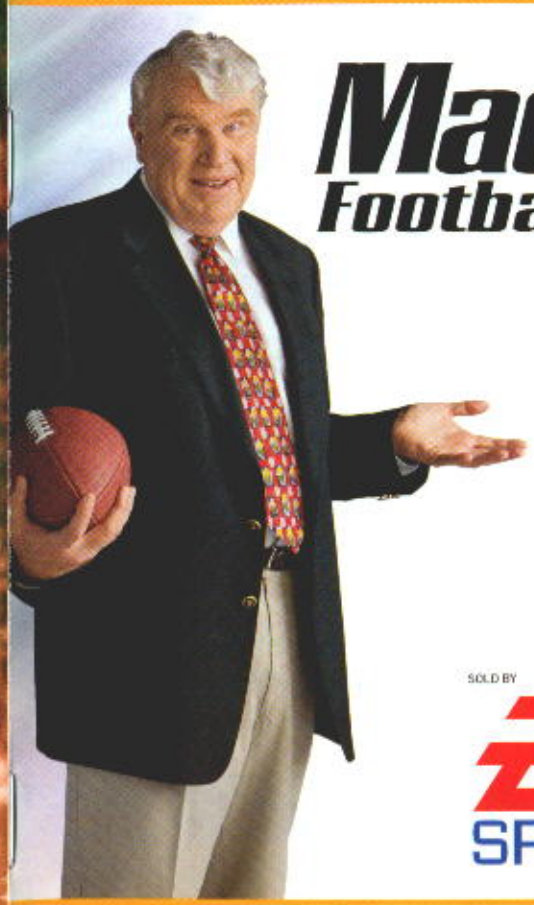


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INSTRUCTION BOOKLET



Madden Football 64

SOLD BY

EA SPORTS

PLAYERS INC

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

NINTENDO 64

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For more info about this and other titles, visit 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 the controller socket 1 on the Control Deck.

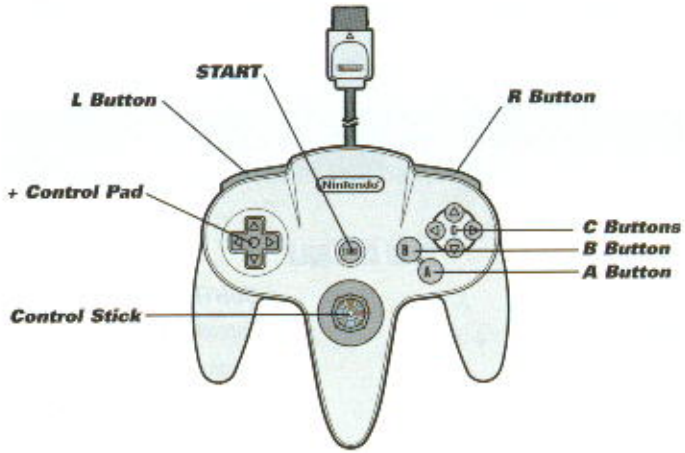
   If you're playing against a friend, plug the other Controller into controller socket 2.

3. Insert the *Madden 64* Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.

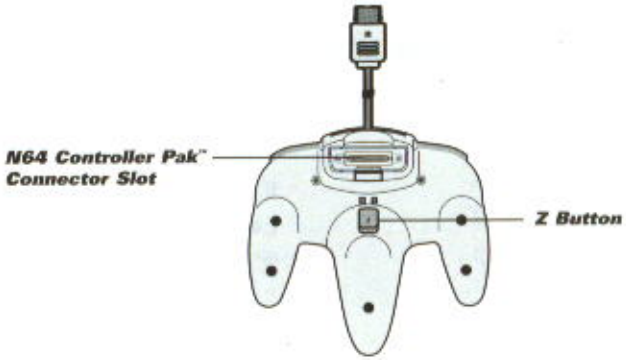
4. Turn ON the power switch. The EA SPORTS™ logos appear. If you don't see them, begin again at step **1**.

5. Press **START** to skip the introductory screen. The Main menu appears.
   ➢ *Main Menu* on p. 8.

CONTROLLER



BACK OF CONTROLLER



CONTROL SUMMARY

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

Note: The Rumble Pak™ is compatible with Madden 64. If the Rumble Pak is not inserted when the game begins, you must go to the Controller Select screen from the Pause menu (See p. 19) in order for the Rumble Pak to function.

