



SPORTS

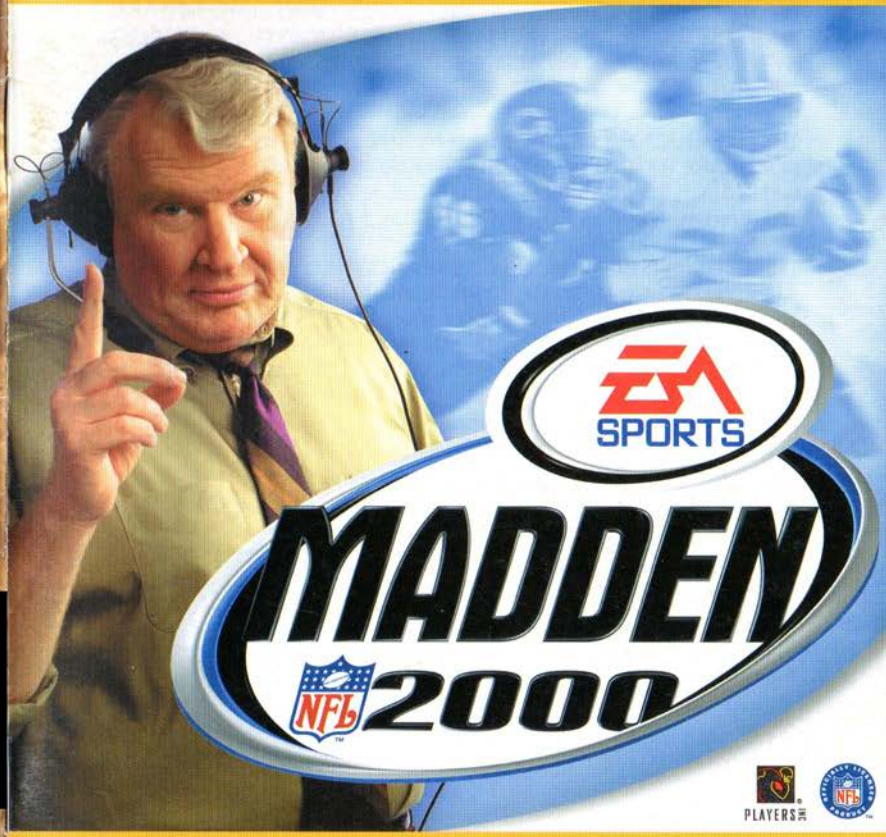
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INSTRUCTION BOOKLET



EVERYONE
E
CONTENT RATED BY ESRB

NINTENDO 64

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BASIC GAME CONTROLS

PLAY SELECTION

Cycle **sets** and **formations**	Control Pad, then **A**
Select play	Control Pad ↕, then **A**, **B**, or **C▼**

KICKING

Start kick meter/**Kick** the ball	**A**

OFFENSE

Snap the ball	**A**
Passing:	
Highlight receivers	**A**
Pass the ball	**A**, **B**, **C▼**, **C◀**, or **C▶**
Running the ball	Control Pad

DEFENSE

Switch players	**A**
Power **tackle**	**C◀**

NOTE

In addition to these basic moves, *Madden NFL™ 2000* includes many other enhanced control features that can help change the outcome of any game. For more detailed information about gameplay controls, ➢ *Complete Control Summary* on p. 12.

INTRODUCTION

EA SPORTS™ proudly presents *Madden NFL 2000*.

You're "in the game" with a Madden-style of in-your-face, smash-mouth football. With faster gameplay and improved graphics, *Madden NFL 2000* picks up right where last season's award-winning game left off. Big plays, big emotion and, as always, big hits—that's what Madden Football is all about.

Madden NFL 2000 features lightning fast gameplay, with a faster frame rate and faster player moves. Another new feature is the all-new Arcade mode that delivers helmet-popping hits and incredibly fast juke and spin moves for amazing arcade-style action and over-the-top plays.

Madden NFL 2000 also features tons of new animations with new celebrations and taunts, breakable wrap tackles and gang tackling.

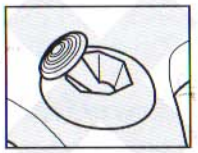
MADDEN BOWL™ – *How does a major league baseball player get to play in the Super Bowl™? Well, anything can happen in the Madden Bowl. Each year, the annual Madden Bowl video game tournament features the top NFL™ stars against celebrity Madden players. Competitors will fight it out for bragging rights and the honor of being immortalized in Coach Madden's game. Last season, Derek Bell of the Houston Astros reached the championship game, before falling to Ray Mickens of the New York Jets. Madden Bowl 2000 will be held during the week of Super Bowl XXXIV in Atlanta. For more information, go to www.easports.com and follow the links to the Madden Bowl website.*

For more info about *Madden NFL 2000* and other titles, check out EA SPORTS on the Web at www.easports.com.

