
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00961
EA SPORTS
MADDEN
NFL 2000
PLAYERS INC

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game-dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions-IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- ✦ This compact disc is intended for use only with the PlayStation game console.
- ✦ Do not bend it, crush it, or submerge it in liquids.
- ✦ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✦ Be sure to take an occasional rest break during extended play.
- ✦ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

CONTROL SUMMARY 3
- Menu Controls 3
- Basic Game Controls 4
- Complete Control Summary 5

SETTING UP THE GAME 8
- Starting an Exhibition Game 8

PLAYING THE GAME 10
- Playcalling Screen 10
- Game Screen 11
- Pause Menu 11

GAME MODES 12
- Season 12
- Franchise 13
- Other Game Modes 14

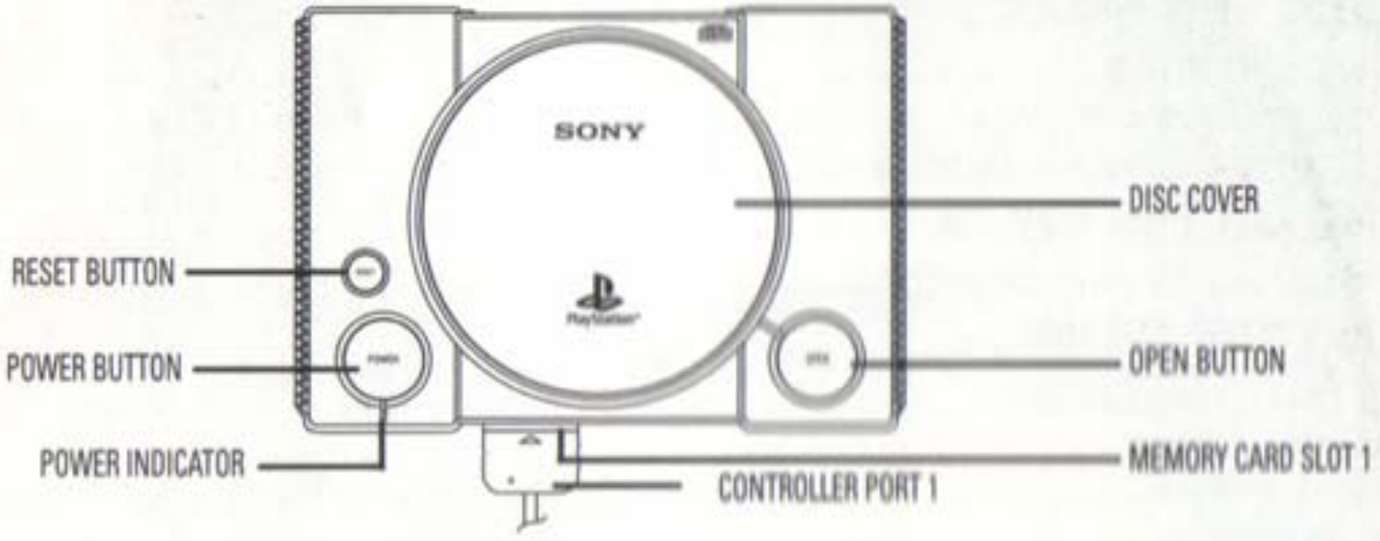
GAME OPTIONS 16
- Rosters 16
- Play Editor 17
- User Profiles 17
- Madden Challenge 18
- Custom Gameplay 19

SYSTEM OPTIONS 19
- Controller Config 19
- Memory Card 19
- Codes 19

ELECTRONIC ARTS LIMITED WARRANTY 20

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

STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Madden NFL 2000™* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.