MENU CONTROLS

ACTION	CONTROL
Highlight menu item	Control Pad ↕
Change highlighted item	Control Pad ↔
Activate highlighted item/Continue	**A/START**
Return to previous screen/Close menu	**B**
Toggle control between top/bottom of screen	**C↓** (where applicable)
Activate **Help** pop-up screen	Hold **C←**
Scroll to see more information	Control Pad ✥ (when arrows appear)

GENERAL GAMEPLAY

Pause game	**START**
Move player/Take control of highlighted player	Control Pad ✥
Dive	**B**
Jump	**C←**
Call **Timeout** before the snap	(**Z** or **L**) + **R**

OFFENSE

BEFORE THE SNAP

Call **Audible**	**B**, then **B**, **A**, or **C↓** (**C←** to revert to original play)
View receivers to the left/right	(**Z** or **L**)/**R**
Start player in **motion**	Control Pad ↔
Fake snap signal	**C↓**
Snap the ball	**A**

RUNNING

Explode forward	**A**
Spin	**C↓**
Dive for extra yardage	**B**
Jump/Hurdle	**C←**
Stiff arm left/right	(**Z** or **L**)/**R**
Lateral to closest player	**C→**

PASSING

Call up passing symbols	**A**
Pass to receiver with appropriate control symbol	**A**, **B**, **C↓**, **Z** or **L**, **R** (hold for bullet pass)
Throw ball away	**C←**

Receiving

Control receiver closest to ball	**A**
Dive for low pass	**B**
Jump and raise hands for high pass	**C←**

DEFENSE

BEFORE THE SNAP

Call **Audible**	**B**, then **B**, **A**, or **C↓** (**C←** to revert to original play)
Control a different player	**A**
Call **Bump coverage**/return to normal coverage	**R**

After the Snap

Control defender closest to the ball	**A**
Power move/Power tackle	**C↓**
Dive to tackle	**B**
Jump to block or catch pass	**C←**
Swim move	**C→**

KICKING

KICK OFF/PUNT/FIELD GOAL/EXTRA POINT

Audible left onside/normal/left onside kick (kickoff only)	**B**, then **B**, **A**, or **C↓** (**C←** to revert to original play)
Start kick meter/**Kick** ball	**A**
Aim kick left/right	Control Pad ↔

RECEIVE KICK

Audible left onside/normal/left onside return (kickoff only)	**B**, then **B**, **A**, or **C↓** (**C←** to cancel)
Control kick receiver	Control Pad ✣
Fair Catch (punt return only; you must have control of the return man)	**C←**

INTRODUCTION

EA SPORTS proudly presents *Madden 64* in its inaugural season on Nintendo 64. Smarter. Faster. Deeper.

- ❑ **Liquid AI**™ based on real defensive playbooks and schemes.
- ❑ **Touch Passing**™ QB simulator—throw a lob to lead a receiver, fire a bullet pass to hit a receiver on a timing pattern.
- ❑ **Play-by-play** from Pat Summerall and **analysis** by John Madden.
- ❑ **Fantasy Draft**—draft your own custom teams.
- ❑ **Iso Cam**—control any player at any time.
- ❑ Over **120 current and classic team** rosters.

ABOUT THIS MANUAL

We've structured this manual to include 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 not sure which buttons to press in a menu screen, press and hold **C←** to get Help.

SETTING UP THE GAME

MAIN MENU

The Main menu serves as control central for *Madden 64*. From here you can start a game, Season, or Tournament, draft fantasy teams, or set options.

EXHIBITION: Start an Exhibition game between any two teams. (➢ on p. 11.)

SEASON: Start a new Season. (➢ on p. 22.)

CUSTOM SEASON: Realign the divisions any way you want using both current and classic teams. (➢ p. 22.)

TOURNAMENT: Start a new 8- or 16-team Tournament. (➢ on p. 24.)

FANTASY DRAFT: Start a new 4- or 8-team fantasy league where you draft all your players then play a tournament. (➢ on p. 25.)

GAME OPTIONS: Set game, sound, and controller options. (➢ see below)

BACKUP OPTIONS: Save or load game data and manage files on your Controller Pak(s). (➢ p. 10.)

A CONTINUE SEASON, DRAFT, or TOURNAMENT option appears at the top of the screen if you have a series in progress.

GAME OPTIONS

Options set from this menu affect Exhibition and Series games.