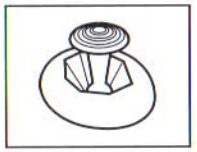
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an Analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



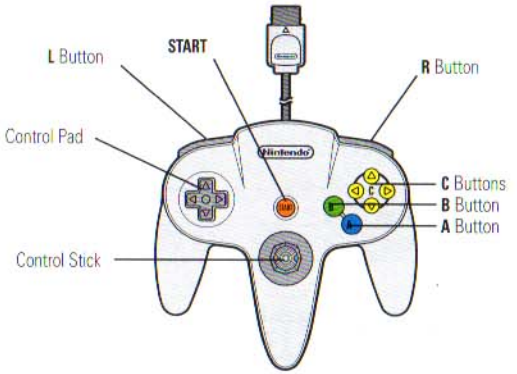
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

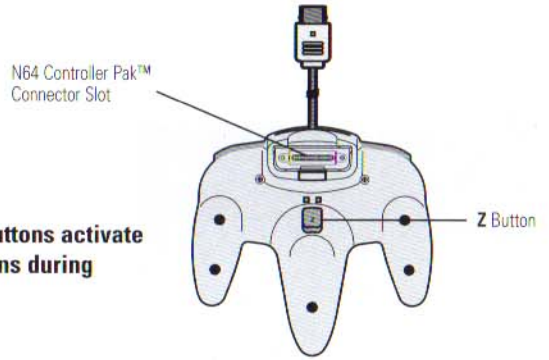
1. Turn OFF the POWER switch on your Nintendo® 64 Control Deck. WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into controller socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into controller socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
5. Turn ON the POWER switch. After the EA SPORTS screen, the *Madden NFL 2000* Main menu appears. ➢ *Main menu* on p. 6. If you don't see them, begin again at step **1**.

COMMAND SUMMARY



NOTE

The Control Stick functions identically to the Control Pad throughout all menus and gameplay.



NOTE

The Z and L buttons activate the same actions during gameplay.

NOTE

The Rumble Pak™ is compatible with *Madden NFL 2000*. If the Rumble Pak is not inserted when the game begins, you must activate the Rumble Pak from the Controller Select screen from the Pause menu. ➢ ***Pause menu* on p. 15.**

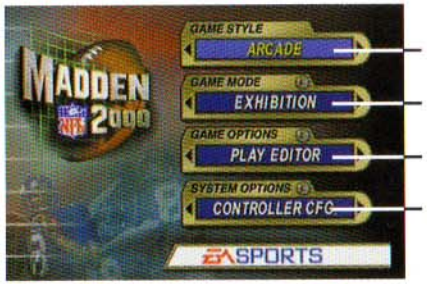
MENU CONTROLS

ACTION	CONTROL
Highlight menu item	Control Pad ↕
Change highlighted item	Control Pad ↔
Select/Go to next screen	**A**
Cancel/Return to previous screen	**B**
Help menu	**L**
Toggle menu sub-items/**Change focus**	**C▼**
Go to **Options menu**	**C◀**

SETTING UP THE GAME

MAIN MENU

From the Main menu, you can choose the type of game you want to play or access a variety of options.



Game Style: Play a TRADITIONAL or **ARCADE** game. ➢ *Traditional/Arcade* on p. 8

Game Mode: Play an **Exhibition** game, create a Season, operate a Franchise, play in a Tournament or run a Practice. ➢ *Game Modes* on p. 17

Game Options: Customize team rosters, create a playbook, and more. ➢ *Game Options* on p. 24

System Options: Adjust the controller, save a game to a memory card and more. ➢ *System Options* on p. 27

ABOUT THIS MANUAL—GETTING HELP

In this manual we've included more why and what information and less how information—why you might want to choose different options rather than how to press the buttons. If you're unsure of which buttons to press in a menu screen, hold **L** to get help or use the Scrolling Ticker for guidance.

ONE-BUTTON MODE™

When you select One-Button gameplay from the Controller Config. menu, it's easier to play the game if you're a *Madden NFL 2000* rookie. One-Button Mode is option "E." For more information, ➢ *Controller Config.* menu on p. 27.

- You can also reach One-Button Mode through the User Profile screen. ➢ *User Profile screen* on p. 24

SCROLLING TICKER: New to Madden Football, the scrolling ticker allows you to easily view navigation options for all menu screens.

ONE-BUTTON MODE CONTROL SUMMARY

OFFENSE	
Snap the ball	**A**
Move highlighted player	Control Pad
Juke, spin, other **running moves**	**A**
Pass (QB throws to the open man)	**A**
DEFENSE	
Switch to the player nearest to ball	**A**
Defensive moves	**A**

SETUP BOX

For most game modes, a Setup Box appears before you reach the Options menu. From here, you can set up the basic game settings.