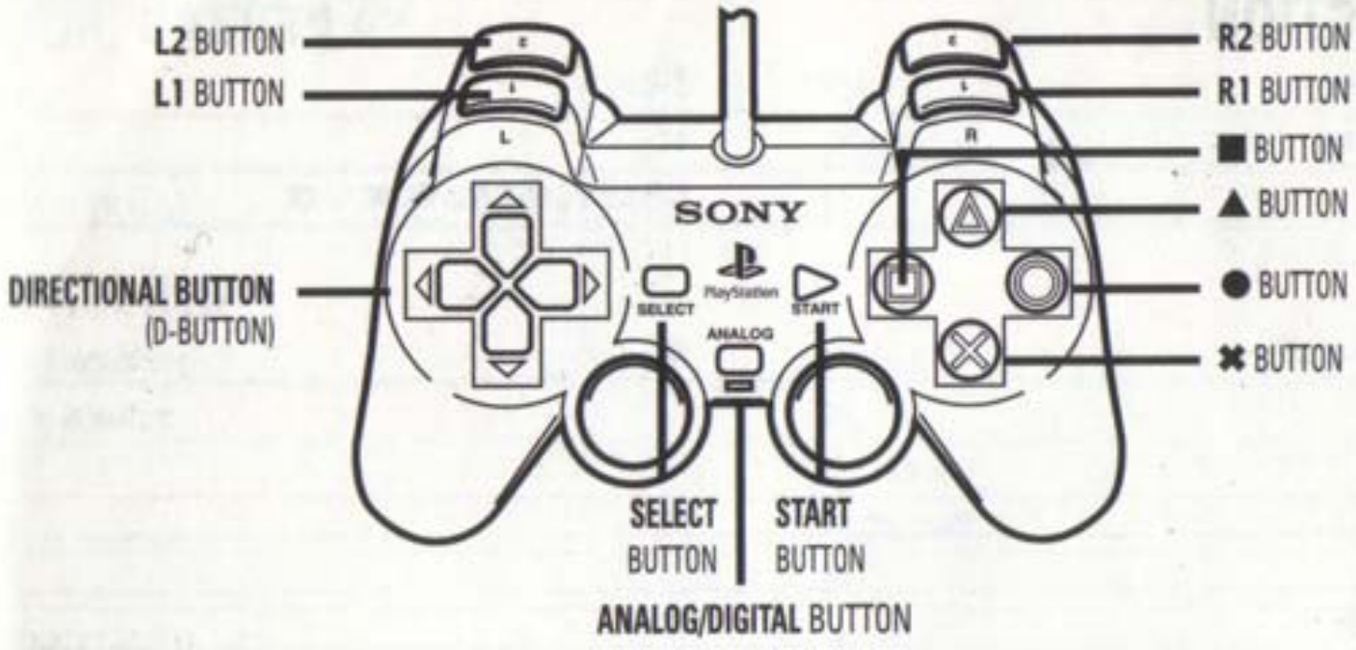
NOTE ***When using Multi-Tap, at least one controller must be connected to port 1-A.***

4. If you want to bypass the introductory videos, press **START** or ✖ until the Main menu appears. (➤ *Main Menu* on p. 8.)



EA SPORTS MADDEN NFL 2000

CONTROL SUMMARY



MENU CONTROLS

ACTION	CONTROL
Highlight menu item	D-Button ↕
Change highlighted item	D-Button ↔
Select/Go to next screen	✖/START
Cancel/Return to previous screen	▲
Help menu	■
Toggle menu sub-items/Change focus	●
Go to Options menu	SELECT

BASIC GAME CONTROLS

PLAY SELECTION

Cycle **sets** and **formations**	D-Button
Select **sets** and **formations**	✖
Select play	D-Button ↕ and then ■, ✖, or ●

KICKING

Start kick meter/**Kick** the ball	✖

OFFENSE

Snap the ball	✖
Passing:	
Highlight receivers	✖
Throw the ball	✖, ■, ●, L1, or R1
Running the ball	D-Button

DEFENSE

Switch players	✖
Power **tackle**	●

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. 5.*



COMPLETE CONTROL SUMMARY

GENERAL GAMEPLAY

Pause game	**START**
Call **timeout**	**SELECT**
Instant replay (after play)	**L2**

PLAYCALLING

Cycle **sets** and **formations**	D-Button
Select **set** and **formation**	✖
Cycle plays	D-Button ↕
Select play	■, ✖, or ●
Flip play	**R1**
Previous formation or play	▲

◆ After each play, the offense has 40 seconds (35 after penalties and timeouts) 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.

