING YARDS	3,707	3,083
PASSING (Comp-Att-Int-Avg)	364-553-9-6.98	290-528-17-6.23
SACKS	41	27
FIELD GOALS	26/32	25/33
TOUCHDOWNS	46	36
(Rushing-Passing>Returns-Defensive)	14-27-2-3	17-16-1-1
TIME OF POSSESSION	30:56:00	29:04:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Rich Gannon	549	361	3,828	65.8	7	27	4.9	9	1.6	49	27/155	95.5
Marques Tuiasosopo	4	3	34	75	8.5	0	0	0	0	15	0/0	100

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Charlie Garner	211	839	4	38	1
Tyrone Wheatley	88	276	3.1	22	5
Rich Gannon	63	231	3.7	17	2

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Tim Brown	91	1,165	12.8	46	9
Jerry Rice	83	1,139	13.7	40	9
Charlie Garner	72	578	8	27	2

Top Tacklers

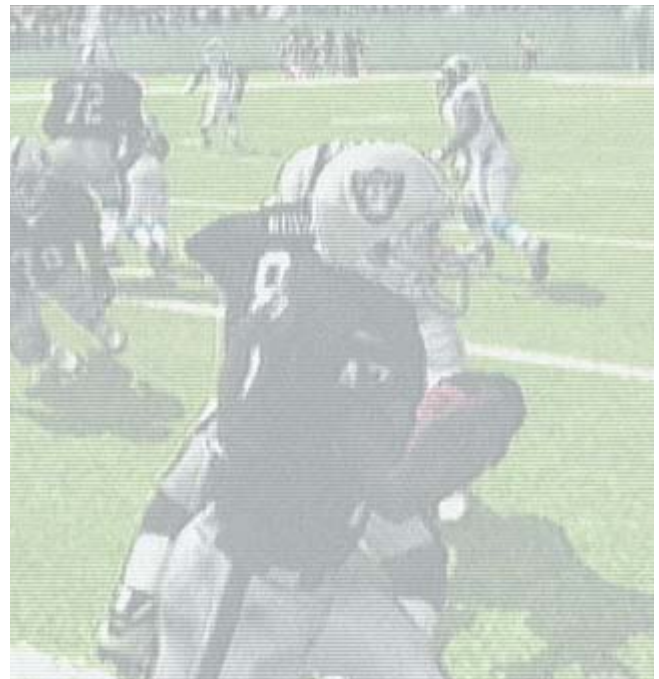
Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Greg Biekert	81	56	27	3	1
William Thomas	64	52	24	3	2
Anthony Dorsett	62	48	9	1	1
Marquez Pope	55	41	18	0	0
Grady Jackson	52	34	17	4	1

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Tory James	5	72	14	33	0
William Thomas	3	46	15	33	0
Anthony Dorsett	2	65	32	39	2

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Raiders	79	85	92	76	85	88	77	84	72	76	75





The Raiders may have lost head coach Jon Gruden during the offseason, but the team is still poised to build on its record. Running back Charlie Garner was the leading rusher last season, but the Raiders need even more production out of their starting halfback. Get him the ball on Half Plunge, HB Weak Toss, and HB Offtackle.

For a change of pace, substitute Tyrone Wheatley into the backfield.



Veteran QB Rich Gannon keeps on going. Gannon completed 361 passes for 3,828 yards last season. He likes to take off running (he ran 63 times last season) but he doesn't gain a lot of yards that way (he averaged 3.7 yards per carry). Roll Gannon out—if the receivers are covered downfield, tuck the ball under and run.

Gannon has an awesome set of receivers. Veterans Tim Brown and Jerry Rice give Gannon great targets. Get them the ball on Cross I, Twin Thunder, Pro Weak Slant, and Quick Outs Hook.



Charlie Garner is another good target. He caught 72 passes last season for 578 yards.

To stop the run, use middle linebacker Greg Biekert. He led the team with 81 tackles. To rush the passer, use defensive end Regan Upshaw. He had seven sacks last season.



Rams

St. Louis



2001 Regular Season Breakdown

Won 14 · Lost 2

Date **Score** **Opponent**

9 Sept	20-17 W	at PHI
23 Sept	30-26 W	at SF
30 Sept	42-10 W	MIA
8 Oct	35-0 W	at DET
14 Oct	15-14 W	NYG
21 Oct	34-14 W	at NYJ
28 Oct	31-34 L	NO
11 Nov	48-14 W	CAR
18 Nov	24-17 W	at NE
26 Nov	17-24 L	TB
2 Dec	35-6 W	at ATL
9 Dec	27-14 W	SF
17 Dec	34-21 W	at NO
23 Dec	38-32 W	at CAR
30 Dec	42-17 W	IND
6 Jan	31-13 W	ATL

Team Stats

Category **Rams** **Opponent**

TOTAL FIRST DOWNS	357	256
FIRST DOWNS (Rushing-Passing-By Penalty)	104-236-17	77-153-26
THIRD DOWN CONVERSIONS	96/192	69/209
FOURTH DOWN CONVERSIONS	8/11	11/23
TOTAL OFFENSIVE YARDS	6,690	4,471
OFFENSE (Plays-Average Yards)	1,007-6.6	952-4.7
TOTAL RUSHING YARDS	2,027	1,385
RUSHING (Plays-Average Yards)	416-4.9	364-3.8
TOTAL PASSING YARDS	4,663	3,086
PASSING (Comp-Att-Int-Avg)	379-551-22-8.90	314-541-21-6.19
SACKS	47	40
FIELD GOALS	23/29	20/26
TOUCHDOWNS	62	31
(Rushing-Passing>Returns-Defensive)	20-37-2-5	11-16-0-1
TIME OF POSSESSION	31:45:00	28:15:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Kurt Warner	546	375	4,830	68.7	8.8	36	6.6	22	4	65	38/233	101.4

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Marshall Faulk	260	1382	5.3	71	12
Trung Canidate	78	441	5.7	45	6
Kurt Warner	28	60	2.1	23	0

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Marshall Faulk	83	765	9.2	65	9
Torry Holt	81	1,363	16.8	51	7
Isaac Bruce	64	1,106	17.3	51	6

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
London Fletcher	89	62	27	4.5	0
Tommy Polley	68	48	18	0	0
Dexter McCleon	58	48	6	0	1
Aeneas Williams	55	47	17	0	4
Kim Herring	52	44	6	0	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Dre' Bly	6	150	25	93	2
Aeneas Williams	4	69	17	42	2
Dexter McCleon	4	66	16	43	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Rams	79	81	94	84	84	86	75	82	67	77	75





Marshall Faulk led the ground attack with 1,382 yards. Give him the ball and let him go to work. He has the speed and the moves to make defenders miss. Give him the ball on Heavy Toss, HB Toss Sweep, and Clean Counter.



When Marshall Faulk suffered an injury early in the season, many thought that the Rams would be in trouble. But Trung Candidate stepped in and had impressive games. He ran for 441 yards last season and averaged 5.7 yards per carry.



Former Arena League quarterback Kurt Warner had another MVP season in 2001–2002. He threw for 4,830 yards and 36 touchdowns. If you are playing against the Rams, don't blitz Warner. His greatest skills are his reflexes and his ability to find the open man.



The Rams had two 1,000+ yard receivers last season in Isaac Bruce and Torry Holt. Get them on the ball with Quick X Hit, Weak Comeback, and Triple Deke.



Faulk has a good set of hands too. He was the team's third leading receiver with 83 catches and 765 yards. Faulk combined rushing and receiving for more than 2,000 yards of offensive production.



Leonard Little (14.5 sacks) puts the pressure on the QB and the cornerbacks take advantage of the QB's mistakes. Dre' Bly, Dexter McCleon, and Aeneas Williams combined for 14 interceptions.