SKILL LEVEL Adjust gameplay level to ROOKIE, **PRO**, ALL-PRO or ALL-MADDEN. Rookie mode is the easiest skill level; All-Madden the toughest.

QTR LENGTH Adjust the quarter length between 1 and 15 minutes. The default is **5** minutes.

TUTORIAL When ON, the *Madden NFL 2000* Tutorial gives hints and tips throughout the game.

NOTE **Default options are listed in bold in this manual.**

NOTE **Setup menu options that are in gray type, are not available.**

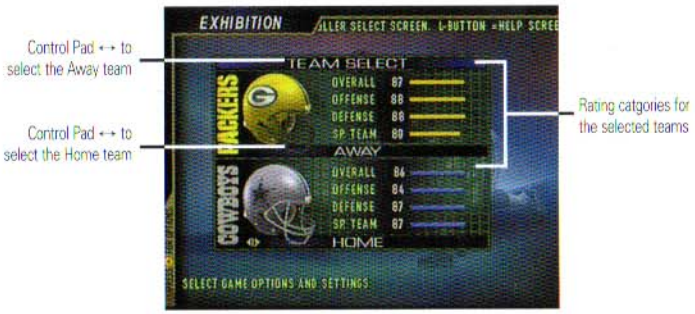
STARTING AN EXHIBITION GAME

Play a Traditional or Arcade game between any two teams. TRADITIONAL features legendary Madden gameplay with NFL-style action. **ARCADE** offers the same excitement with simplified playbooks, bigger plays, bigger hits and in-your-face commentary.

To start an Exhibition Game:

1. From the Main menu, select **TRADITIONAL** or **ARCADE** game mode.
2. Then select **EXHIBITION** and press **START** or **A**. A Setup menu appears.
3. Choose the game options, then press **START** or **A**. The Team Select screen appears.

Team Select Screen



- Select the Home and Away teams, then press **START** or **A**. The Controller Select screen appears.
- To select teams at random, press **Z** or **R** for the away team, and press **C▲** or **C▶** for the home team.

Controller Select Screen



- To choose a team, move the controller icon to your team's logo and then press **START** to begin the coin toss. ➢ *Coin Toss* on p. 10.

MADDEN CHALLENGE

At the Controller Select screen, players have the option to activate the Madden Challenge for more information. ➢ *Madden Challenge* on p. 25.

- To activate the Madden Challenge, Control Pad ↔ to toggle ON/**OFF** while the controller icon is in the middle.

USER PROFILES

The User Profiles function allows you to create plays, edit playbooks, settings, and substitutions. For more information, ➢ *User Profiles* on p. 24.

- To access the *User Profiles* screen, press **A** after moving the controller icon next to your desired team.

Exhibition Options Screen

Before hitting the playing field, you can customize your game by adjusting game options.

- To reach the Options menu from the Team Select screen or Controller Select screen, press **C◀**.

Game Setup

TEAM SELECT	Choose the teams for the upcoming game.
STADIUM SELECT	Select an NFL stadium to play in. You can also choose the weather conditions and game time.

GAME OPTIONS	Set up player and game options, and more.
GAME SETTINGS	Set up gameplay options like the speed of the game, player size and more.
ALL-TIME RECORDS	View Madden all-time single game records.
SCOUTING REPORT	Compare team attributes.

Coin Toss

Before the coin toss, the playing conditions are displayed.

- To bypass this screen, press **START** to begin the coin toss.

The referee asks the visiting team to choose heads or tails. The winner may choose to kick, receive or defend a goal; the loser picks from the remaining choices.

- There is no coin toss in Arcade mode.
- You also have the option to bypass the coin toss by pressing **START** when the coin toss screen appears.

PLAYING THE GAME

After all the pre-game adjustments are set, you're "in the game."

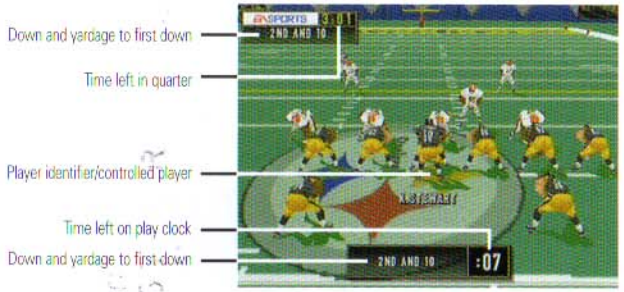
PLAYCALLING SCREEN



To select a play:

1. Use the Control Pad to select a formation and set, then press **A**.
2. Select the desired play, then press **A**, **B**, or **C▼**.
   - To go back to the previous window, press **C◀**.
   - To flip plays, press **C▲**.
   - After each play, the offense has 40 seconds (25 after penalties and time-outs) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.
   - To call a play from the header below the selection window, press **Z** + **A**, **B**, or **C▼**. To call a play from the three plays listed above (plays are not shown in a window) press **R** + **A**, **B**, or **C▼**. Enlist this strategy to fake out a competitor who is sneaking a peek at your selected play.
   - When running a hurry-up offense, hold **A** immediately after the whistle blows to repeat the previous play. The offense skips the huddle and hurries to the line of scrimmage.
   - Hold **C▼** to run a Stop Clock play. The QB spikes the ball and the clock stops.