OFFENSE (BEFORE THE SNAP)

View receivers to the left/right	**L1/R1**
Fake the snap	●
Call an **audible**	■ and then ■, ✖, ●, **L1**, **L2**, or **R1**
Move **receiver in motion** (when available)	D-Button ↔
QB **crowd control**	**R2**
Snap the ball	✖

◆ To cancel an audible at the line of scrimmage, press ▲ to run the original play. To learn more about audibles, ➤ *Audibles* on p. 12.

1. To call a Hot Route: Press ▲ at the line of scrimmage, and then press the button symbol of the receiver who's route you want to change.

2. After the receiver's original route is cancelled, press D-Button up to send him on a fly pattern, D-Button down for a curl pattern, or D-Button left/right to run an in/out pattern.



RUNNING

Speed burst/Head down	✖
Dive/QB slide	■
Jump/Hurdle	▲
Spin	●
Stiff arm	R2
Juke left/right	L1/R1
Lateral the ball	L2

- To break a wrap tackle, press ✖, ■, ▲, or ● when a defender has you in his grasp.

NOTE *If the defender is trying to make a tackle from your left, press ■. If he's on your right, press ●, if he's behind you, press ✖, or press ▲ when he's in front.*

EA TIP *The more times you hit the break wrap tackle button, the better chance you have to break the tackle.*

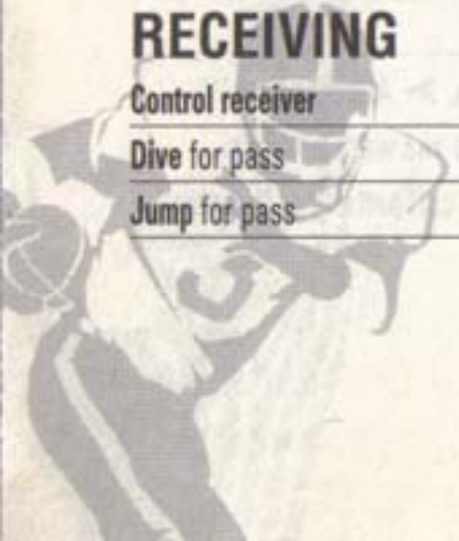
PASSING

View **available receivers**	✖ (after the snap)
Pass to the receiver with corresponding control symbol	✖, ■, ●, L1, or R1
Throw ball away	▲
Route-based passing	L2 + receiver symbol
Pump fake (available once)	R2 + ✖, ■, ●, L1, or R1

- To throw a bullet pass, hold down the button that corresponds to the targeted receiver. To throw a lob pass, tap the button.
- On a route-based pass, the QB will lead the receiver when he's running his route.
- To throw a route-based pass, hold Button L2 and press the button of the receiver you want to throw to.

RECEIVING

Control receiver	✖
Dive for pass	■
Jump for pass	▲



DEFENSE (BEFORE THE SNAP)

Cycle defenders	✖ or ●
Reposition player	D-Button
Defensive **line shift**	L1
Secondary shift for bump and run coverage	R1
Call an **audible**	■ then ■, ✖, ●, L1, L2, or R1
Crowd control	R2

DEFENSE (AFTER THE SNAP)

Control player nearest to the ball	✖
Dive	■
Power tackle/Speed burst	●
Jump	▲
Power/Swim move (defensive line)	R1

KICKING GAME

Kickoff	✖ then ✖, ●, or ▲
Punts or **Field goals**	✖ then ✖
Direction of kick	D-Button ↔
Call an **audible**	■ then ✖, ■, or ●

ON KICKOFFS:

1. Press ✖ to put the kicker in motion.
2. Then press ✖ for a normal kick, ● for a squib kick, or ▲ for a high/pooch kick.

KICKOFF/PUNT RECEIVING

Control return man	D-Button
Switch players	✖
Fair catch/Kneel (you must have control of the return man)	▲



SETTING UP THE GAME

MAIN MENU

The Main menu appears after the *Madden NFL 2000* introductory video.

GAME STYLE: A **TRADITIONAL** game features legendary Madden gameplay with NFL-style action. ARCADE offers the same excitement with modified playbooks, big plays, bigger hits and in-your-face commentary.

GAME MODE: *Madden NFL 2000* offers a number of different game modes. Play an Exhibition game, create a Season, operate a Franchise, play in a Tournament, run a Practice, or create a Situation. ➤ *Game Modes* on p. 12.