Note: Default options are listed in **bold** in this manual.

QTR LENGTH: Set the game Quarter length to 3, **5**, 10, or 15 minutes. Note that during a Season, game stats reflect this length even in simulated games.

SKILL LEVEL: How hard do you want to play—ROOKIE, **PRO**, or MADDEN?

BLITZ: How fast do you want to play? Blitz Mode is lightning fast with a more responsive game-tuning. Toggle **ON**/OFF.

INJURIES: Toggle the possibility of player injuries **ON**/OFF. If a player is injured, the computer automatically substitutes for him.

MADDENISMS: Toggle Madden's color commentary and analysis **ON**/OFF.

COMMENTARY: Toggle Pat Summerall's play-by-play **ON**/OFF.

FATIGUE: Toggle player fatigue **ON**/OFF.

USER RECORDS: Leave User Records **ON** if you want to compile user stats and/or all-time records.

SALARY CAP: Toggle Salary Cap restrictions. When **ON**, you can't sign or trade for a player whose salary will take your payroll over the cap limit.

TRADING DEADLINE: This only affects Season mode. When **ON**, you can't trade players after the trading deadline.

SOUND FX: Set game and menu sound effects volume. (Set to 0 to turn off sound effects.)

MUSIC: Set the menu music volume.

VIDEO SETTINGS: Adjust video settings to suit your television.

PENALTY LEVELS: Go to the Penalty Levels screen to adjust the sensitivity of each of the penalties called in *Madden 64*.

CONTROLLER CONFIG: Go to the Controller Config screen to select one of four Controller setups (Control Pad ↔ to select).

BACKUP OPTIONS



- ***Press C↓ to toggle between OPTION and the File list***

SAVE NEW OPTION:	***Save current game data to memory card—if a series is in progress, you get a choice of saving game preferences and rosters and/or the series data and rosters.***
LOAD:	***Load the highlighted memory file, overwriting current game data.***
OVERWRITE:	***Replace the highlighted file with current game data.***
DELETE:	***Delete the currently highlighted memory file.***
NEXT CONTROLLER PAK:	***Cycle to the next available Controller Pak.***

Note: Never insert or remove a Controller Pak when loading or saving files.

STARTING AN EXHIBITION GAME

After you select EXHIBITION from the Main Menu, the Game Setup menu appears with options for selecting the home and away teams, game parameters, and other options.



- ***Select PLAY GAME or press START to continue to the Controller Select screen***
- ***Control Pad while option is highlighted to select team(s)***

EA TIP: To get a random matchup press **C↑ + C→**. This is a good way to keep players on even footing for a grudge match.

CONTROLLER SELECT SCREEN

Choose the team you want to control.

- To move the controller icon under the team you want, Control Pad ↔. To let the computer control the teams, leave the controller icon in the middle.
- To continue, press **A** or **START**. The pregame sequence begins.
- To change the color of your controller, Control Pad ↕ while your controller icon is still in the middle of the screen.

EA TIP: Player control stars are color-coded to the controller you choose from this screen. Remember the color of your controller icon.

USER RECORDS SCREEN

This screen appears if User Records are ON. Enter user records name(s) for each player to track win/loss and outstanding stats records.

Note: User records are updated each time you save a game. The last saved Season, Tournamet, or Draft contains the most up-to-date user records. Any other saved game has user records from the last time that game was saved.

1. To enter a new name or select an existing name, highlight an empty slot or existing name and press **A**.
   - To start a game without a user records name, select NONE.
2. To select letters for a name, Control Pad ↔ to move left/right and Control Pad ↕ to cycle through letters.
   - To de-select the name, press **B**.
   - To clear a user record, press **C↓**.
3. To confirm the name and continue, press **A**.

