
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00729
Wilson
National Football League
American Football Conference
National Football Conference
EA SPORTS
MADDEN
NFL 99
PLAYERS INC

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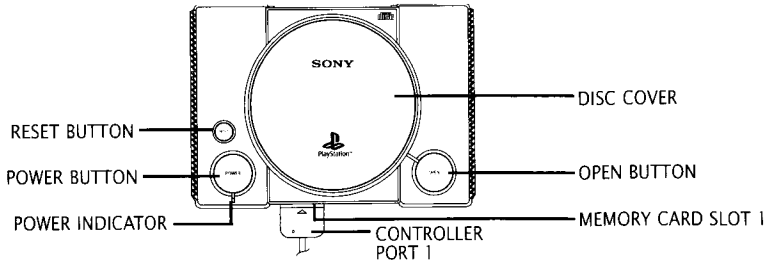


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STARTING THE GAME

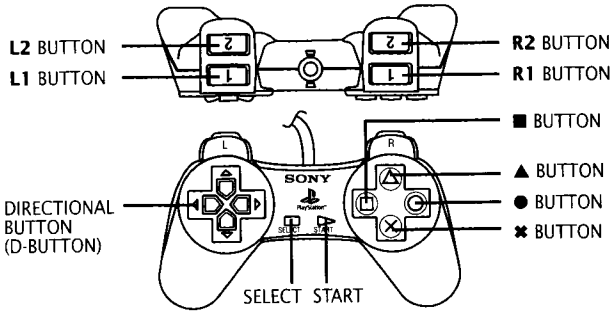


1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Madden NFL™ 99* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.

✔ **NOTE:** *When using the Multi tap, at least one controller must be connected to port 1-A.*

✔ **NOTE:** *If you connect or disconnect controller(s) after the game console is turned on, you must return to the Main menu before Madden NFL 99 will detect them. In a multi-player game, if a controller that was in use becomes disabled (from the Controller Select screen) then disconnected, the Pause menu appears, and game-play will not resume until that controller is plugged back into the controller port.*

4. If you want to bypass the introductory video, press **START**. The *Madden NFL 99* Title screen appears. After the game loads, press **START** again. The Main menu appears (➤ p. 7).



✔ **NOTE:** *This game supports Dual Shock™ Analog Control.*

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	▲
Scroll to see more info	D-Button (when arrows appear)
Access Help screen for more controls	■
Toggle menu sub-items	● (when available)

GENERAL GAMEPLAY

Pause game	**START**
Call **timeout** before the snap	**SELECT**

PLAYCALLING

Cycle formation/set	D-Button ↕
Choose formation/set	✖
Go back one formation/set	▲
Select a play	■, ✖, or ●

OFFENSE

BEFORE THE SNAP

View receivers to the left/right	**L1/R1**
Fake the snap count	●
Snap the ball	✖
Call an audible	■, then ■, ✖, or ● (or ▲ to revert to the original play)

EA TIP *Each team has 3 default audibles. You can change your audibles (➤ Settings on p. 14) to enter your "go to" plays in critical situations. Use your audibles sparingly—if you use them too much, your opponent may anticipate your plays.*

RUNNING

Speed burst	✖
Juke and shake defenders	**R2**
Stiff arm with left/right arm	**L1/R1**
Dive for extra yardage/QB slide	■
Jump/Hurdle over the pile	▲
Spin	●
Lateral to nearest teamate	**L2**

PASSING

Call up passing symbols	✖
Pass to the receiver with appropriate control symbol	■, ✖, ●, **L1**, or **R1**
Throw ball away	▲
Pump Fake (once only)	**R2** + passing symbol of the receiver you want to fake to

EA TIP *With Touch Passing™, the longer you hold the button, the harder the pass. Tap the button to lob a pass; hold to fire a bullet pass. Practice is the key to knowing when to zip a pass to a man in a seam or lob to a man downfield.*

Directional Passing and Passing in One-Button Mode™: Access Directional Passing from the Game Options menu for easier passing. When using Directional Passing, an "✖" appears over the head of the activated receiver (D-Button to change highlighted receiver). Press ✖ to throw the ball to the highlighted man. In One-Button Mode, press ✖ to pass the ball—the computer picks the best receiver.