GAME OPTIONS: Customize team rosters, create a playbook and more. ➤ *Game Options* on p. 16.

SYSTEM OPTIONS: Adjust the controller, save a game to a memory card, adjust the sounds of the game and more. ➤ *System Options* on p. 19.

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

SETUP BOX

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

SKILL LEVEL: Select ROOKIE, **PRO**, ALL-PRO, or ALL-MADDEN gameplay level.

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

TUTORIAL: Toggle ON/**OFF** the *Madden NFL 2000* Tutorial. The tutorial gives hints and tips during parts of the game. The tutorial can be used in a single-player game only.

MOD. ROSTERS: Customize team rosters. When turned **ON**, you can play a game, season, or tournament with your modified rosters.

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

NOTE *Setup box options in gray type are not accessible.*

STARTING AN EXHIBITION GAME

Play a Traditional or Arcade Exhibition game between any two teams.

To Start an Exhibition Game:

1. From the Main menu, select **TRADITIONAL** or ARCADE game style.
2. Select **EXHIBITION** and press **START** or ✖. A Setup box appears.
3. After you select your options in the set up box, press **START** or ✖. The Team Select screen appears.

Team Select Screen

↔ Select the Home and Away teams, then press **START**. The Controller Select screen appears.

Controller Select Screen

↔ To choose a team, move the controller icon next to your team's logo. Press **START** to begin the game.

◆ Up to eight players can play *Madden NFL 2000* using two Multi taps. A different colored icon appears for each connected controller.

MADDEN CHALLENGE: At the Controller Select screen, players have the option to activate the Madden Challenge during a game. ➤ *Madden Challenge* on p. 18.

↔ To activate the Madden Challenge, D-Button ←→ to toggle ON/**OFF**.

USER PROFILES: User Profiles allow you to create plays, edit playbooks, settings and substitutions. For more information, ➤ *User Profiles* on p. 17.

↔ To access the User Profiles screen, press ✖ after moving the controller icon to the desired team.

Exhibition Options Screen

Before hitting the 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 **SELECT**.

Game Setup

TEAM SELECT: Select the teams for the upcoming game.

STADIUM SELECT: Pick an NFL stadium to play in. You can also choose the weather conditions and game time.

GAME OPTIONS: Adjust player and pre-game options.

GAME SETTINGS: Set up gameplay options.

ALL-TIME RECORDS: View Madden all-time single game records.

SCOUTING REPORT: Compare team attributes.

ONE-BUTTON MODE™:
From the Controller Config. or the User Profiles screens, you can access the One-Button gameplay mode. In this mode, you can perform every move with the ✖button. One-Button Mode™ is option "E."

Coin Toss

Before the coin toss, the playing conditions are displayed.

↔ To bypass the playing conditions screen, press **START** to begin the Coin Toss.