PREGAME

After the game loads, John Madden and Pat Summerall present the Weather Conditions and Keys to Victory for the upcoming contest. (Press **START** to continue at each screen.) Then the visiting team calls the coin toss:

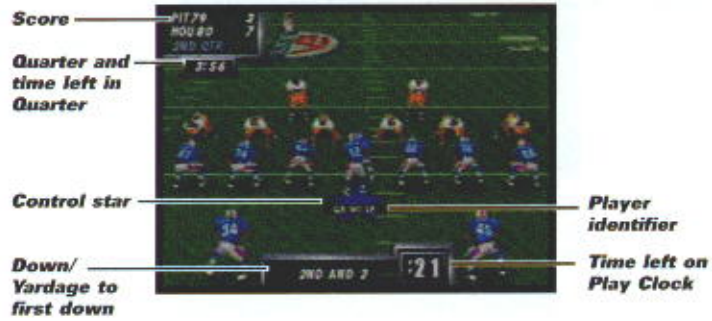
1. The visiting team selects Heads or Tails while the coin is in the air.
2. The winner of the toss selects Kick, Receive, or which goal to Defend.
3. The loser of the toss chooses the option that the winner did not choose. For example, if the visiting team chooses to receive, the home team chooses which end of the field to defend.

After the coin toss, the Playcalling screen appears (➢ p. 14).

PLAYING THE GAME

Madden 64 utilizes a TV-style presentation and competition-tested gameplay to deliver a true interactive football experience. From referee Red Cashion's calls to instant stats, drive summaries, and instant replays, "if it's in the game, it's in the game™".

THE GAME SCREEN



EA TIP: 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 him back onscreen.

PLAYCALLING SCREEN

The Playcalling screen is the key to success in *Madden 64*—if you don't call the right plays, it doesn't matter how well you execute them.



To call a play:

1. Highlight a formation and press the corresponding button (**B, A,** or **C↓**).
   - If you choose a formation and then change your mind, press **C←** to back up and make a new selection.
   - ❑ On offense, you pick a set followed by a formation and then the play you want to run.
   - To run a play in the opposite direction, press **C↑** to flip the plays (offense only).
2. Highlight the play you want to run and press the corresponding button.
   - To call a timeout, press (**Z** or **L**) + **R**.

EA TIP: If your opponent is watching your play selections too closely, you can fake him out. To select a play from the next window below (listed in the tabs below the current window) press (**Z** or **L**) + **B, A,** or **C↓**. To select a play from the next window above, press **R** + **B, A** or **C↓**.

EA TIP: The CLOCK formation under the Offensive SPECIAL set gives you access to the QB KNEEL (run off time safely) and STOP CLOCK (QB spikes the ball) clock management plays. Kicking plays are also found under the SPECIAL set.

KICKING

Use the kick meter for kickoffs, punts, field goals, and extra point attempts.



- ***Press A to start the play and set the kicker in motion***
- ***Control Pad ‹ › to aim the kick***
- ***Press A again to kick the ball***

OFFENSE

This section describes how to control your team at the line of scrimmage and execute running and passing plays.

BEFORE THE SNAP

After you call a play you can look over your team at the line and call an audible if necessary.

EA TIP: If you're playing with Fatigue.ON, a bar below the QB and each receiver shows his fatigue level.

- To **look** left/right to check out your receivers, press (**Z** or **L**)/**R**. Passing control symbols appear below each receiver.
- To call an **audible**, press **B**, then **B**, **A**, or **C↓**. (**C←** to revert to the original play.)
- To start a player in **motion**, Control Pad ↔
- To bark a **fake** snap signal, press **C↓**
- To **snap** the ball, press **A**.
- To call a **timeout**, press (**Z** or **L**)+ **R**.

No Huddle Offense:

- To repeat the last play, press and hold **A** after the whistle blows.
- To call a stop clock play to spike the ball, press and hold **C↓** after the whistle.

RUNNING PLAYS

You can watch the computer execute the play or you can take control of the ball carrier after the hand-off. A color-coded star and player identifier appear beneath the ball carrier.

To execute a running play:

1. When the offensive line is set, press **A** to snap the ball. The hand-off or toss is automatic.
2. Control Pad any direction to take control of the ball carrier.

To break tackles and shake defenders:

- To **dive** for extra yardage, press **B**.
- To **hurdle**, press **C←**.
- To **explode** for an extra burst, press **A**.
- To **spin** out of a tackle, press **C↓**.
- To throw a **stiff arm** left/right, press (**Z** or **L**)+ **R**.
- To **lateral** to your nearest teammate, press **C→**.

EA TIP: If your quarterback is in danger of being tackled beyond the line of scrimmage, press **B** to make him slide feet first. This keeps the quarterback from getting injured by a rough tackle.

PASSING

Hike the ball and let the computer execute the play, or move the Control Pad to take control of the QB on passing plays.