RECEIVING

Control receiver closest to the ball	✖
Dive for low pass	■
Jump and reach for pass	▲

DEFENSE

BEFORE THE SNAP

Cycle through the defenders	✖
Reposition a highlighted defender	D-Button
Defensive **line shift**	**L1**
Shift secondary for bump and run coverage	**R1**
Call an audible	■, then ■, ✖, or ● (or ▲ to revert to the original play)

AFTER THE SNAP

Control defender closest to ball	✖
Power move/tackle or Speed burst when not close enough to make contact	●
Jump to block/intercept a pass	▲
Dive to make a tackle	■
Swim move to blast by a blocker	**R1**

KICKING

Start kick meter/**kick the ball**	✖
Aim kick left/right	D-Button ↔
Audible onside kick (kickoff only)	■ then ● ■ then ■ (revert to regular kick)

RECEIVE THE KICK

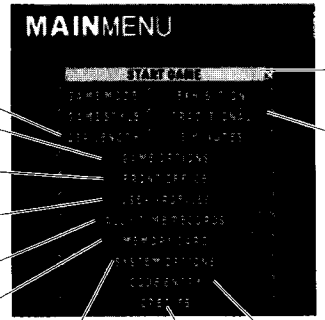
Control kick returner	D-Button
Fair catch on punt return (you must have control of return man)	▲

SETTING UP THE GAME

MAIN MENU

The Main menu appears following the *Madden NFL 99* introductory sequence.

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



Set Quarter length (Default is **5** minutes)

Set game options (➤ p. 8)

Go to Front Office to make roster moves (➤ p. 20)

Go to User Profiles to customize your team (➤ p. 21)

View all-time records

Save or load game data and manage files on your Memory Card(s) (➤ p. 23)

Start game

Select **TRADITIONAL** for NFL-style gameplay, ARCADE for a game with easier playcalling, bigger hits, bigger plays, and fewer rules, or ONE BUTTON to perform all moves with the ✖ button

Go to System Options to access the controller configuration and sound options

Go to Code Entry to enter secret codes

See who made the game and check out a report from Madden Bowl™ 98

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, press and hold ■ to get help.

EASY GAMEPLAY OPTION–ONE-BUTTON MODE

When you select ONE BUTTON from the Game Style option, you make *Madden NFL 99* easier to play. All controllers switch to One-Button gameplay and allow you to perform every move with the ✖ button. It's a great way to learn the game.

GAME OPTIONS MENU

QUARTER LENGTH Set the default length for game quarters.

SKILL LEVEL Set to PRO, **ALL-PRO**, or MADDEN.

INJURIES When **ON**, players may get injured. The computer substitutes injured players out of the game.

COMMENTARY Toggle **ON**/OFF to hear John Madden's play analysis and Pat Summerall's play-by-play commentary.

FATIGUE When **ON**, fatigue may affect player performance. A tired player may not perform up to his usual standards and may be prone to turnovers.

PASSING MODE Select **NORMAL** for Madden Football's traditional button-based passing, or DIRECTIONAL to use D-Button + ✖ to pass to a highlighted receiver.

TRADE DEADLINE When **ON**, you can't make trades after the sixth week in a season.

PLAYER LOCK (Defense only) When ON, the player that you select before the snap becomes the default player that you control at the start of each play.

SALARY CAP When **OFF**, salary cap restrictions do not affect Season mode. (In Franchise mode, the salary cap is always a factor.)

VIBRATION When **ON**, you feel the hits when using a Dual Shock controller.