GAME SCREEN



■ If your player is offscreen, an arrow the same color as your control star points toward him from the edge of the screen. Control Pad in the opposite direction of the arrow to bring the player onscreen.

COMPLETE CONTROL SUMMARY

General Gameplay

Pause Game	START
Call Timeout	Z + R
Instant Replay	C▲

OFFENSE

Before the Snap

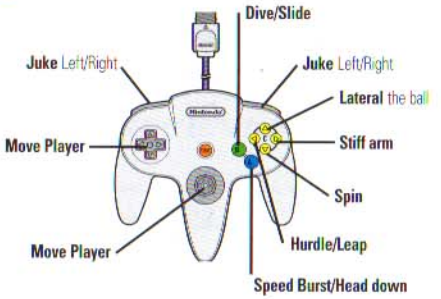
View receivers to the left/right	L/R
Fake the snap	C▼
Call an **audible**	B and then A, L, C▼, R, C▲, or C▶
Move **receiver in motion**	Control Pad ↔
Hot Routes	C▲ + B, A, or C▼
Route-based passing	R
QB **crowd control**	C▶
Snap the ball	A

◆ To cancel an audible at the line of scrimmage, press **B** to run the original play. To learn more about audibles, ➢ *Audibles* on p. 14.

■ A receiver can go in motion only in certain passing formations.

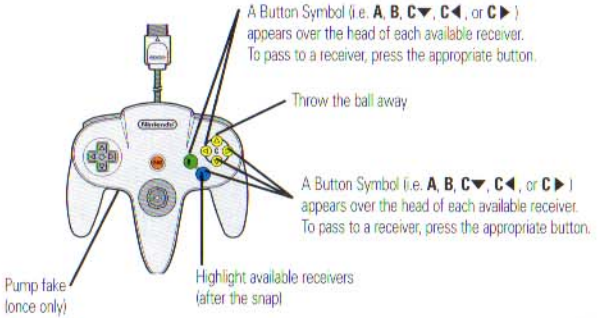
1. To call a Hot Route, press C↕ at the line of scrimmage, and then press the button symbol of the receiver you want to pass to.
2. After the receiver's original route is cancelled, press Control-Pad up to send him on a fly pattern, Control-Pad down for a curl pattern, or Control-Pad left (and right) to run an in/out pattern.

RUNNING



◆ To break a wrap tackle, press **A**, **B**, **C▼**, **C◀**, or **C▶** when a defender has you in his grasp.

PASSING



◆ To throw a bullet pass, hold down the button that corresponds with the targeted receiver. To throw a lob pass, tap the button.

RECEIVING

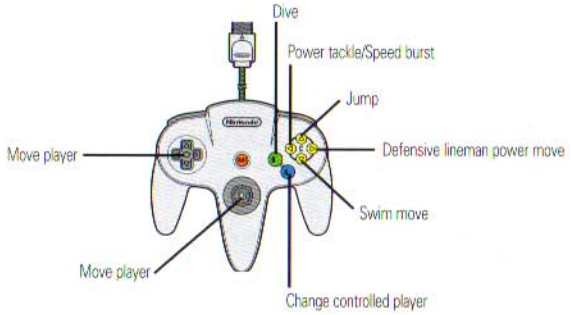
Control receiver	**A**
Dive for pass	**B**
Jump for pass	**C▲**

DEFENSE

BEFORE THE SNAP

Cycle defenders	**A** or **C◀**
Reposition player	Control Pad
Defensive **line shift**	**Z**
Secondary shift for bump and run coverage	**R**
Call an **audible**	**B** and then **A**, **L**, **C▼**, **R**, **C▲**, or **C▶**

AFTER THE SNAP



- For a big hit, press **C◀**. If the player is too far away to make the tackle, pressing **C◀** gives him a speed burst.

KICKING GAME

Snap ball/**Kick** ball	**A** then **A**, **C▶**, or **C◀**
Direction of kick	Control Pad
Call an **audible**	**B** and then **A**, **B**, or **C▼**

1. **On Kickoffs**: press **A** to put the kicker in motion (or snap the ball on field goals and punts).
2. Press **A** again for a normal kick, **C◀** for a high (pooch) kick, or **C▶** for a squib kick.