Ravens

Baltimore



2001 Regular Season Breakdown

Won 10 · Lost 6

Date **Score** **Opponent**

9 Sept	17-6 W	CHI
23 Sept	10-21 L	at CIN
30 Sept	20-13 W	at DEN
7 Oct	26-7 W	TEN
14 Oct	23-31 L	at GB
21 Oct	14-24 L	at CLE
28 Oct	18-17 W	JAC
4 Nov	13-10 W	at PIT
12 Nov	16-10 W	at TEN
18 Nov	17-27 L	CLE
25 Nov	24-21 W	at JAC
2 Dec	39-27 W	IND
16 Dec	21-26 L	PIT
23 Dec	16-0 W	CIN
29 Dec	10-22 L	at TB
7 Jan	19-3 W	MIN

Team Stats

Category **Ravens** **Opponent**

TOTAL FIRST DOWNS	299	262
FIRST DOWNS (Rushing-Passing-By Penalty)	92-180-27	81-161-20
THIRD DOWN CONVERSIONS	82/230	70/227
FOURTH DOWN CONVERSIONS	3/13	6/15
TOTAL OFFENSIVE YARDS	5,124	4,446
OFFENSE (PLAYS-AVERAGE YARDS)	1,080-4.7	1,010-4.4
TOTAL RUSHING YARDS	1,810	1,411
RUSHING (PLAYS-AVERAGE YARDS)	483-3.7	410-3.4
TOTAL PASSING YARDS	3,314	3,035
PASSING (COMP-ATT-INT-AVG)	320-557-20-6.45	321-555-16-5.99
SACKS	45	40
FIELD GOALS	30/35	19/33
TOUCHDOWNS	31	30
(Rushing-Passing>Returns-Defensive)	11-18-0-2	10-16-0-3
TIME OF POSSESSION	29:39:00	30:21:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Elvis Grbac	467	265	3,033	56.7	6.5	15	3.2	18	3.9	77	28/215	71.1
Randall Cunningham	89	54	573	60.7	6.4	3	3.4	2	2.2	30	12/66	81.3

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Terry Allen	168	658	3.9	26	3
Jason Brookins	151	551	3.6	25	5
Moe Williams	65	291	4.5	55	0

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Gadry Ismail	74	1,059	14.3	77	7
Shannon Sharpe	73	811	11.1	37	2
Travis Taylor	42	560	13.3	63	3

Top Tacklers

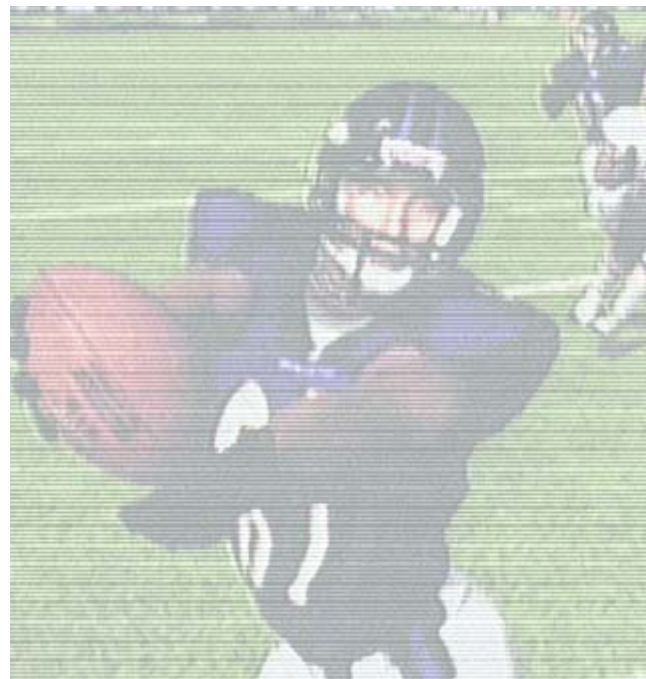
Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Ray Lewis	112	79	49	3.5	1
Jamie Sharper	77	57	31	6	1
Corey Harris	73	60	10	0	4
Chris McAlister	63	61	8	0	0
Rod Woodson	55	49	19	0	1

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Duane Starks	4	9	2	9	0
Ray Lewis	3	115	38	64	0
Rod Woodson	3	57	19	47	1

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Ravens	80	81	86	76	78	85	78	78	78	79	81





The Ravens need to establish a strong running game to do well in 2002–2003. Jamal Lewis should be back to full form this year, so pound it out with him. Get his backups touches as well. Lewis missed the entire season last year due to injury, so don't let him get hurt again.



New quarterback Jeff Blake will have get rid of the ball quickly on offense. Call roll-out plays and use the shotgun formation to get away from the rush.

Todd Heap and John Jones pick up the tight end duties from Shannon Sharpe. Get them the ball with I TE Stretch, Split TE Cross, and TE Crossover.



When Blake drops back to pass, look for Travis Taylor and Brandon Stokley on Ace Quick Posts, PAP Post In, and All Crossed Up.



Linebackers Ray Lewis and Peter Boulware lead the defense for the Baltimore Ravens. Last seasons, Lewis led the team in tackles (112) and Boulware led the team in sacks (15).



Redskins

Washington



2001 Regular Season Breakdown

Won 8 · Lost 8

Date **Score** **Opponent**

9 Sept	3-30 L	at SD
24 Sept	0-37 L	at GB
30 Sept	13-45 L	KC
7 Oct	9-23 L	at NYG
15 Oct	7-9 L	at DAL
21 Oct	17-14 W	CAR
28 Oct	35-21 W	NYG
4 Nov	27-14 W	SEA
18 Nov	17-10 W	at DEN
25 Nov	13-3 W	at PHI
2 Dec	14-20 L	DAL
9 Dec	20-10 W	at ARI
16 Dec	6-20 L	PHI
23 Dec	15-20 L	CHI
30 Dec	40-10 W	at NO
6 Jan	20-17 W	ARI

Team Stats

Category **Redskins** **Opponent**

TOTAL FIRST DOWNS	241	271
FIRST DOWNS (Rushing-Passing-By Penalty)	104-122-15	103-149-19
THIRD DOWN CONVERSIONS	79/223	76/210
FOURTH DOWN CONVERSIONS	4/13	5/17
TOTAL OFFENSIVE YARDS	4,435	4,846
OFFENSE (PLAYS-AVERAGE YARDS)	960-4.6	982-4.9
TOTAL RUSHING YARDS	1,948	1,869
RUSHING (PLAYS-AVERAGE YARDS)	490-4.0	484-3.9
TOTAL PASSING YARDS	2,487	2,977
PASSING (COMP-ATT-INT-AVG)	235-432-13-6.29	262-473-23-6.59
SACKS	25	38
FIELD GOALS	26/33	24/29
TOUCHDOWNS	25	33
(Rushing-Passing>Returns-Defensive)	10-13-1-1	10-19-1-3
TIME OF POSSESSION	30:15:00	29:45:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Tony Banks	370	198	2,386	53.5	6.4	10	2.7	10	2.7	85	29/173	71.3
Jeff George	42	23	168	54.8	4	0	0	3	7.1	17	1/38	34.6

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Stephen Davis	356	1,432	4	32	5
Ki-Jana Carter	63	308	4.9	30	3
Tony Banks	47	152	3.2	17	2

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Rod Gardner	46	741	16.1	85	4
Michael Westbrook	57	664	11.6	76	4
Kevin Lockett	22	293	13.3	34	0

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
LaVar Arrington	82	73	17	0.5	2
Sam Shade	75	68	14	0	1
Kevin Mitchell	68	56	13	2	0
David Terrell	66	54	10	1	1
Kenard Lang	50	41	15	4	2

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Fred Smoot	5	36	7	36	0
LaVar Arrington	3	120	40	67	1
Champ Bailey	3	17	5	12	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Redskins	77	77	79	76	72	81	78	80	78	77	76





Stephen Davis carries the load for the Redskins offense. The veteran running back ran for 1,432 yards last season. Get him the ball outside (Lead HB Bounce, HB Offtackle, Clean Counter) and Davis will pick up the big yards.