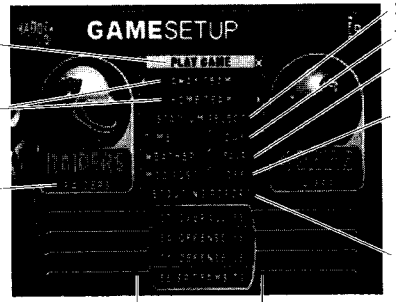
PENALTY LEVELS Access the Penalty Levels screen to adjust the sensitivity of the penalties called in *Madden NFL 99*.

STARTING AN EXHIBITION GAME

Play an Exhibition game between any two teams. This section takes you from the Main menu to the start of an Exhibition game.

➥ After choosing **EXHIBITION** from the Main menu, select START GAME. The Game Setup screen appears.

GAME SETUP SCREEN



Select PLAY GAME to proceed to the Controller Select screen

D-Button ‹ › while Home or Away Team is highlighted to cycle through the teams

Playbook that the highlighted team is using

Select any NFL stadium

Toggle **DAY**/NIGHT

Set weather to **FAIR**, RAIN, WIND, or SNOW

Play with default rosters or turn ON to use any roster changes you've made. (Roster changes can only be made in game modes in which FRONT OFFICE is available.)

Select SCOUTING REPORT to view the average overall ratings for the starters

View rating categories for the selected teams

PLAYBOOKS *Madden NFL 99* includes team-specific playbooks. Each playbook fits the style and personnel of its team. However, you have the option of switching playbooks so that you can vary your team's style of play.

➥ To change your team's playbook, press ✖ when HOME TEAM or AWAY TEAM is highlighted to access the Playbook Select screen. Then select the team playbook you want to use.

❒ *Madden NFL 99* gives you control of your playbooks. In addition to swapping playbooks between teams, you can also create custom playbooks using existing *Madden NFL 99* plays, or create your own plays with the Play Editor (➤ *User Profiles Menu* on p. 21).

EA TIP *To randomly select from the current teams, press* **L1** *(away team) or* **R1** *(home team), or to choose from over 110 current and classic teams, press* **L2/R2**.

CONTROLLER SELECT SCREEN

Choose the team you want to control and activate a User Profile (➤ *User Profiles Menu* on p. 21).

➥ To choose the team you want to control, D-Button ↔.

➥ To access a User Profile, press ✖ after you've moved your controller, then D-Button ↔ to cycle through the available profiles.

❒ Controller icons remaining in the center column are inactive during the game.

❒ Up to 8 players can play *Madden NFL 99* using 2 Multi taps. A different colored icon appears for each connected controller.

➥ Press **START** to continue to the Coin Toss.

COIN TOSS

If you want to bypass the pre-game intro, proceed straight to the coin toss by pressing **START**.

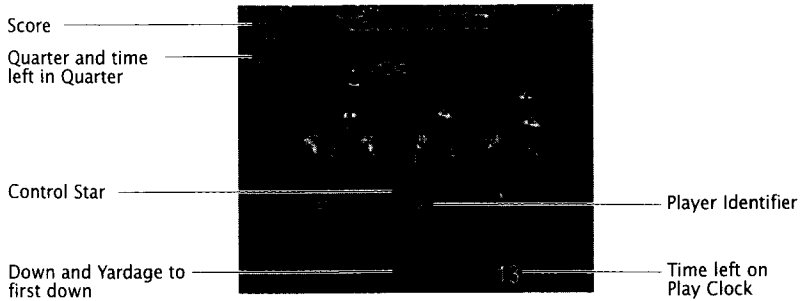
1. The visiting team chooses Heads or Tails while the coin is in the air.
2. The winner of the toss chooses Kick, Receive, or which endzone to defend.
3. The loser of the toss selects the option that the winner did not choose. For example, if the winner of the toss elects to receive, the other team chooses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

❒ After the coin toss, the Playcalling screen appears (➤ p. 12).

PLAYING THE GAME

Madden NFL 99 delivers real NFL football. From the opening kickoff to the final play, you control the action.