To execute a passing play:

1. To **snap** the ball when the offensive line is set, press **A**.
2. To move the QB and take **control** of the play, Control Pad any direction.
3. To call up the passing symbols, press **A**. A yellow symbol appears above each eligible receiver on the field. These symbols correspond to the **C↓**, **A**, **B**, **L** or **Z**, or **R** buttons on the Controller.

Watch the receivers run their patterns on the field and throw a pass to the open man. Once the ball is in the air, a yellow crosshair appears on the field to mark the ideal reception spot.

- To **throw away** the ball if all the receivers are tightly covered, press **C←**.

4. To throw a **pass** to the corresponding receiver, press **C↓**, **A**, **B**, **L** or **Z**, or **R**.

EA TIP: With Touch Passing, the longer you hold the button, the harder the pass. Tap the button for a soft, high-arcing pass; hold for a low bullet pass. Between these two extremes is the perfect touch pass.

The receiver automatically completes his pattern toward the crosshair, attempts to make the catch, and runs upfield. While the ball is still in the air, you can manually control the designated receiver to make the catch (except when your camera is set to Helmet Cam).

To control the intended receiver:

1. To take **control** of the receiver while the ball is in the air, press **A**. A color-coded star appears on the field beneath the player.
2. Control Pad any direction to guide the receiver toward the yellow crosshair.
   - To **dive** for the ball, press **B**.
   - To **jump** and raise your hands for the ball, press **C←**

DEFENSE

While some controls remain the same on offense and defense, there are major differences as well—in both attitude and the special controls defined in this section.

BEFORE THE SNAP

After you call a play you can switch players, call audibles, and adjust your coverage options before the snap.

- To call an audible, press **B**, then **B**, **A**, or **C↓**. (**C←** to revert to the original play.)
- To cycle control through the defensive players, press **A**.

Note: You can reposition the defensive player you control, but if you make contact with an offensive player before the ball is snapped or are past the line of scrimmage when the ball is snapped, an encroachment or offsides penalty is called.

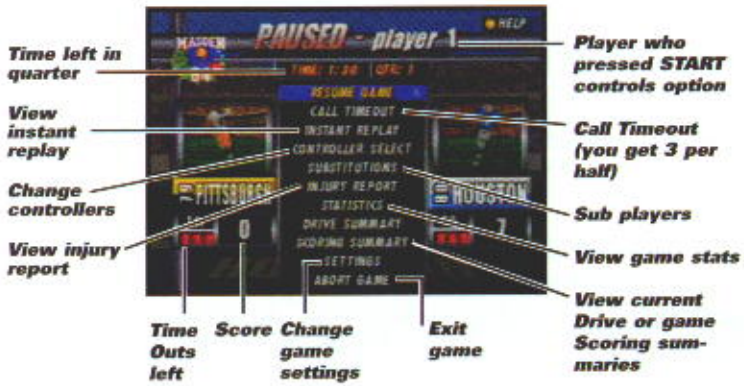
- To call aggressive **bump-and-run** pass coverage (or return to normal coverage), press **R**.

AFTER THE SNAP

- To **control** the player closest to the ball, press **A**.
- To make a **power** move to get free or make a power tackle, press **C↓**.
- To **dive** to make a tackle, press **B**.
- To **jump** to catch or block the ball, press **C←**.
- To use a **swim move** to get by a blocker, press **C→**.

PAUSE MENU

Press **START** to pause the game when you need a break or want to change options, view stats and replays, or exit the game.



INSTANT REPLAY CONTROLS

- To play the instant replay at normal speed, press **C↓**.
- To fast forward, hold **C→**.
- To rewind, hold **C←**.
- To play in slow motion, hold **C↑**.
- To advance frame-by frame, tap **C↑**.
- To focus the camera on a player or area, Control Pad (or hold **Z** and Control Stick ↔ ↕) to move the target lock icon.
- To adjust the vertical/horizontal camera view, Control Stick ↕/↔.
- To exit Instant Replay, press **START**.

SUBSTITUTIONS

Most players leave this setting on AUTO and let the computer make changes, but if you want to tinker with your lineups, this menu provides a powerful set of tools.

SUBSTITUTIONS: Leave on **AUTO** or set to MANUAL to make changes as described below.

GLOBAL OFFENSE/DEFENSE: Make roster changes that affect all formations and sets.