Last season, the second leading rusher (Rod Gardner) only had 16 yards. Don't let this happen to your offense. Get the full-back Donnell Bennett involved in your ground attack with FB Offtackle, FB Motion Dive, and FB Power Weak.



The passing game should look a little bit different in 2002–2003. The Redskins brought in a new coach during the offseason. Steve Spurrier moves up from the college ranks to the pros and will bring his air-it-out style to the Redskins. Which quarterback ends up with the job will be determined by the training camp and the preseason.



Whoever winds up throwing the ball will definitely look to Reidel Anthony and Rod Gardner. Look for them on Spread Flat, Twin Thunder, and Motion Jolt.



The Redskins will shut down the run with Santana Dotson and Dan Wilkinson on the defensive line. If opponents throw the ball, they will run into the best group of cornerbacks in the National Football League—Champ Bailey, Fred Smoot, and Darrell Green.



Saints

New Orleans



2001 Regular Season Breakdown

Won 7 · Lost 9

Date **Score** **Opponent**

9 Sep	24-6 W	at BUF
30 Sep	13-21 L	at NYG
7 Oct	28-15 W	MIN
14 Oct	27-25 W	at CAR
21 Oct	13-20 L	ATL
28 Oct	34-31 W	at STL
4 Nov	9-16 L	NYJ
11 Nov	27-28 L	at SF
18 Nov	34-20 W	IND
25 Nov	17-34 L	at NE
2 Dec	27-23 W	CAR
9 Dec	28-10 W	at ATL
17 Dec	21-34 L	STL
23 Dec	21-48 L	at TB
30 Dec	10-40 L	WAS
6 Jan	0-38 L	SF

Team Stats

Category **Saints** **Opponent**

TOTAL FIRST DOWNS	294	284
FIRST DOWNS (Rushing-Passing-By Penalty)	87-184-23	88-169-27
THIRD DOWN CONVERSIONS	89/227	80/201
FOURTH DOWN CONVERSIONS	6/18	3/12
TOTAL OFFENSIVE YARDS	5,226	5,070
OFFENSE (Plays-Average Yards)	1,031-5.1	948-5.3
TOTAL RUSHING YARDS	1,712	1,715
RUSHING (Plays-Average Yards)	419-4.1	443-3.9
TOTAL PASSING YARDS	3,514	3,355
PASSING (Comp-Att-Int-Avg)	313-562-22-6.84	278-452-15-8.14
SACKS	53	50
FIELD GOALS	27/31	27/31
TOUCHDOWNS	36	47
(Rushing-Passing>Returns-Defensive)	8-27-0-1	15-30-1-1
TIME OF POSSESSION	29:24:00	30:36:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Aaron Brooks	558	312	3,832	55.9	6.9	26	4.7	22	3.9	63	50/330	76.4

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Ricky Williams	313	1,245	4	46	6
Aaron Brooks	80	358	4.5	26	1
Deuce McAllister	16	91	5.7	54	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Joe Horn	83	1,265	15.2	56	9
Willie Jackson	81	1,046	12.9	63	5
Ricky Williams	60	511	8.5	42	1

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Sammy Knight	78	61	18	1	5
Charlie Clemons	75	58	18	13.5	1
Jay Bellamy	71	52	22	2	0
Keith Mitchell	61	43	28	2	0
Kevin Mathis	60	48	14	1	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Sammy Knight	6	114	19	40	0
Jay Bellamy	3	21	7	21	0
Kevin Mathis	2	34	17	23	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Saints	78	80	86	73	79	83	76	78	73	78	78





Last season's leading rusher, Ricky Williams, is now playing for the Miami Dolphins. Deuce McAllister will lead the ground attack this season. Williams got the bulk of the carries, but in McAllister's limited action, he averaged 5.7 yards per carry.



Aaron Brooks helms the offense. The young QB had a great season in 2001–2002 throwing for 3,832 yards and 26 touchdowns. When the pressure is high, take off running. The former Virginia quarterback was the team's second leading rusher with 358 yards on 80 carries. Protect your QB when you run, and slide before the defense can deliver a big hit.



When Brooks drops back to pass, look to wideout Joe Horn. Get him the ball on Quick X Hit and Pro Strong Flood.



Former Indianapolis Colt receiver Jerome Pathon takes up the other wide receiver spot for the Saints. Horn should draw a double team, so Pathon should be in single coverage.



Get veteran tight end David Sloan involved in your passing game. Look for him on I TE Stretch, TE Crossover, and TE Quick Slant.



To excel on defense you have to stop the run and pressure the quarterback. The Saints use strong safety Sammy Knight to stuff the run. He led the team in tackles last season. To pressure the quarterback, the Saints rely on middle linebacker Bryan Cox. He had 13.5 sacks last season.



Seahawks

Seattle



2001 Regular Season Breakdown

Won 9 · Lost 7

Date **Score** **Opponent**

9 Sept	9-6 W	at CLE
23 Sept	3-27 L	PHI
30 Sept	14-38 L	at OAK
7 Oct	24-15 W	JAC
14 Oct	34-21 W	DEN
28 Oct	20-24 L	MIA
4 Nov	14-27 L	at WAS
11 Nov	34-27 W	OAK
18 Nov	23-20 W	at BUF
25 Nov	7-19 L	at KC
2 Dec	13-10 W	SD
9 Dec	7-20 L	at DEN
16 Dec	29-3 W	DAL
23 Dec	24-27 L	at NYG
30 Dec	25-22 W	at SD
6 Jan	21-18 W	KC

Team Stats

Category **Seahawks** **Opponent**

TOTAL FIRST DOWNS	274	300
FIRST DOWNS (Rushing-Passing-By Penalty)	107-141-26	91-186-23
THIRD DOWN CONVERSIONS	77/213	92/223
FOURTH DOWN CONVERSIONS	8/17	6/11
TOTAL OFFENSIVE YARDS	4,772	5,206
OFFENSE (Plays-Average Yards)	980-4.9	1,028-5.1
TOTAL RUSHING YARDS	1,936	1,721
RUSHING (Plays-Average Yards)	469-4.1	427-4.0
TOTAL PASSING YARDS	2,836	3,485
PASSING (Comp-Att-Int-Avg)	258-462-12-6.85	339-563-14-6.63
SACKS	38	49
FIELD GOALS	20/32	29/36
TOUCHDOWNS	34	34
(Rushing-Passing>Returns-Defensive)	15-15-1-3	9-20-1-2
TIME OF POSSESSION	29:51:00	30:09:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Matt Hasselbeck	321	176	2,023	54.8	6.3	7	2.2	8	2.5	64	38/251	70.9
Trent Dilfer	122	73	1,014	59.8	8.3	7	5.7	4	3.3	54	10/72	92

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Shaun Alexander	309	1,318	4.3	88	14
Ricky Watters	72	318	4.4	40	1
Matt Hasselbeck	40	141	3.5	17	0

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Darrell Jackson	70	1,081	15.4	64	8
Koren Robinson	39	536	13.7	42	1
Bobby Engram	29	400	13.8	31	0

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Anthony Simmons	101	78	20	2	0
Chad Brown	80	60	25	8.5	1
Levon Kirkland	79	57	21	1	0
Willie Williams	63	54	12	0	1
Reggie Tongue	61	52	20	1	2

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Willie Williams	4	24	6	24	0
Reggie Tongue	3	67	22	55	1
Marcus Robertson	2	30	15	25	0
Ike Charlton	2	43	21	38	1

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Seahawks	77	80	84	75	77	84	78	81	74	80	75





Shaun Alexander got his opportunity to play last year, and he took advantage of it. Alexander rushed for 1,318 yards on 309 carries and scored 14 touchdowns. Kick the ball outside on Lead HB Bounce, Heavy Toss, and HB Offtackle.



When you need to pound the ball inside, give the ball to the fullback.