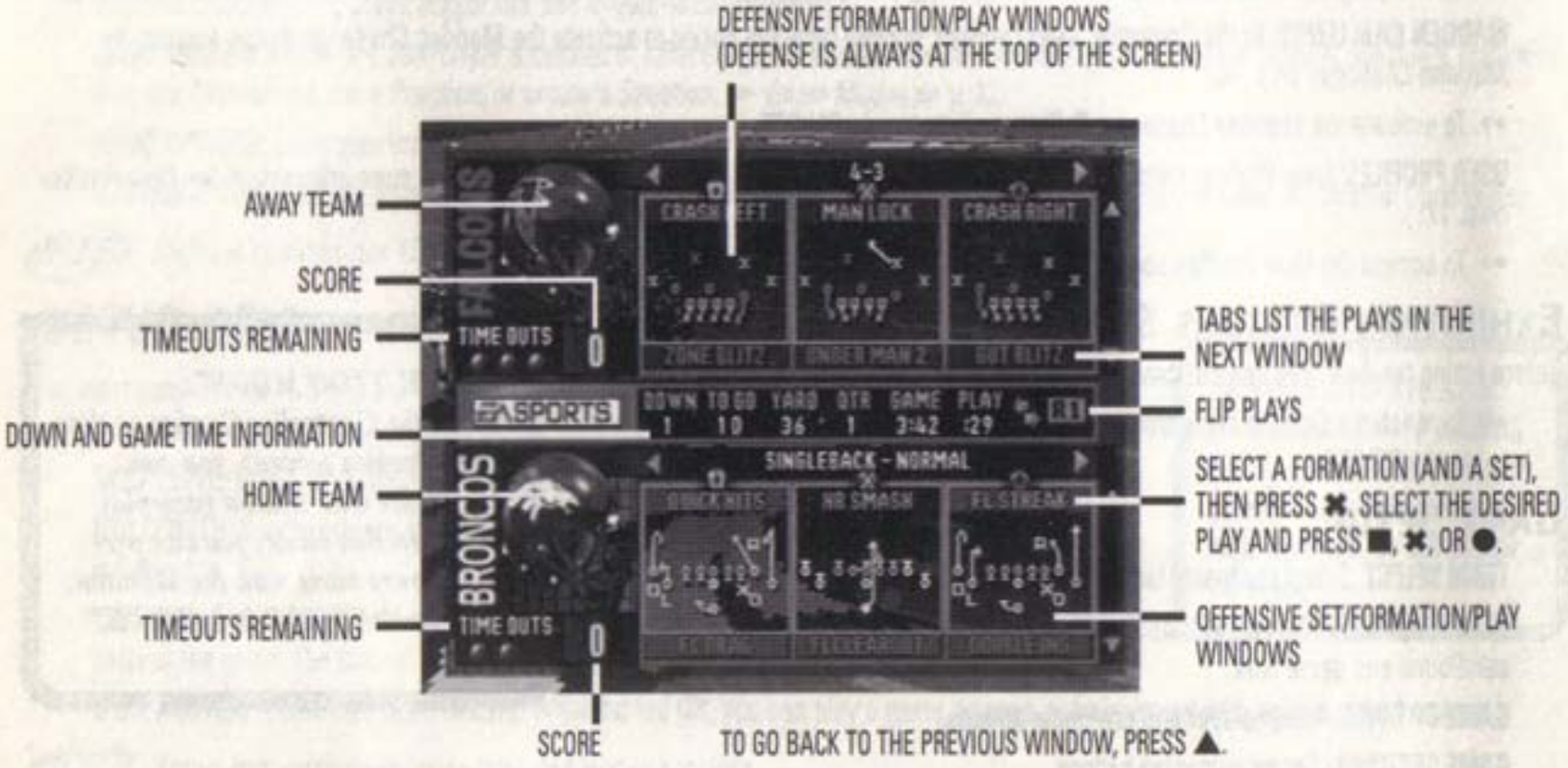
The referee asks the visiting team to choose heads or tails. The winner of the toss may choose to kick, receive or defend a goal; the loser picks from the remaining choices.



PLAYING THE GAME

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

PLAYCALLING SCREEN



- When the ball is spotted on the short side of the field, you can run an offensive play from a reversed formation. Press **R1** and the play flips to the opposite direction.
- To call a play from the header above the play selection window, press **L1** + ■, ✖, or ●. For a play in the header below, press **L2** + ■, ✖, or ●. Enlist this strategy to fake out a competitor who is sneaking a peek at your selected play.
- When running a hurry-up offense, hold ✖ immediately after the whistle blows to repeat the previous play. The offense skips the huddle and hurries to the line of scrimmage.
- Hold ● to run a Stop Clock play. The QB spikes the ball and the clock stops.

GAME SCREEN



PAUSE MENU

During any part of a game, you can view game information in a variety of categories and re-adjust the game settings.

•• To reach the Pause menu, press **START**.

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 nine different angles.

USER CAMERA: Create a camera angle for preplay, 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 ✖ and choose from the following options:

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

NON-GLOBAL: Assign individual players to a formation.

STATISTICS: View game and player stats.

SETTINGS: During a game, you can re-adjust game settings and 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 ✖.
- Use the D-Button to select a play and press ✖ 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, Practice and Situation.

SEASON

Test your team's endurance through a 16-game NFL season.

New Season

- To begin a new season, select SEASON from the Main menu. A Setup box appears.

Season Setup Box

- The Setup box in Season mode has an additional option.

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

- After selecting New Season from the setup box, adjust the pre-game settings and press ✖ for the Team Select screen.

Team Select Screen

- Press ✖ to select the 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 screen.