EA TIP ***For maximum strength on kicks, press the kicking button when the meter is at its peak.***

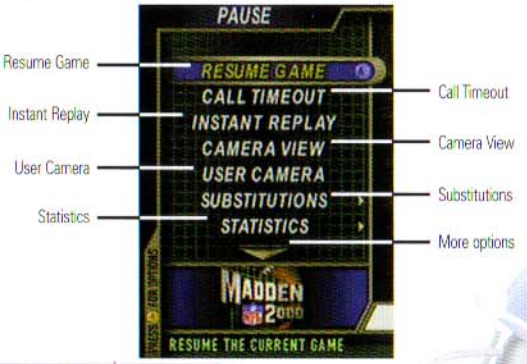
KICKOFF/PUNT RECEIVING

Control return man	Control Pad
Switch players	**A**
Fair catch/Kneel (you must have control of the return man).	**C▲**

PAUSE MENU

View game information in a variety of categories and re-adjust the game settings and options.

- During the game, press **START** to reach the Pause menu.



RESUME GAME Continue the current game.

CALL TIMEOUT Call one of three timeouts per half.

INSTANT REPLAY View the action from the last play.

CAMERA VIEW Set the camera view from one of 9 different angles.

USER CAMERA Create a new camera angle for pre-play, normal and passing situations.

SUBSTITUTIONS The computer substitutes players unless you choose otherwise.

- To control your own subs or re-arrange the depth chart, press **A** and choose from the following options:

DEPTH CHART Re-arrange the depth chart for all positions.

- To change the order of the depth chart, press **C▼** to highlight one of the top three players at any position.
- To highlight the player that you want substituted out, press **A**.
- From the reserve's list, press **A** again to sub in a second player in the original slot.

NON-GLOBAL Select individual players assigned to each formation.

1. Use the Control Pad ↔ to cycle player positions and Control Pad ↕ to cycle different formations.
2. Press **A** to sub out a starting player from the formation and use the Control Pad ↕ to highlight a reserve player.
3. Press **A** again to sub in a reserve player to the lineup.

STATISTICS View game and players stats.

SETTINGS During a game, you can re-adjust game settings, penalty levels, and set up your audibles.

AUDIBLES Each team has 12 audibles—six on offense and six on defense.

- Select either offensive or defensive audibles, and then press **A**.
- Use the Control Pad to select a play and press **A** to accept the new audible.

CONTROLLER SELECT Re-select a team to control.

QUIT Quit the game and return to the Main menu.

GAME MODES

In addition to Exhibition games, *Madden NFL 2000* features other gameplay modes including Season, Franchise, Tournament and Practice.

SEASON

Test your team's endurance through a 16-game NFL season and battle it out in quest of a Super Bowl championship.

Season Setup Box

Start a new season, continue a season or upload a season from the Season Setup box.

NEW Begin a new season.

CONTINUE Continue a created season.

LOAD Load a saved season from a Controller Pak.

Season Setup Menu

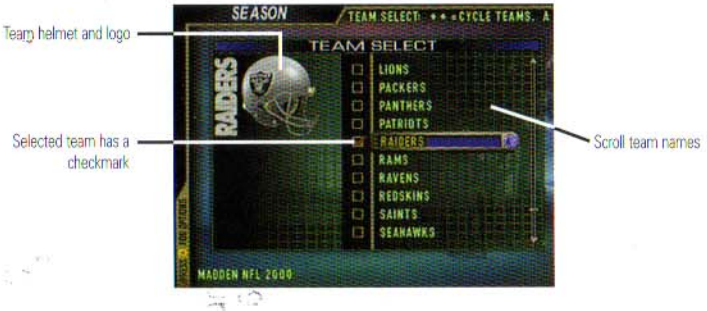
The Setup menu in Tournament mode has an additional option.

MOD. DIVISIONS Re-align the six NFL divisions and play a Custom Season.

New Season

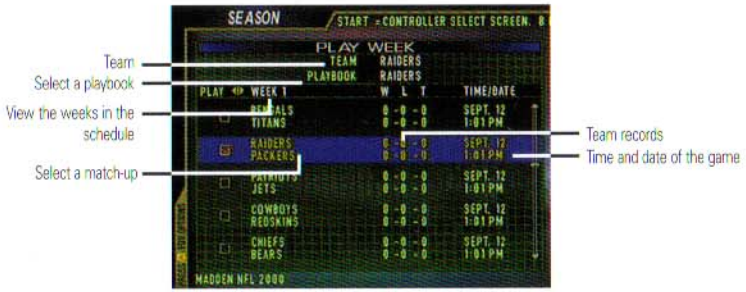
- To begin a new season, select SEASON from the Main menu. After selecting New Season from the Setup box, adjust the pre-game settings and press **A** for the Team Select screen.