Last year Trent Dilfer and Matt Hasselbeck battled for the starting role all season long. The early indicators are that it's Dilfer's job to lose this year. Dilfer knows how to win, having led the Ravens to the Super Bowl two years ago. Get rid of the ball quickly, as the Seahawks offensive line gave up 49 sacks.



Darrell Jackson was the leading receiver last season with 70 receptions and 1,081 yards. Spread the ball around and get your other receivers involved. Get the ball to Koren Robinson and Bobby Engram.



When you need to get to the passer, select defensive tackle John Randle. Randle led the team with 11 sacks last season.



In running situations, take outside line-backer Anthony Simmons. The big run stuffer led the team with 101 tackles in 2001-2002.





Steelers

Pittsburgh



2001 Regular Season Breakdown

Won 13 · Lost 3

Date Score Opponent

9 Sept	3-21 L	at JAC
30 Sept	20-3 W	at BUF
7 Oct	16-7 W	CIN
14 Oct	20-17 W	at KC
21 Oct	17-10 W	at TB
29 Oct	34-7 W	TEN
4 Nov	10-13 L	BAL
11 Nov	15-12 W	at CLE
18 Nov	20-7 W	JAC
25 Nov	34-24 W	at TEN
2 Dec	21-16 W	MIN
9 Dec	18-7 W	NYJ
16 Dec	26-21 W	at BAL
23 Dec	47-14 W	DET
30 Dec	23-26 L	at CIN
6 Jan	28-7 W	CLE

Team Stats

Category Steelers Opponent

TOTAL FIRST DOWNS	314	254
FIRST DOWNS (Rushing-Passing-By Penalty)	148-150-16	70-160-24
THIRD DOWN CONVERSIONS	106/232	68/199
FOURTH DOWN CONVERSIONS	6/12	4/17
TOTAL OFFENSIVE YARDS	5,887	4,137
OFFENSE (Plays-Average Yards)	1,065-5.5	919-4.5
TOTAL RUSHING YARDS	2,774	1,195
RUSHING (Plays-Average Yards)	580-4.8	339-3.5
TOTAL PASSING YARDS	3,113	2,942
PASSING (Comp-Att-Int-Avg)	274-454-12-7.26	295-525-16-6.30
SACKS	55	31
FIELD GOALS	30/44	9/20
TOUCHDOWNS	38	26
(Rushing-Passing>Returns-Defensive)	17-16-1-5	5-19-0-1
TIME OF POSSESSION	34:10:00	25:50:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Kordell Stewart	442	266	3,109	60.2	7	14	3.2	11	2.5	90	29/175	81.7
Tommy Maddox	97	154	77.8	17.1	1	11.1	1	11.1	57	1/4	116.2	

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Jerome Bettis	225	1,072	4.8	48	4
Chris Fuamatu-Ma'afala	120	453	3.8	46	3
Kordell Stewart	96	537	5.6	48	5
Amos Zereoue	85	441	5.2	32	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Hines Ward	94	1,003	10.7	34	4
Plaxico Burress	66	1,008	15.3	43	6
Bobby Shaw	24	409	17	90	2

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Earl Holmes	83	64	33	2	1
Chad Scott	71	64	9	0	0
Kendrell Bell	70	52	13	9	0
Dewayne Washington	66	62	11	1	1
Brent Alexander	53	41	19	2	0

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Chad Scott	5	204	40	62	2
Brent Alexander	4	39	9	22	0
Deshea Townsend	2	7	3	7	0
Mike Logan	2	2	1	2	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/ Fullback	Wide Receiver/ Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Steelers	76	81	87	80	79	80	76	78	81	69	71





Jerome Bettis dominates the Steelers' rushing game. This big back (5'11", 255 lbs) has the size and strength to run right through people. Give Bettis the ball early and often to wear down the opposing defense. When the fourth quarter comes around, you'll be breaking off big gains.

When you need to give Bettis a break, get the ball to Amos Zereoue. Take the ball outside on HB Offtackle, HB Knife, and Lead HB Bounce.



Kordell Stewart had a good year for the Steelers in 2001–2002. He threw for 3,109 yards and 14 touchdowns while he ran for 537 yards and five touchdowns. Slide when you scramble with Stewart. While he's used to running with the football, each shot you let Stewart take could put him out for the season.

Get the ball to Hines Ward and Plaxico Burrese. While both receivers had more than 1,000 yards receiving, Burrese did it with nearly 30 fewer catches. That means when Burrese got the ball last season, he got the ball deep.



With the defense keying on Bettis, Ward, Burrese, and Stewart, get the ball to the tight end. The middle of the field should be open to him.

The linebacking corps was the strength of the Steelers last season. Both outside linebackers are strong pass rushers. Gildon had 12 sacks and Porter had nine. Add newcomer James Farrior to the mix (a strong run stuffer) and the Steelers have one heck of a group of All-Pros at the position.



Texans

Houston



Professional football returns to Houston for the 2002–2003 season. The Houston Texans join the league this year to round out the National Football League to 32 teams. On October 6, 1999, the NFL awarded the expansion franchise to the city of Houston and owner Bob McNair. Over the next two years things started to take shape with the hiring of all the football staff. In February of 2002, the NFL held an expansion draft to stock the new franchise with talent. And in April, the Texans selected the first player in the NFL college draft—Fresno State quarterback David Carr.



Expansion Draft



The Houston Texans needed some players to start their franchise, so at the end of the 2001–2002 season, each of the 31 NFL teams made players available for an expansion draft. Jacksonville Jaguars left tackle Tony Boselli was the first pick of the Texans. The Texans made 19 selections that day—see the list below. Not all of the 19 players are still on the Texans, some were cut and others were traded away.

Houston's Expansion Picks

Player	Position	Former Team
Tony Boselli	Offensive Tackle	Jacksonville Jaguars
Ryan Young	Offensive Tackle	New York Jets
Aaron Glenn	Cornerback	New York Jets
Gary Walker	Defensive Tackle	Jacksonville Jaguars
Jamie Sharper	Linebacker	Baltimore Ravens
Jermaine Lewis	Wide Receiver	Baltimore Ravens
Marcus Coleman	Cornerback	New York Jets
Seth Payne	Defensive Tackle	Jacksonville Jaguars
Matt Campbell	Offensive Guard	Washington Redskins
Matt Stevens	Safety	New England Patriots
Jeremy McKinney	Offensive Guard	Cleveland Browns
Ryan Schau	Offensive Tackle	Philadelphia Eagles
Charlie Rogers	Running Back/Kick Returner	Seattle Seahawks
Sean McDermott	Tight End	Tampa Bay Buccaneers
Jabari Issa	Defensive End	Arizona Cardinals
Avion Black	Wide Receiver	Buffalo Bills
Danny Wuerffel	Quarterback	Chicago Bears
Brian Allen	Linebacker	St. Louis Rams
Johnny Huggins	Tight End	Dallas Cowboys

■ = on final roster

David Carr Personal Info

Height	6' 3"
Weight	223 lbs
College	Fresno State
Birthdate	July 21, 1979
Hometown	Bakersfield, CA

Reliant Stadium

Location:	Houston, Texas
Built:	2002
Seating Capacity:	69,500
Surface:	Natural Grass

College Draft



The Houston Texans selected Fresno State quarterback David Carr as their first round draft pick in the NFL College Draft. Here's a little info on the Texans' first round pick.

Single Game Highs

Attempts 49, vs. Boise State (2001)	Longest Pass 71, vs. Tulsa (2000)
Completions 30, vs. Boise State (2001)	TD Passes 6, vs. Utah State (2001)
Passing Yards 432, vs. Utah State (2001)	Interceptions 4, vs. Ohio State (2000)

Note

David Carr was redshirted for the 1999 season.