Play Week Screen

- Use the D-Pad to highlight the desired game on the schedule (a check mark appears), and then press **START** to play the game.
- If you want to play more than one game during a week, press ✖ next to the 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 **SELECT** for the Options menu.

AFTER THE SEASON

After the regular season ends, the playoffs begin. If your selected team(s) fails to make the postseason, you can still play or simulate any of the remaining games on the schedule. After the Pro Bowl™, the computer generates 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, then create a coach to run the team.

To add a new coach:

1. Press ✖ to name a new coach, then press **START** to accept.
2. Move the cursor to ADD NEW COACH and press ✖.
3. After a coach has been named and added, press **START**. Next, 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 only control their own team. All other games must be simulated.

◆ Up to eight teams can be controlled in one Franchise mode.

Franchise Options Menu

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

COACH MANAGEMENT: Change the team that the created coach runs, view a coach's career stats and get feedback from the team 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'll 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.

Season End Options Menu

↦ To begin the offseason transactions, press **START**. The Season End Options menu appears.

PLAYER PROGRESSION: Compare a player's ratings 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.

TRADES: Trade players and draft picks from team-to-team.

NFL DRAFT PREVIEW: View the players in the upcoming draft.

NFL DRAFT: Conduct 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.

DRAFT PICK SIGNING: After the draft, you may sign your rookie draft picks.

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 rookies are signed, you have a 45-day period to sign available free agents. You must fit all your players under the salary cap.

1. To begin contract negotiations for free agents (and draft picks), highlight a player and press ✖.
2. Offer a salary and press ✖ to submit the offer sheet.

◆ The free agent may accept the offer or decline it and solicit offers from other teams. If this is the case, you must come up with a more suitable contract before he signs with another team.

OTHER GAME MODES

TOURNAMENT

Jump into a single-elimination tournament or see what kind of team you can throw together in a Fantasy Draft.

Tournament Setup Box

The Setup box in Tournament mode has three additional options.

TOURNAMENT TYPE: Play a **SINGLE ELIMINATION** tournament or conduct a FANTASY DRAFT.

NUM. 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.

To Start a Single Elimination Tournament:

1. Select SINGLE ELIMINATION from the tournament setup box and press ✖.
2. Select the teams for the tournament tree, then press ✖ to assign the participating human-controlled teams.
3. To play a game, select Tournament Tree from the Options menu and press **START** on the desired matchup. The Controller Select screen appears.
4. To simulate or forfeit a game, press ✖.

To Run a Fantasy League Draft:

1. Select the teams for the league, then identify the human-controlled teams. (The computer teams do not need identification.)
2. After the teams are identified, press **START**. The next screen allows you to select a name for your team.
3. During the 48-round Fantasy Draft, you can select any NFL player. To scroll through all the players for a particular position, press ● to move the cursor to the bottom half of the screen.
4. Press ✖ to draft a player. After the draft ends, the tournament begins.

   ↔ To simulate the draft at any time, press **START**.

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 turn the play info off for a full view of the field. The default is **ON**.

DEFENSE: When controlling the offense, you have the option of running your plays with or without a defense on the field.

SITUATION

Are you having trouble pulling off that legendary fourth-quarter comeback? Put yourself in the same situation and practice the winning drive in game-like conditions. You can also go back to the NFL archives and replay some of the greatest games in NFL history.



Situation Setup

Create the situation that you want to be in.

1. **TO SET UP THE GAME SITUATION:** D-Button to select the teams, the field position, the score, the quarter and the number of timeouts, then press **START** for the Controller Select screen.
2. Press **START** to get to the field.

Great Games

Make history by replaying 10 great NFL games. *Madden NFL 2000* puts you in the middle of a crucial situation and lets you determine the outcome. Your first game pits the Chargers against the Dolphins in their classic 1982 playoff battle.

- Be sure to read the game highlights before each game to learn more about the game situation.
- Although there are 10 great games to choose from, you must play each game in order. After each win, you advance to the next challenging game.
- When you first select a game, the computer allows you to control only one team. After you successfully win a great game, you can then go back and control either team in a replay of the same great game.
- Once a game is successfully completed, the two classic teams are added to the Team Select list and are available in all game modes except Franchise and Season. (The teams are available in Custom Season).