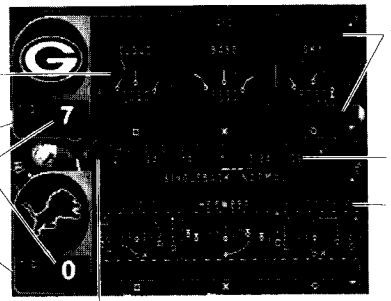
GAME SCREEN



❒ If your player is offscreen, an arrow the same color as your control star points toward him from the edge of the screen. Press the D-Button in the opposite direction of the arrow to bring the player onscreen.

PLAYCALLING SCREEN

Playcalling is the key to success in *Madden NFL 99*—the right plays keep your opponent off balance and get you into the endzone.



To call a play (in ARCADE mode start at Step 2):

1. D-Button ↕ to highlight a formation (e.g., I FORM, PRO FORM) and press ✖.

❒ On offense, you also select a set (e.g., NORMAL, 3 WIDE RECEIVER) after choosing a formation. D-Button ↕ to choose a set, then press ✖.

2. Select the play you want to run and press the corresponding button (■, ✖, or ●).

❒ On offense, it's easy to tell the difference between rushing and passing plays—rushing plays have white titles; passing plays have yellow titles.

➥ To run a play in the opposite direction, press **R1** to flip the plays (offense only).

➥ If you decide to call a different set or formation, make sure there's enough time on the play clock then press ▲ to back up and start over.

➥ To call a timeout between plays, press **SELECT**.

EA TIP *The CLOCK set under the offensive SPECIAL formation gives you access to time management plays such as QB KNEEL and STOP CLOCK (QB spikes the ball). You can also run the STOP CLOCK play in a no huddle offense by holding ● after the whistle blows. To repeat the last play without a huddle, press ✖ after the whistle.*

EA TIP *Fake out your opponent if he's watching your play selection too closely. To select a play from the window below (listed in the tabs below the current window), press* **L2** *+ ■, ✖, or ●. To select a play from the window above, press* **L1** *+ ■, ✖, or ●.*

PAUSE MENU

The Pause menu gives you game info and allows you to view replays, change controllers, make substitutions, view stats and an injury report, and change settings. Most of the options are self-explanatory. Those that aren't are described below.

➥ To exit the game and return to the Main menu, select QUIT GAME.

❒ The player who pauses the game controls the options.

SUBSTITUTIONS Most players leave this setting on **AUTO** and let the computer substitute injured or very tired players. However, if you want to alter your lineups, this menu allows you to make changes.

❒ The bar next to each player's name indicates his current fatigue level.

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

OFFENSE/DEFENSE Select the individual players assigned to each formation.

RESET ALL SUBS Return all rosters to the default starting lineup.

SETTINGS	Most of the options are the same as those described in the Game Options menu (➤ p. 8). Unique options are described below.
PLAYER DISPLAY	Cycle the text that appears below controlled players to **BY NAME**, BY NUMBER, BY POSITION, or NONE.
AUTO REPLAY	Leave **ON** for automatic instant replays of big plays.
ANY PLAYER	(Available in Single Player mode only) Toggle ON if you want to be able to control any offensive player before the snap.

✔ **NOTE:** *You can change players before the snap by pressing ●. You snap the ball the same way when you're controlling a player other than the QB—press ✖. If you're controlling a receiver, you can call for the ball by pressing ✖ again. If the QB hasn't already started throwing to another receiver, he throws to you.*

CAMERA VIEW	Cycle available camera angles.
SET AUDIBLES	Go to the Set Audibles screen to select the three plays you can audible at the line of scrimmage.

GAME MODES

Each of *Madden NFL 99's* game modes features a variety of setup and gameplay options. Many options are self-explanatory (or are explained in *Starting an Exhibition Game* on ➤ p. 9). Those that aren't are discussed in the following sections.

SEASON AND CUSTOM SEASON

In Season mode test your team's consistency and endurance in a complete NFL season. The SEASON option from the Main menu takes you to the start of a new NFL season. After you select SEASON, choose whether or not you want to activate the Modified Rosters option, then the Season Week screen appears for Week 1.