College Career Stats

Year	Games/Starts	Attempts	Completions	Yards	Percentage	Touchdowns	Interceptions	Long	Rating
1997	4/0	11	5	53	45.5	0	1	19	73.1
1998	7/0	41	22	228	53.7	1	1	26	106.1
2000	11/11	318	194	2,338	61	18	11	71	124.2
2001	13/13	477	309	4,308	64.8	42	7	70	148.9
Totals	35/24	847	530	6,927	62.6	61	20	73	141.4



Texans Coaching Staff

Name	Position
Dom Capers	Head Coach
Chris Palmer	Offensive Coordinator
Vic Fangio	Defensive Coordinator
Joe Marciano	Special Teams Coordinator
Kippy Brown	Wide Receivers Coach
Jedd Fisch	Defensive Quality Control Coach
Todd Grantham	Defensive Line Coach
Chick Harris	Running Backs Coach
Reggie Herring	Linebackers Coach
Jon Hoke	Defensive Backs Coach
Tony Marciano	Offensive Line Coach
Steve Marshall	Assistant Offensive Line Coach
Dan Riley	Strength and Conditioning Coach
Greg Roman	Tight Ends Coach
Brian Stewart	Assistant Defensive Backs Coach
Eric Sutulovich	Assistant Special Teams Coach/Administrative Assistant
Ray Wright	Assistant Strength and Conditioning Coach

What's in a name?

In the beginning, owner Bob McNair did not have a name in mind for his new franchise—for the first year, the team was known as Houston NFL 2002. Several names were considered, and the Houston franchise held several focus group meetings to help them decide. The final group of names considered were Apollos, Bobcats, Stallions, Texans, and Wildcatters. Owner Bob McNair announced the selection of the Texans in September of 2000.



Concentrate on the basics when you play as the Houston Texans. Establish a strong running game with former Chicago Bear James Allen. Allen's rushing game is better suited to outside runs, so bounce the ball outside on HB Offtackle, HB Knife, and Clean Counter.



Allen can't be your only focus in the running game. Get the ball to your fullback with powerful inside runs.



Tony Boselli anchors a solid offensive line. The strong front should give Carr time to find the open receiver.



Carr will throw the football to former Green Bay Packer Corey Bradford. Get him the ball on Quick X Hit, Post V-Stretch, and Pro Strong Flood.



Get your short passing game going by involving the tight end in your offense on I TE Stretch, TE Crossover, and TE Quick Slant.



The Texans primarily run the 3-4 defense (three down linemen, four linebackers). To do that, they acquired a strong group of linebackers including former Minnesota Viking outside linebacker Kailee Wong and former Baltimore Raven inside linebacker Jamie Sharper.





Titans

Tennessee



2001 Regular Season Breakdown

Won 7 · Lost 9

Date **Score** **Opponent**

9 Sept	23-31 L	MIA
23 Sept	6-13 L	at JAC
7 Oct	7-26 L	at BAL
14 Oct	31-28 W	TB
21 Oct	27-24 W	at DET
29 Oct	7-34 L	at PIT
4 Nov	28-24 W	JAC
12 Nov	10-16 L	BAL
18 Nov	20-7 W	at CIN
25 Nov	24-34 L	PIT
2 Dec	31-15 W	at CLE
9 Dec	24-42 L	at MIN
16 Dec	26-20 W	GB
22 Dec	13-10 W	at OAK
30 Dec	38-41 L	CLE
6 Jan	21-23 L	CIN

Team Stats

Category **Titans** **Opponent**

TOTAL FIRST DOWNS	288	300
FIRST DOWNS (Rushing-Passing-By Penalty)	87-179-22	79-192-29
THIRD DOWN CONVERSIONS	98/233	74/212
FOURTH DOWN CONVERSIONS	2/15	7/14
TOTAL OFFENSIVE YARDS	5,352	5,515
OFFENSE (PLAYS-AVERAGE YARDS)	1,026-5.2	996-5.5
TOTAL RUSHING YARDS	1,794	1,431
RUSHING (PLAYS-AVERAGE YARDS)	468-3.8	405-3.5
TOTAL PASSING YARDS	3,558	4,084
PASSING (COMP-ATT-INT-AVG)	307-515-17-7.51	328-559-13-7.62
SACKS	32	43
FIELD GOALS	20/28	22/29
TOUCHDOWNS	39	46
(Rushing-Passing>Returns-Defensive)	12-23-0-1	17-27-1-2
TIME OF POSSESSION	31:29:00	28:31:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Steve McNair	431	264	3,350	61.3	7.8	21	4.9	12	2.8	71	37/251	90.2
Neil O'Donnell	76	42	496	55.3	6.5	2	2.6	2	2.6	35	6/58	73.1

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Eddie George	315	939	3	27	5
Steve McNair	75	414	5.5	24	5
Skip Hicks	56	341	6.1	51	1

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Derrick Mason	73	1,128	15.5	71	9
Kevin Dyson	54	825	15.3	68	7
Frank Wycheck	60	672	11.2	30	4

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Randall Godfrey	61	48	16	1	0
Andre Dyson	54	46	4	0	0
Samari Rolle	51	49	4	2	2
Eddie Robinson	49	38	18	1	2
Daryl Porter	38	27	2	0	2

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Andre Dyson	3	36	12	36	0
Samari Rolle	3	3	1	3	0
Keith Bulluck	2	21	10	21	0
Eddie Robinson	2	13	6	13	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Titans	80	81	86	78	79	84	78	80	75	81	82





While many fans think Eddie George had an off year last season, the powerful running back gained 939 yards. Pound away at the defense with George and the offense will click.



Once you've battered the defense with Eddie George, substitute Skip Hicks into the backfield. With his speed and slashing running style, Hicks can get outside and turn the corner for big gains.



To be successful in the air, quarterback Steve McNair has to buy enough time for his receivers to get open. Last year, the Titans offense gave up more than 40 sacks. Roll McNair out and use the Shotgun formation to buy the time you need. If the receivers are covered downfield, don't be afraid to run with the ball. McNair was the team's second leading rusher last year with 414 yards.



If McNair can stay away from the rush, he has a good group of receivers to throw to. Look for Kevin Dyson and Derrick Mason on Quick X Hit, Gun 4 Sideline, and Trey Out Fly.



Tight end Frank Wycheck was a big part of the offense as well. Look for him on I TE Stretch, TE Crossover, and TE Double In.



When the team needs a pass rush, use Jevon Kearse. He led the team with 10 sacks last year. And when Kearse's pressure causes the QB to throw the ball in a hurry, cornerback Samari Rolle can step up and defend the pass. With Rolle out on the corner, you can afford to blitz more.



Vikings

Minnesota



2001 Regular Season Breakdown

Won 5 · Lost 11

Date **Score** **Opponent**

9 Sept	13-24 L	CAR
23 Sept	10-17 L	at CHI
30 Sept	20-16 W	TB
7 Oct	15-28 L	at NO
14 Oct	31-26 W	DET
21 Oct	35-13 W	GB
28 Oct	14-41 L	at TB
11 Nov	17-48 L	at PHI
19 Nov	28-16 W	NYG
25 Nov	6-13 L	CHI
2 Dec	16-21 L	at PIT
9 Dec	42-24 W	TEN
16 Dec	24-27 L	at DET
23 Dec	3-33 L	JAC
30 Dec	13-24 L	at GB
7 Jan	3-19 L	at BAL

Team Stats

Category **Vikings** **Opponent**

TOTAL FIRST DOWNS	288	312
FIRST DOWNS (Rushing-Passing-By Penalty)	88-179-21	127-166-19
THIRD DOWN CONVERSIONS	88/210	82/204
FOURTH DOWN CONVERSIONS	8/18	6/10
TOTAL OFFENSIVE YARDS	5,185	5,666
OFFENSE (PLAYS-AVERAGE YARDS)	978-5.3	985-5.8
TOTAL RUSHING YARDS	1,609	2,299
RUSHING (PLAYS-AVERAGE YARDS)	376-4.3	477-4.8
TOTAL PASSING YARDS	3,576	3,367
PASSING (COMP-ATT-INT-AVG)	335-555-23-6.94	291-478-8-7.47
SACKS	30	47
FIELD GOALS	15/18	33/38
TOUCHDOWNS	35	42
(Rushing-Passing>Returns-Defensive)	10-23-1-2	21-16-0-4
TIME OF POSSESSION	29:11:00	30:49:00