***NOTE** After teams are added to the Team Select list, you can save the settings on your Memory Card in the Settings file.*

GAME OPTIONS

Customize your game any way you want.

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.

- These changes take effect when Mod. Rosters is turned **ON** from the Setup menu in Exhibition, Season, Tournament and Situation modes.

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: Re-arrange 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.

◆ If you edit a current player, this counts as one of your 24 custom players.

DRAFT PLAYER: Draft players that you created while playing EA SPORTS' *NCAA® Football 2000*. Save players on a memory card and load them into *Madden NFL 2000*.

DELETE PLAYER: Delete a created player.

PLAY EDITOR

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

To Create a Play for your User Profile team:

1. Select Offense Run, Offense Pass, or Defense from the pop-up box.
2. Select a formation and set. 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 ✖ and the gold highlight moves 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.

USER PROFILES

User Profile Menu

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

MANAGE PROFILE: Create or edit a User Profile.

SET AUDIBLES: Set up all of your audibles.

SUBSTITUTIONS: Select your player substitutions.

LOAD/SAVE/DEL: Load, update, or erase a User Profile.

User Profile Setup Menu

Before you exit the User Profile menu, a Setup menu appears.



MEMORY CARD: Save your User Profile to a memory card.

CURRENT PROFILE: The User Profile is temporarily saved in the computer. However, all data will be lost when the game console is turned off.

DISCARD PROFILE: Erase the created User Profile.

User Profile Screen

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

PLAYBOOKS: Select a playbook from any of the 31 NFL teams.

USER PROFILES: Choose a created User Profile for the upcoming game.

CREATE PROFILE: Create a new profile.

LOAD/SAVE/DEL: Load, update, or erase a User Profile.

CONTROLLER CONFIG: Adjust the controller with optional button assignments. For more information, ➤ *Controller Config.* on p. 19.

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 by difficulty level. Activate the Madden Challenge from the Main menu or from the Controller Select screen.

- After points are tallied, the computer gives you codes that allow you to unlock the mysteries of *Madden NFL 2000*. For more information, ➤ *Codes* on p. 19.
- 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: Read the list of the 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 in order to take the Madden Challenge.*

***NOTE** The Madden Challenge can only be played in single player mode.*

CUSTOM GAMEPLAY

Custom Gameplay Menu

GAME SETTINGS: Adjust all game settings.

CUSTOMIZE AI (ARTIFICIAL INTELLIGENCE): Change the offensive, defensive and playcalling strategy for both you and the computer.

PENALTY LEVEL: Adjust the frequency of all penalties.

SYSTEM OPTIONS

CONTROLLER CONFIG.

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

↔To view the button configurations, press ✖. After selecting the new configuration, press **START** to accept.

MEMORY CARD

From the Main menu, select MEMORY CARD to get to the Save/Load Game screen. From here, you'll be able to save data to a memory card.

NOTE *Never insert or remove a memory card when loading or saving files.*

Save/Load Game

FILE TYPE: View the data on a memory card.

MEMORY CARD: Select a memory card from slot one or slot two.

SAVE NEW: Save current data to a memory card.

OVERWRITE: Replace the highlighted file with new data.

LOAD: Retrieve saved data from the memory card.

DELETE: Erase the highlighted data from the memory card.

◆ A modified version of this screen can also be reached through the Game Options menu in most game modes. However, you can only load a particular type of file in each game mode. For example, if you are trying to load a created season from your memory card, you can do so only in the Season Options (Load/Save) menu. You can't load a created Franchise from here.

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 ✖.
2. Enter in the code and press ✖ again.
3. Press ✖ a third time to activate or deactivate the game feature (a check mark appears when activated), then press **START**.

◆ You can save the code to a Memory Card, or you can re-enter the code every time the game is turned on.



ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fiitness for a particular purpoe, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specifiic rights, and you ay also have other rights that vary from state to state.

RETURNS WITHIN THE 90 DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the diffiiculty you are experiencing including your name, address, and phone number to the address below. I the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We recommend that you send your product using a delivery method that is traceable.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for $15.00 made payable to Electronic Arts, a brief description of the diffiiculty you are experiencing including your name, address, and phone number to the address below.