- To select a starting player to replace, Control Pad ↕. The top of the screen lists the formations and sets the player is assigned to as either a starter (red dot) or sub (blue dot).
- To replace the player, press **A**, highlight a second player then press **A**. The players change slots.

EA TIP: The bar next to each player's name shows his current fatigue level.

OFFENSE/DEFENSE: Select the individual players assigned to each set and/or formation.

1. To select a formation and set, highlight a formation then Control Pad ↕ to select a set.
2. To assign players for the selected formation and set, press **A**. A diagram of the formation/set appears.
   - To select a player, Control Pad ↔. (To cycle ratings, Control Pad ↕.)
   - To sub for the selected player, press **A**, highlight a second player then press **A** again.

RESET ALL SUBS: Return all formations to the default starting lineup.

GAME SETTINGS MENU

Most options are identical to those described in the Game Options menu (➢ p. 8). The unique options are described below.

PLAYER DISPLAYS: Cycle the text that appears below controlled players to **BY NAME**, BY NUM(ber), BY POS(ition), or NONE.

EAS INSTANT REPLAY: Toggle EA SPORTS automatic replays of big plays **ON**/OFF.

ANY PLAYER CONTROL: (Single Player only.) Toggle ON if you want to be able to control any offensive player before the snap—be a smarter blocker, back, or receiver if you think it will help your team.

- To cycle through players in ANY PLAYER mode, press **C←**.

EA TIP: You snap the ball the same way when you're controlling a player other than the QB—with **A**. If you're controlling a receiver during the play, you can call for the ball by pressing **A**. If the QB hasn't started throwing to someone else, he'll throw to you.

FOG: Toggle Fog ON/OFF. (Randomly in snow games only.)

CAMERA VIEW: Go to the Camera Settings menu to select from the available gameplay views.

SET OFFENSIVE/DEFENSIVE AUDIBLES: Go to the Set Audibles screen to select the three plays you can audible at the line of scrimmage.

- To change a play, select the play you want to change, then use the Playcalling screen at the bottom of the screen to select a new play.

GAME FLOW

HALFTIME: The Halftime Stats screen shows stats for the current game. Press **START** to continue.

END OF THE GAME: The final score is displayed. Press any button to go to the Postgame Analysis screen. From here, you can quit by selecting END GAME or view injuries, instant replay, stats, or a scoring summary.

SEASON, TOURNAMENT, AND FANTASY DRAFT MODES

Madden 64 contains three series modes: regular or custom Seasons, competitive multiplayer Tournaments, and a Fantasy Draft mode where players draft complete teams then play a season against each other.

SEASON MODE

The SEASON option from the Main Menu takes you to the start of a new Season based on the Madden 1997–98 schedule. You can use either default or modified (i.e., rosters that reflect your trades, created players, etc.) rosters in a Season. After you select SEASON, the Season Week screen appears for Week 1 of the season.

To Create a CUSTOM SEASON:

- Select CUSTOM SEASON from the Main Menu.
- To cycle through divisions, press **Z** or **L**/**R**.
- To cycle teams for the highlighted division slot, Control Pad ↔.

In this manner, you can set up a custom season league using the teams of your choice—including classic teams.

Note: A team can only appear in one slot during a Season. You must remove a current team from its current slot (i.e., replace it with a classic team) before you can place it in another division.

SEASON WEEK SCREEN

PLAY WEEK: From this screen you select the games you want to play.

- To toggle the red selection symbol for games you want to play, highlight a matchup and press **C↓**.
- To play the first selected game, press **A**.

TEAM SCHEDULE: View the Madden season schedule by team.

TEAM STANDINGS: View standings by division, conference, or the entire league.

INJURY REPORT: View a list of injured players (if any) by team.

SEASON STATISTICS: View team and player stats:

Individual Stats: View player stats—broken down by league, conference, division, or team, and stat type (e.g., passing), and sorted by individual stat (e.g., passing yardage).

Team Stats: View comprehensive team stats down to obscure categories such as the number of two-point conversions made.

Team Rankings: View league and division rankings for each team.

PLAYER AWARDS: View the Offensive and Defensive Players of the Week during the Season and the MVP at the end of the Season.

FRONT OFFICE: Go to the Front Office screen (➢ p. 26).

END OF THE SEASON

After the last game, the playoffs begin, starting with the Wildcard games, then the Quarter-Finals, Semi-Finals, and the EA SPORTS Championship. Before each game, the Playoff Tree screen shows the current playoff results and matchups. Once the playoffs conclude, you can play additional season(s) using your current rosters.