Top Passers

Player	Attempts	Completion	Yards	Completion Percentage	Yards/Attempt	TDs	TD Percentage	Interceptions	Interception Percentage	Long	Sacks/Lost	QB Rating
Daunte Culpepper	366	235	2,612	64.2	7.1	14	3.8	13	3.6	57	33/186	83.3
Sperguson Wynn	98	48	418	49	4.3	1	1	6	6.1	47	10/65	38.6
Todd Bouman	89	51	795	57.3	8.9	8	9	4	4.5	80	4/27	98.3

Top Rushers

Player	Rushes	Yards	Average	Long	TDs
Michael Bennett	172	682	4	31	2
Daunte Culpepper	71	416	5.9	34	5
Doug Chapman	63	195	3.1	19	0

Top Receivers

Player	Receptions	Yards	Average	Long	TDs
Randy Moss	82	1,233	15	73	10
Cris Carter	73	871	11.9	52	6
Byron Chamberlain	57	666	11.7	47	3

Top Tacklers

Player	Tackles	Solo	Assists	Sacks	Fumble Recoveries
Kailee Wong	83	66	15	3	0
Eric Kelly	62	53	17	0	0
Ed McDaniel	55	40	16	1	0
Tyrone Carter	54	48	4	1	1
Lemanski Hall	46	40	16	1	2

Top Interceptors

Player	Interceptions	Yards	Average	Long	TDs
Robert Griffith	2	25	12	14	0
Eric Kelly	2	-7	-3	2	0

Team Ratings

Team	Overall	Offense	Quarterback	Halfback/Fullback	Wide Receiver/Tight End	Offensive Line	Defense	Defensive Backs	Linebackers	Defensive Line	Special Teams
Vikings	76	82	90	70	84	85	73	75	70	74	75





The Vikings have a strong QB and receiving corps, but they need a strong running game to move the ball effectively. Give Michael Bennett the ball early and often. Once the safeties come up to stop the run, the receivers will be all alone in man-to-man coverage downfield.



When Bennett needs a rest, substitute Doug Chapman. With Chapman in the game, pound the ball inside.



Daunte Culpepper is a force as quarterback. He has a strong arm and can run the football. He is always a danger to take off and run with the football.



With Randy Moss on your team, the potential for a quick score is always there. Pound the ball with the running game, then go deep to Moss streaking up the sideline.



Look out for tight end Byron Chamberlain. The defense can only key on so many people and Chamberlain can slip through the seams of the defense to come up with big catches. Look for him on TE Crossover, I TE Stretch, and TE Quick Slant.



Blitz often to get to the quarterback. Select one of the defensive ends and let the AI control the blitzing linebackers.



2002-2003 Season Schedule

Note

All times are Eastern.

Week 1

Thursday, Sept. 5

San Francisco at N.Y. Giants, 8:30 p.m.

Sunday, Sept. 8

Arizona at Washington, 1:00 p.m.
Atlanta at Green Bay, 1:00 p.m.
Baltimore at Carolina, 1:00 p.m.
Detroit at Miami, 1:00 p.m.
Indianapolis at Jacksonville, 1:00 p.m.
Kansas City at Cleveland, 1:00 p.m.
Minnesota at Chicago, 1:00 p.m.
N.Y. Jets at Buffalo, 1:00 p.m.
Philadelphia at Tennessee, 1:00 p.m.
San Diego at Cincinnati, 1:00 p.m.
New Orleans at Tampa Bay, 4:15 p.m.
Seattle at Oakland, 4:15 p.m.
St. Louis at Denver, 4:15 p.m.
Dallas at Houston, 8:30 p.m.

Monday, Sept. 9

Pittsburgh at New England, 9:00 p.m.

Week 2

Sunday, Sept. 15

Chicago at Atlanta, 1:00 p.m.
Cincinnati at Cleveland, 1:00 p.m.
Detroit at Carolina, 1:00 p.m.
Green Bay at New Orleans, 1:00 p.m.
Jacksonville at Kansas City, 1:00 p.m.
Miami at Indianapolis, 1:00 p.m.
New England at N.Y. Jets, 1:00 p.m.
Tampa Bay at Baltimore, 1:00 p.m.
Tennessee at Dallas, 1:00 p.m.
Arizona at Seattle, 4:05 p.m.
N.Y. Giants at St. Louis, 4:05 p.m.
Buffalo at Minnesota, 4:15 p.m.
Denver at San Francisco, 4:15 p.m.
Houston at San Diego, 4:15 p.m.
Oakland at Pittsburgh, 8:30 p.m.

Monday, Sept. 16

Philadelphia at Washington, 9:00 p.m.

Week 3

Sunday, Sept. 22

Carolina at Minnesota, 1:00 p.m.
Cleveland at Tennessee, 1:00 p.m.
Dallas at Philadelphia, 1:00 p.m.
Indianapolis at Houston, 1:00 p.m.
Kansas City at New England, 1:00 p.m.
New Orleans at Chicago, 1:00 p.m.
N.Y. Jets at Miami, 1:00 p.m.
Buffalo at Denver, 4:05 p.m.
San Diego at Arizona, 4:05 p.m.
Green Bay at Detroit, 4:15 p.m.
Seattle at N.Y. Giants, 4:15 p.m.
Washington at San Francisco, 4:15 p.m.
Cincinnati at Atlanta, 8:30 p.m.

Monday, Sept. 23

St. Louis at Tampa Bay, 9:00 p.m.

Open Date

Baltimore
Jacksonville
Oakland
Pittsburgh

Week 4

Sunday, Sept. 29

Carolina at Green Bay, 1:00 p.m.
Chicago at Buffalo, 1:00 p.m.
Cleveland at Pittsburgh, 1:00 p.m.
Dallas at St. Louis, 1:00 p.m.
Houston at Philadelphia, 1:00 p.m.
Miami at Kansas City, 1:00 p.m.
New Orleans at Detroit, 1:00 p.m.
N.Y. Jets at Jacksonville, 1:00 p.m.
N.Y. Giants at Arizona, 4:05 p.m.
Tampa Bay at Cincinnati, 4:05 p.m.
New England at San Diego, 4:15 p.m.
Tennessee at Oakland, 4:15 p.m.
Minnesota at Seattle, 8:30 p.m.

Monday, Sept. 30

Denver at Baltimore, 9:00 p.m.

Open Date

Atlanta
Indianapolis
San Francisco
Washington

Week 5

Sunday, Oct. 6

Arizona at Carolina, 1:00 p.m.
Cincinnati at Indianapolis, 1:00 p.m.
New England at Miami, 1:00 p.m.
N.Y. Giants at Dallas, 1:00 p.m.
Oakland at Buffalo, 1:00 p.m.
Pittsburgh at New Orleans, 1:00 p.m.
Tampa Bay at Atlanta, 1:00 p.m.
Washington at Tennessee, 1:00 p.m.
Kansas City at N.Y. Jets, 4:05 p.m.
San Diego at Denver, 4:05 p.m.
Philadelphia at Jacksonville, 4:15 p.m.
St. Louis at San Francisco, 4:15 p.m.
Baltimore at Cleveland, 8:30 p.m.

Monday, Oct. 7

Green Bay at Chicago, 9:00 p.m.