We recommend that you send your product using a delivery method that is traceable.

Electronic Arts Customer Warranty

P.O. Box 9025

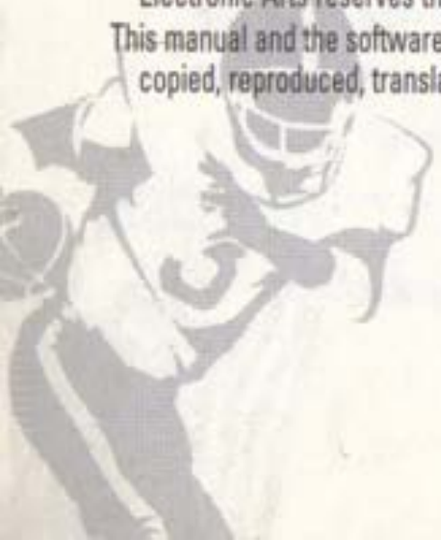
Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 628-1900.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.



TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our website at http://www.ea.com

FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offiices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 835
Slough SL3 8XU, UK; Phone (753) 546465.

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Software and documentation © 1999 Electronic Arts.

EA SPORTS is an Electronic Arts™ brand.

John Madden Football, One-Button Mode, Electronic Arts, the Electronic Arts logo, EA SPORTS, the EA SPORTS logo, and "If it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

Offiicially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL Players. www.nflplayers.com © 1999 NFL Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League.

Package cover photography: Henrik Kam and David Durochik/SportPics.

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.

PROOF OF PURCHASE

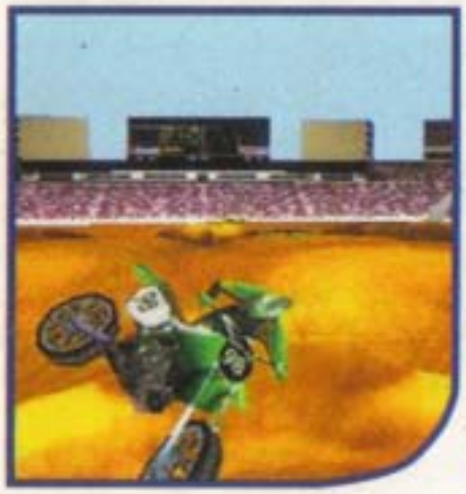
MADDEN NFL 2000

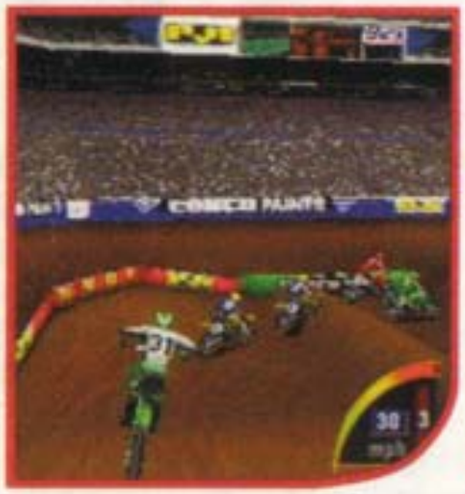
0-14633-7978-4

0 14633 07978 4

Ride, Race and Fly with Style!









Race for the checkers in the EA SPORTS™ Supercross Series

- *The real riders, bikes, tracks, stadiums, and announcers of the EA SPORTS Supercross Series*
- *Realistic motorcycle physics for greater control*
- *Air it out with Nac-Nacs, Supermans, Heel-Clickers, and more*
- *Quick Race, Single Race, Season, and Freestyle Jump-Off modes*
- *Deep Gameplay: Adjust your riding to changing track conditions*

EA SPORTS SUPERCROSS 2000

PlayStation ®

© 1999 Electronic Arts. EA SPORTS, the EA SPORTS logo, and "If it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. EA SPORTS is an Electronic Arts™ brand. The PACE Motor Sports logo is a trademark or service mark of PACE Motor Sports, Inc. The AMA logo, indicia, and text are trademarks of the AMERICAN MOTORCYCLISTS ASSOCIATION. All manufacturers, motorcycles, names, brands, and associated imagery featured in the game are trademarks of their respective owners. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 797805

EVERYONE E ESRB