TOURNAMENT MODE

The TOURNAMENT option from the Main menu takes you to the start of a new

8- or 16-team single elimination Tournament.

- After you select the number of players, enter a name for each player at the Tournament Names screen.
- At the Tournament Teams screen, each player chooses which team he controls. (The computer randomly chooses the order in which players choose.) The Tournament Menu screen appears:

Tournament Tree:	Choose which games to play. Control Pad ‹ › to highlight a matchup, then press **A** to play that game.
Team Stats:	View stats for each team in the Tournament.
Individual Stats:	View stat leaders for each player in the TOURNAMENT.

FANTASY DRAFT MODE

The *Madden 64* FANTASY DRAFT combines the strategy of a fantasy football league with the action of Madden football. First, select a 4- or 8-team league, then select HUMAN or CPU control for each team's draft:

1. Select a control type for the highlighted team. (If you want to change the player name for the team, press **A**.) Press **START** to continue.
2. Select a team name for each team from those available, then press A to confirm and advance to the next team. The Fantasy Draft screen appears.
   - ❑ Teams draft players in random order in the first round, then in the same order thereafter.
   - If you want to let the computer finish the draft for you, press **START**.



- ***Press C↓ to toggle between the top of the screen and the player list***

After all teams draft complete rosters, the Play Week screen appears. A round robin tournament begins in the following format:

- ❑ **4 Teams:** Each team plays every other team, then all teams proceed to semi-final matchups based on their records. The winners of the semi-final games meet for the championship.
- ❑ **8 Teams:** Teams are split into two 4-team divisions and play in the same manner as in a 4-team tournament. The winners of each division meet for the championship.

Note: Any human player can control any fantasy team during gameplay, no matter who controlled the team during the draft.

FRONT OFFICE

Madden 64 gives you complete control of your rosters. You can create, trade, release, and sign players subject only to salary cap restrictions.
The default rosters are current as of August 12, 1997.

Note: Front Office options are only available in SEASON mode.

Note: Roster changes within a Season don't affect the default Exhibition rosters. Season roster changes are saved with Season data.

TRADE PLAYERS: Make a one-for-one trade between any two teams.

- To cycle through teams, press (**Z** or **L**)/**R**.
- To make a trade, highlight a player and press **A**. Select a second player from another team then press **A** again (**B** to cancel).

❑ If the Salary Cap is **ON**, you can't make a trade that will take a team over the cap limit.

SIGN/RELEASE PLAYER: Sign a free agent or release a player to the Free Agent List.

EA TIP: Releasing players can give you cap space for signing a valuable free agent or Created player—or enough room to complete a trade.

REORDER ROSTER: Shuffle your depth chart order to set your starting lineup and substitution order.

- To cycle through teams, press (**Z** or **L**)/**R**.
- To cycle through player positions, press **C↑** or **C→**.
- **To swap a player's spot on the depth chart with another player,** highlight the player you want to change and press **A** (**B** to cancel). Highlight another player and press **A**. The players swap positions.

EA TIP: You can sub a player away from his natural position, but we don't recommend moving him very far. Moving a tackle to defensive end may be OK, but don't try him at safety...

CREATE PLAYER: Create a new player to your specifications.

TEAM: Assign the player to the Free Agent List or a specific team.

NAME: Enter the player's full name.

POSITION: Set the player's natural position.

NUMBER: Select the player's jersey number from those available for his position.

HEIGHT/WEIGHT: Select the player's size.

HANDED: Select the player's strong hand.

SKIN: Select player's skin tone.

- To continue to a second screen of ratings, select CONTINUE.

Player ratings default to 40 on a scale of 1–99. As you increase each rating level, the overall pool decreases. When the pool reaches 0, you cannot increase any rating levels.

Note: Each position has a different set of ratings. The rating maximums are derived from the highest rated player in each position, so certain ratings cannot be set at 100. Also note that the number of points in the pool varies randomly.

- When you've set the ratings at the levels you want, press **A** to confirm. A popup screen shows you the player's salary and gives you a chance to save and exit or cancel.

EA TIP: You don't have to use up all the points in the pool. Assign high ratings only where they're most valuable—this makes the game more realistic and also gives you lower salaries to absorb in your cap.

DELETE PLAYER: Delete a Created player from the list of saved players.

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