Open Date

Detroit
Houston
Minnesota
Seattle

Week 6

Sunday, Oct. 13

Atlanta at N.Y. Giants, 1:00 p.m.
Baltimore at Indianapolis, 1:00 p.m.
Buffalo at Houston, 1:00 p.m.
Carolina at Dallas, 1:00 p.m.
Detroit at Minnesota, 1:00 p.m.
Green Bay at New England, 1:00 p.m.
Jacksonville at Tennessee, 1:00 p.m.
New Orleans at Washington, 1:00 p.m.
Pittsburgh at Cincinnati, 1:00 p.m.
Cleveland at Tampa Bay, 4:15 p.m.
Kansas City at San Diego, 4:15 p.m.
Oakland at St. Louis, 4:15 p.m.
Miami at Denver, 8:30 p.m.

Monday, Oct. 14

San Francisco at Seattle, 9:00 p.m.

Open Date

Arizona
Chicago
N.Y. Jets
Philadelphia

Week 7

Sunday, Oct. 20

Buffalo at Miami, 1:00 p.m.
Carolina at Atlanta, 1:00 p.m.
Chicago at Detroit, 1:00 p.m.
Denver at Kansas City, 1:00 p.m.
Jacksonville at Baltimore, 1:00 p.m.
Minnesota at N.Y. Jets, 1:00 p.m.
Seattle at St. Louis, 1:00 p.m.
San Francisco at New Orleans, 1:00 p.m.
Tampa Bay at Philadelphia, 1:00 p.m.
Houston at Cleveland, 4:05 p.m.
San Diego at Oakland, 4:05 p.m.
Dallas at Arizona, 4:15 p.m.
Washington at Green Bay, 4:15 p.m.

Monday, Oct. 21

Indianapolis at Pittsburgh, 9:00 p.m.

Open Date

Cincinnati
New England
N.Y. Giants
Tennessee

Week 8

Sunday, Oct. 27

Atlanta at New Orleans, 1:00 p.m.
Chicago at Minnesota, 1:00 p.m.
Cleveland at N.Y. Jets, 1:00 p.m.
Detroit at Buffalo, 1:00 p.m.
Oakland at Kansas City, 1:00 p.m.
Pittsburgh at Baltimore, 1:00 p.m.
Seattle at Dallas, 1:00 p.m.
Tampa Bay at Carolina, 1:00 p.m.
Tennessee at Cincinnati, 1:00 p.m.
Arizona at San Francisco, 4:05 p.m.
Denver at New England, 4:15 p.m.
Houston at Jacksonville, 4:15 p.m.
Indianapolis at Washington, 8:30 p.m.

Monday, Oct. 28

N.Y. Giants at Philadelphia, 9:00 p.m.

Open Date

Green Bay
Miami
San Diego
St. Louis



Week 9

Sunday, Nov. 3

Baltimore at Atlanta, 1:00 p.m.
 Cincinnati at Houston, 1:00 p.m.
 Dallas at Detroit, 1:00 p.m.
 Minnesota at Tampa Bay, 1:00 p.m.
 New England at Buffalo, 1:00 p.m.
 Philadelphia at Chicago, 1:00 p.m.
 Pittsburgh at Cleveland, 1:00 p.m.
 Tennessee at Indianapolis, 1:00 p.m.
 N.Y. Jets at San Diego, 4:05 p.m.
 San Francisco at Oakland, 4:15 p.m.
 St. Louis at Arizona, 4:15 p.m.
 Washington at Seattle, 4:15 p.m.
 Jacksonville at N.Y. Giants, 8:30 p.m.

Monday, Nov. 4

Miami at Green Bay, 9:00 p.m.

Open Date

Carolina
 Denver
 Kansas City
 New Orleans

Week 10

Sunday, Nov. 10

Atlanta at Pittsburgh, 1:00 p.m.
 Cincinnati at Baltimore, 1:00 p.m.
 Detroit at Green Bay, 1:00 p.m.
 Houston at Tennessee, 1:00 p.m.
 Indianapolis at Philadelphia, 1:00 p.m.
 New Orleans at Carolina, 1:00 p.m.
 N.Y. Giants at Minnesota, 1:00 p.m.
 San Diego at St. Louis, 1:00 p.m.
 Seattle at Arizona, 4:05 p.m.
 Washington at Jacksonville, 4:05 p.m.
 Kansas City at San Francisco, 4:15 p.m.
 New England at Chicago, 4:15 p.m.
 Miami at N.Y. Jets, 8:30 p.m.

Monday, Nov. 11

Oakland at Denver, 9:00 p.m.

Open Date

Buffalo
 Cleveland
 Dallas
 Tampa Bay

Week 11

Sunday, Nov. 17

Arizona at Philadelphia, 1:00 p.m.
 Baltimore at Miami, 1:00 p.m.
 Buffalo at Kansas City, 1:00 p.m.
 Cleveland at Cincinnati, 1:00 p.m.
 Dallas at Indianapolis, 1:00 p.m.
 Green Bay at Minnesota, 1:00 p.m.
 New Orleans at Atlanta, 1:00 p.m.
 Pittsburgh at Tennessee, 1:00 p.m.
 Washington at N.Y. Giants, 1:00 p.m.
 Carolina at Tampa Bay, 4:05 p.m.
 San Francisco at San Diego, 4:05 p.m.
 Denver at Seattle, 4:15 p.m.
 Jacksonville at Houston, 4:15 p.m.
 N.Y. Jets at Detroit, 4:15 p.m.
 New England at Oakland, 8:30 p.m.

Monday, Nov. 18

Chicago at St. Louis, 9:00 p.m.

Week 12

Sunday, Nov. 24

Atlanta at Carolina, 1:00 p.m.
 Buffalo at N.Y. Jets, 1:00 p.m.
 Cincinnati at Pittsburgh, 1:00 p.m.
 Cleveland at New Orleans, 1:00 p.m.
 Detroit at Chicago, 1:00 p.m.
 Green Bay at Tampa Bay, 1:00 p.m.
 Jacksonville at Dallas, 1:00 p.m.
 Minnesota at New England, 1:00 p.m.
 San Diego at Miami, 1:00 p.m.
 Tennessee at Baltimore, 1:00 p.m.
 Kansas City at Seattle, 4:05 p.m.
 Oakland at Arizona, 4:05 p.m.
 N.Y. Giants at Houston, 4:15 p.m.
 St. Louis at Washington, 4:15 p.m.
 Indianapolis at Denver, 8:30 p.m.

Monday, Nov. 25

Philadelphia at San Francisco, 9:00 p.m.

Week 13

Thursday, Nov. 28

New England at Detroit, 12:30 p.m.
 Washington at Dallas, 4:05 p.m.

Sunday, Dec. 1

Arizona at Kansas City, 1:00 p.m.
 Atlanta at Minnesota, 1:00 p.m.
 Baltimore at Cincinnati, 1:00 p.m.
 Carolina at Cleveland, 1:00 p.m.
 Chicago at Green Bay, 1:00 p.m.
 Miami at Buffalo, 1:00 p.m.
 Pittsburgh at Jacksonville, 1:00 p.m.
 Tennessee at N.Y. Giants, 1:00 p.m.
 Denver at San Diego, 4:05 p.m.
 Houston at Indianapolis, 4:05 p.m.
 Seattle at San Francisco, 4:15 p.m.
 St. Louis at Philadelphia, 4:15 p.m.
 Tampa Bay at New Orleans, 8:30 p.m.

Monday, Dec. 2

N.Y. Jets at Oakland, 9:00 p.m.

Week 14

Sunday, Dec. 8

Atlanta at Tampa Bay, 1:00 p.m.
 Buffalo at New England, 1:00 p.m.
 Cincinnati at Carolina, 1:00 p.m.
 Cleveland at Jacksonville, 1:00 p.m.
 Houston at Pittsburgh, 1:00 p.m.
 Indianapolis at Tennessee, 1:00 p.m.
 N.Y. Giants at Washington, 1:00 p.m.
 San Francisco at Dallas, 1:00 p.m.
 St. Louis at Kansas City, 1:00 p.m.
 Detroit at Arizona, 4:05 p.m.
 New Orleans at Baltimore, 4:05 p.m.
 Philadelphia at Seattle, 4:05 p.m.
 Denver at N.Y. Jets, 4:15 p.m.
 Oakland at San Diego, 4:15 p.m.
 Minnesota at Green Bay, 8:30 p.m.