TEAM SELECT SCREEN



- Press **A** to select the user controlled team(s) in the upcoming season. A check mark appears next to a controlled team. After you select your team(s), press **START** for the Play Week menu.

PLAY WEEK MENU



- Highlight the desired match-up on the schedule (a check mark appears) and press **START** to play the game.
- If you want to play more than one game during a week, place a check mark next to any game you want to play. You can play any game on the schedule–not just a user team's game. The computer can also simulate any game on the schedule or simulate an entire week.
- To simulate a game, press **START** on the Play Week screen. The unchecked games will be simulated.

SEASON OPTIONS MENU

From the Season Options menu, you can adjust the game settings, make changes to your lineup and view game stats.

- Press **C◀** for the Options menu.

AFTER THE SEASON

After the regular season ends, the playoffs begin. If your selected team(s) fails to make the post-season, you can play or simulate any of the remaining games on the schedule. After the Pro Bowl™, the computer creates a schedule for a new season.

FRANCHISE

Take full control of your own NFL franchise for up to 30 seasons. As the coach, you are the decision-maker on and off the field. If you win, you receive high praise from the owner. Lose and you will be out of a job.

- To begin a new Franchise, select FRANCHISE from the Main menu.

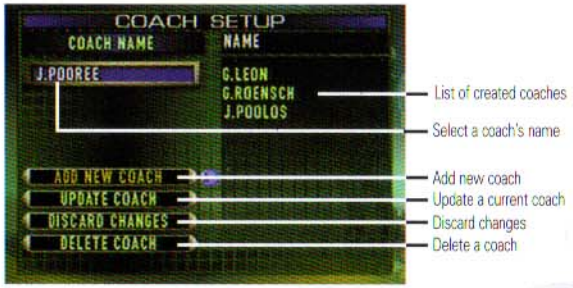
FRANCHISE SETUP BOX

Like Season mode, a Setup box appears after you start a Franchise mode game.

NEW	Start a new franchise.
CONTINUE	Continue to run a created franchise.
LOAD	Load a saved franchise from a Controller Pak.

COACH SETUP

To begin a new franchise, create a coach to run the team.



TO ADD A NEW COACH:

1. Press **A** to create a new coach, then press **START** to accept.
2. Next, move the cursor to ADD NEW COACH and press **A**.
3. After a coach has been named, press **START**, then assign the coach to a team.

- To begin the season, press **START** to advance to the Play Week menu.

Playing a Franchise Game

Although playing a Franchise game is similar to playing a Season mode game, users in Franchise mode can control only their own team(s). All other games must be simulated. Multiple franchises can also be played simultaneously.

Franchise Options Menu

This menu is similar to the Season Options menu with the exception of the Coach Management screen.

Coach Management

COACH SETUP	Add, edit, or delete a coach.
COACH POSITIONS	Select the team the created coach runs.
COACH RATINGS	View a coach's career stats and get feedback from the owner.

- If you get fired during the season, you may be able to coach another team that has a job opening. You can also wait until a more desirable position opens up later in the season.
- After the season ends, you have the option to coach another team. However, you can only coach a team that has a vacancy and the owner must want to hire you. There are no guarantees that they will pick you for the job. It all depends on how well you did the previous season.

AFTER THE SEASON

After any season, it's time to think about the future. Build your dynasty through the draft or by signing key free agents.

You control the moves for your team and the computer handles the other teams. You can re-sign, trade, and draft players and sign free agents.

Post-Season Options Menu

- To begin the post-season transactions, press **START**. The Franchise Options menu appears.

PLAYER PROGRESSION	Compare a player's stats from season to season.
RETIRED PLAYERS	View the retired players from every roster.
INDIVIDUAL STATS	View the player stats from the finished season.
RE-SIGN PLAYERS	Re-sign players from your own team.

- To begin contract negotiations, highlight an unsigned player and press **A**. Offer a salary and press **A** to submit the offer sheet. The player either accepts or declines the offer.

TRADES	Trade players and draft picks from team-to-team.
NFL DRAFT PREVIEW	View the players for the upcoming draft.
START NFL DRAFT	Begin the four-round rookie draft. Each team selects one player per round. If you simulate the draft at any time, your team loses its remaining picks.

- To select a player, press **A**. To simulate the draft at any time, press **START**.

DRAFT PICK SIGNING	After the draft, you must sign your draft picks to your roster.
CREATE A PLAYER	Create a custom player and assign him to a team, or add him to the free agent list.
FREE AGENT SIGNING	After the draft you have a 45-day period to sign available free agents. You must fit all your players under the salary cap.

TO BID ON A PLAYER:

1. Press **C▼** to switch to the player list, then highlight a player to sign and press **A**.
2. Select a salary and length of contract, then submit an offer. The player accepts or rejects the offer.