Monday, Dec. 9

Chicago at Miami, 9:00 p.m.

Week 15

Sunday, Dec. 15

Baltimore at Houston, 1:00 p.m.
 Carolina at Pittsburgh, 1:00 p.m.
 Indianapolis at Cleveland, 1:00 p.m.
 Jacksonville at Cincinnati, 1:00 p.m.
 Minnesota at New Orleans, 1:00 p.m.
 N.Y. Jets at Chicago, 1:00 p.m.
 Oakland at Miami, 1:00 p.m.
 San Diego at Buffalo, 1:00 p.m.
 Seattle at Atlanta, 1:00 p.m.
 Tampa Bay at Detroit, 1:00 p.m.
 Washington at Philadelphia, 1:00 p.m.
 Kansas City at Denver, 4:05 p.m.
 Dallas at N.Y. Giants, 4:15 p.m.
 Green Bay at San Francisco, 4:15 p.m.
 Arizona at St. Louis, 8:30 p.m.

Monday, Dec. 16

New England at Tennessee, 9:00 p.m.

Week 16

Saturday, Dec. 21

Miami at Minnesota, 1:30 p.m.
 San Francisco at Arizona, 5:00 p.m.
 Philadelphia at Dallas, 8:30 p.m.

Sunday, Dec. 22

Buffalo at Green Bay, 1:00 p.m.
 Chicago at Carolina, 1:00 p.m.
 Detroit at Atlanta, 1:00 p.m.
 Houston at Washington, 1:00 p.m.
 New Orleans at Cincinnati, 1:00 p.m.
 N.Y. Giants at Indianapolis, 1:00 p.m.
 San Diego at Kansas City, 1:00 p.m.
 Tennessee at Jacksonville, 1:00 p.m.
 St. Louis at Seattle, 4:05 p.m.
 Cleveland at Baltimore, 4:15 p.m.
 Denver at Oakland, 4:15 p.m.
 N.Y. Jets at New England, 8:30 p.m.

Monday, Dec. 23

Pittsburgh at Tampa Bay, 9:00 p.m.

Week 17

Saturday, Dec. 28

Philadelphia at N.Y. Giants, 1:30 p.m.
 Kansas City at Oakland, 5:00 p.m.

Sunday, Dec. 29

Atlanta at Cleveland, 1:00 p.m.
 Baltimore at Pittsburgh, 1:00 p.m.
 Carolina at New Orleans, 1:00 p.m.
 Cincinnati at Buffalo, 1:00 p.m.
 Dallas at Washington, 1:00 p.m.
 Miami at New England, 1:00 p.m.
 Minnesota at Detroit, 1:00 p.m.
 Tennessee at Houston, 1:00 p.m.
 Jacksonville at Indianapolis, 4:05 p.m.
 Arizona at Denver, 4:15 p.m.
 Green Bay at N.Y. Jets, 4:15 p.m.
 Seattle at San Diego, 4:15 p.m.
 Tampa Bay at Chicago, 8:30 p.m.

Monday, Dec. 30

San Francisco at St. Louis, 9:00 p.m.

Secrets

Secret Teams

Team	User Profile Name
Chromides	Regulate
Commandos	Camo
Cows	Milk
Creampuffs	Cakewalk
Crocs	Crykie
DaRulas	Tut
Eruption	Lava
Firemen	Blazer
Gladiators	BigBack
Hackers	Axemen
King Cobras	Venom
Mimes	Silence
Monks	Robes
Pansies	Viola
Polars	Igloo
Samurai	Slasher
Skeletons	Stone
Soldiers	Helmet
Sorcerers	Spellboy
Spies	Target
Thunder Sheep	Flock
Tumbleweeds	Dusty
War Elephants	Horns
Wildcats	Kitty
Winged Gorillas	Flying
'64 Browns	Bigrun
'67 Packers	Cheese
'72 Dolphins	Perfect
'77 Cowboys	Thehat
'78 Steelers	Curtain
'83 Raiders	Outlaws
'85 Bears	Sausage
'89 49ers	Empire
'93 Cowboys	Lonestar
'96 Packers	Green
'98 Broncos	Milehigh

Secret Stadiums

Stadium	User Profile Name
Commandos Stadium	Barracks
Pansies Stadium	Flowery
Pyramid Stadium	Sphinx
Samurai Stadium	Warrior
Tumbleweeds Stadium	Dustball



To unlock the secret teams and stadiums, go to the User Profiles menu and enter the corresponding name.



Enter "Barracks" to select Commandos Stadium.

Secret Team Ratings

Team	Overall	Offense	QB	HB/FB	WR/TE	OL	Defense	DB	LB	DL	Special Teams
Chromides	78	80	83	77	86	70	77	85	76	71	77
Commandos	85	89	94	85	88	90	82	83	77	84	87
Cows	82	84	95	69	87	91	80	82	79	79	83
Creampuffs	84	85	90	79	84	91	84	87	82	83	83
Crocs	83	88	93	85	86	89	80	82	78	81	82
DaRulas	85	89	87	94	86	91	83	82	84	84	83
Eruption	86	89	93	83	91	91	84	89	78	84	78
Firemen	89	87	93	84	86	88	80	81	78	81	82
Gladiators	85	87	92	79	89	90	85	88	84	84	80
Hackers	84	87	90	83	87	90	82	84	79	82	77
King Cobras	80	83	86	77	88	87	77	80	73	78	83
Mimes	84	89	95	85	88	93	79	79	79	81	93
Monks	84	88	94	82	90	90	81	83	81	81	78
Pansies	84	89	95	85	88	93	79	79	79	81	93
Polars	84	87	90	83	87	90	82	84	80	82	77
Samurai	80	83	86	77	88	87	77	80	73	78	83
Skeletons	84	85	90	79	84	91	84	87	82	83	83
Soldiers	83	86	95	73	88	92	81	87	80	76	82
Sorcerers	85	86	92	79	88	90	85	88	84	84	80
Spies	81	84	89	77	84	89	79	78	85	79	80
Thunder Sheep	84	88	94	82	90	90	81	83	81	81	78
Tumbleweeds	86	89	95	83	91	91	84	89	78	84	78
War Elephants	82	85	92	73	88	92	81	87	80	76	82
Wildcats	81	84	88	76	86	91	79	83	76	77	76
Winged Gorillas	86	91	95	93	84	91	83	82	84	84	83

Classic Team Ratings

Team	Overall	Offense	QB	HB/FB	WR/TE	OL	Defense	DB	LB	DL	Special Teams
'63 Bears	80	80	82	72	84	90	81	84	77	80	79
'68 Jets	83	86	92	78	88	90	81	84	77	80	84
'69 Chiefs	82	84	91	77	84	91	81	83	78	82	80
'73 Bills	81	82	78	85	82	89	80	85	75	78	81
'76 Raiders	80	81	89	69	81	93	79	84	77	75	84
'80 Oilers	81	84	83	87	84	86	78	87	74	72	82
'84 Dolphins	81	83	94	70	81	92	79	85	75	77	86
'84 Rams	80	83	79	89	78	92	78	83	74	76	79
'86 Browns	83	87	90	84	86	89	81	87	77	78	76
'86 Giants	80	80	89	69	78	90	80	82	80	79	80
'87 Redskins	83	85	91	81	80	93	82	87	76	81	78
'87 Saints	80	81	84	76	79	93	80	83	79	78	85
'90 Bills	82	85	86	78	86	91	81	80	81	84	78
'90 Eagles	84	85	90	82	86	83	84	89	77	84	84
'94 49ers	88	91	96	85	91	93	87	91	84	85	81
'97 Lions	81	85	82	88	85	87	79	87	74	75	75
'99 Rams	82	87	93	90	77	90	78	80	75	79	72