- The team name appears by the player's name in the player list when he accepts your offer.
- You can start the bidding or outbid another team by offering more than the current offer. After a player signs with a team, the bidding is over.

OTHER GAME MODES

TOURNAMENT

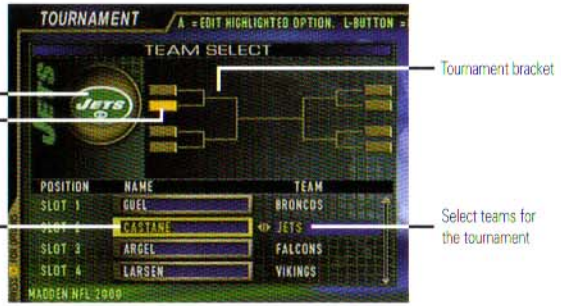
Jump into a single-elimination tournament with playoff-like atmosphere.

Tournament Setup Box

The Setup box in Tournament mode has three additional options.

NUMBER PLAYERS	Play an **8**- or 16-team tournament.
POINT MARGIN	Invoke a mercy rule by setting a point margin differential anywhere from 1 to 99 points. The computer default sets the game without a point margin.
MOD. ROSTERS	Play the tournament with Modified Rosters ON/**OFF**.

Single Elimination Tournament



TO SELECT A TEAM(S):

1. Select the teams for the tournament tree, then press **A** to identify the participating human-controlled teams.
2. To play a game, select Tournament Tree from the Options menu and press **START** on the desired match-up. The Controller Select screen appears.
3. To simulate or forfeit a game, press **A**.

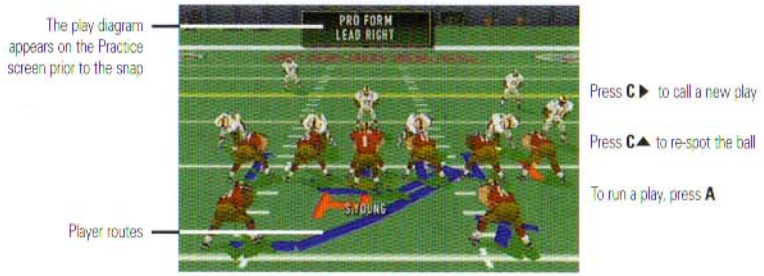
PRACTICE

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

Practice Setup Menu

TEAM	Select a team to control.
PLAYBOOK	Choose a playbook from any of the 31 current NFL teams.
PROFILE	Practicing with a player profile is optional.
CONTROL	Control the **OFFENSE**, DEFENSE, KICKOFF or KICK RETURN teams.
PLAY INFO	Display the play selection for both the offensive and defensive teams or toggle off for a full view of the field.
DEFENSE	When controlling the offense, you have the option of running your plays with or without a defense on the field.

Practice Game Screen



Pause Menu

- Press **START** then **C◀** during practice to reach the Pause menu for a list of game options. From here, you can change game settings, choose a new play, substitute players and more.

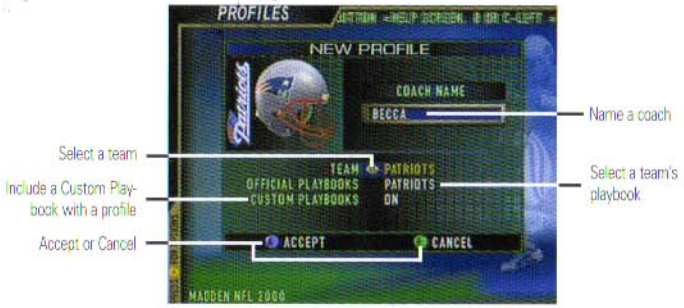
GAME OPTIONS

Customize your game any way you want.

USER PROFILES

User Profile Menu

The User Profile function allows a user to edit playbooks, settings and substitutions.



MANAGE PROFILE	Create or edit User Profile.
SET AUDIBLES	Set up of all of your audibles.
SUBSTITUTIONS	Select your player substitutions.

USER PROFILE SCREEN

This screen can be reached from the Controller Select menu by pressing **A**.

PLAYBOOKS	Select a playbook from any of the 31 NFL teams.
USER PROFILE	Choose a User Profile for the upcoming game.
CREATE PROFILE	Create a new profile.
LOAD/SAVE/DELETE	Upload, update, or erase a User Profile.
CONTROLLER CONFIG.	Adjust the controller with optional game control buttons.

PLAY EDITOR

Create up to six offensive and six defensive plays for your playbook.

TO CREATE A PLAY FOR YOUR USER PROFILE TEAM:

Design custom plays for your User Profile team.

1. Select offense run, offense pass, or defense from the pop-up box.
2. Select the formation and set you want. The team lines up in formation with a blue highlight under the first player.
3. Select the type of assignment from the available choices.
4. Select the play assignment. A diagram appears for each available assignment.
5. To accept the highlighted player's assignment, press **A** and move the gold highlight to the next player.
6. Repeat until each player has an assignment and press **START**. The Play Editor menu appears.

   ◆ To Practice the new play, select RUN CURRENT PLAY.

CUSTOM PLAYBOOK

Select the formations, sets and plays you want for a User Profile team.

MADDEN CHALLENGE

In the Madden Challenge you can receive up to 2,000 points for fulfilling 100 pre-determined goals and correctly answering 200 trivia questions during gameplay. For example, if you complete a pass for more than 30 yards, Madden Challenge bonus points are awarded. You can receive a different amount of points in a number of different categories. Points vary for different skill levels. Activate the Madden Challenge from the Main menu or from the Controller Select screen.

- After points are tallied, the computer gives you secret codes that allow you to unlock the mysteries of *Madden NFL 2000*. For more information, ➢ *Secret Codes* on p. 28.
- In order to gain all 2,000 points, you must complete all the tasks in the All-Madden level, and answer all 200 trivia questions correctly.
- If you complete a 30-yard pass in the rookie level, the point total is lower than if you completed the same pass in the All-Madden level.
- You can complete the same task once at every game level. The points do vary with the maximum points rewarded at the All-Madden level.

Madden Challenge Menu

CHALLENGE CONTROL	Toggle Madden Challenge ON/**OFF**.
CHALLENGE INFO	View Madden Challenge tasks.
CHALLENGE SCORE	View point summaries for all User Profiles.
CHALLENGE CODES	Get the codes after successfully completing Madden Challenge tasks.

- The codes appear after reaching various point totals, so be sure to check here from time to time.

NOTE **Your User Profile must be loaded to take the Madden Challenge.**

NOTE **The Madden Challenge can only be played in a Single Player mode.**

CUSTOM GAME PLAY

Custom Game Play Menu

Change all game settings, adjust the computer's strategy and adjust penalty levels during a game.

GAME SETTINGS	Adjust all game settings.
CUSTOMIZE AI	Change the offensive, defensive and playcalling strategy for both you and the computer.
PENALTY LEVEL	Adjust the frequency of all penalties.

ROSTERS

Manage Rosters: Trade, sign or release players to and from your roster or create, edit or delete a player. You can also re-arrange your depth chart and draft new players to your team.

VIEW ROSTER	View a team's current roster or edit a player.
TRADE PLAYER	Make a one-on-one trade between any two teams.
SIGN PLAYER	Sign a player from the free agent pool.
RELEASE PLAYER	Release a player to the free agent pool.
DEPTH CHART	Rearrange the order of a depth chart.
CREATE PLAYER	Create up to 24 custom players and add them to the free agent list or to a specific team.
DELETE PLAYER	Delete a created player.

Rating Abbreviations

STR	Strength
AGI	Agility
SPD	Speed
ACC	Acceleration
AWR	Awareness
CTH	Catching Ability
CAR	Ball Carrying Ability
THP	Throwing Power
THA	Throwing Accuracy
KPW	Kicking Power
KAC	Kicking Accuracy
BTK	Ability to Break Tackles
TAK	Tackling Ability
IMP	Importance to Team
PBK	Pass Blocking
RBK	Run Blocking
INJ	Injury Resistance

SYSTEM OPTIONS

CONTROLLER CONFIG.

If you're not comfortable with the default setup of the controller, there are four other options available including the One-Button Mode (option "E").

- To select a button configuration, highlight the option you want and then press **START** to accept.

SOUND OPTIONS

You can adjust the sound levels during a game.

- To adjust the sound levels, use the Control Pad and press **START** or **A** to accept.

SECRET CODES

Once you earn a secret code through the Madden Challenge, you can apply the new game feature to any game.

1. Select SECRET CODES from the Main menu and press **A**.
2. Type in the code and press **A** to activate or deactivate the feature, then press **START** for the System options menu. Next, return to the Main menu.

   ■ You can save the code to a Controller Pak, or you can re-enter the code every time the game is turned on.

SAVE/LOAD OPTIONS

From the Main menu, select Controller Pak to get to the Save/Load Game screen. The screen may also be reached through the Game Options menu in most game modes. From here, you'll be able to save data to a Controller Pak.



SAVE/LOAD GAME

FILE TYPE	View data on a Controller Pak.
CONTROLLER PAK	Select which Controller Pak to view data from.
SAVE NEW	Save current data to a Controller Pak.
OVERWRITE	Replace the highlighted file with new data.
LOAD	Access saved data from the Controller Pak.
DELETE	Erase the highlighted data from the Controller Pak.

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Need Gameplay Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!
In the US, dial 900-288-HINT (4468). 95c per minute.
In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.
If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

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