- ❒ You can also create a Custom Season in which you customize your divisions, using current and classic teams, to create a league of your own.
- ❒ When creating a custom league, you cannot put the same team in two divisions. Before placing a current team in a different division, you must replace it with a classic team.

SEASON WEEK SCREEN

Play a game during any week in the Season, or simulate part of a Season.

TEAM SELECT	From this screen, select the team you want to play as.
PLAY WEEK	Select the games you want to play.
TEAM SCHEDULE	View each team's season schedule.
TEAM STANDINGS	View standings by division, conference, or entire league.
STATISTICS	View player stats and team stats and rankings.
PLAYER AWARDS	View the Players of the Week during the Season and the MVP at the end of the season.
INJURY REPORT	View a list of injured players (if any) by team.
FRONT OFFICE	(Unavailable in Custom Season) Make roster moves or create/delete players (➤ *Front Office Menu* on p. 20).

END OF THE SEASON

After the final game, the playoffs begin. Prior to each game, the Playoff Tree screen shows the current playoff results and matchups. At the end of the playoffs, you can play additional seasons using your current rosters.

FRANCHISE

The FRANCHISE option from the Main menu allows you to take a team through as many as 15 seasons. You play the games and manage the rosters. Player ratings fluctuate from season to season based on performance, age, and injury. Also, players retire in Franchise mode based on age and/or injury.

FRANCHISE YEAR SCREEN

After you choose your team and enter a coach's name, you proceed to the Franchise Year 1 screen. Many of the options for this screen are the same as the Season Week screen (➤ p. 15). Unique items are explained below.

LEAGUE NEWS View roster moves league-wide or team-by-team.

COACH RATING *Madden NFL 99* tracks your current record, career record, and other stats. Pay attention to the messages in the coach's rating screen—if you don't live up to expectations, you may be fired.

FRONT OFFICE Same as in Season mode except you can't create players.

SEASON END MENU IN FRANCHISE MODE

In addition to providing you with many of the same options as the Season Week screen, the Season End menu gives you options to conduct all off-season player moves. After each type of roster management procedure (e.g., re-signing players), you return to the Season End menu and have an option to conduct the next type of player move.

RETIRE PLAYERS After viewing any of the other options on the Season End screen, select RETIRE PLAYERS to continue. A pop-up box informs you if any players have retired.

RE-SIGN PLAYERS The next order of business at the end of a Season is to re-sign your current players whose contracts have expired. Unsigned players are released.

TIP *Players do not always sign based on the Expected Salary. Some players are interested in the flexibility and immediate return of a one-year deal, while others might settle for less money if it comes with a long-term deal. Experiment with different contract structures to build your franchise.*

PRE-SEASON TRADING After you finish re-signing or releasing your players, you return to the Season End menu. A PRE-SEASON TRADING option appears at the bottom of the menu. If other teams offer you any trades, the Proposed Trades screen appears.

FREE AGENT SIGNING During the Free Agent Signing period, you can bid against other teams for free agents. As the free agent signing period progresses, all teams bid on free agents. When a player receives an offer, the offer is listed next to his name. If he agrees to the offer, the NFL team name appears next to his name.

- When a user makes an offer, a red dot appears by the player's name. If the red dot starts to blink, then another team has made a higher offer.

NFL DRAFT Franchise mode offers you a 4-round draft. When the Draft is over (after 4 rounds or press **START** to end it manually), and after you've signed or released your draft picks, you return to the Season End menu. The Start New Season option is available.

TOURNAMENT

The TOURNAMENT option from the Main menu takes you to the start of a new 8- or 16-team single-elimination tournament.

- The Tournament Menu allows you to choose the games you want to play, and view team and individual stats.

FANTASY DRAFT

The FANTASY DRAFT option from the Main menu allows you to complete a 48-round NFL-style draft. Put a team together then play a 4-, 8-, or 16-team tournament.

❒ The computer randomly sets the draft order.

➥ During the draft, press **START** at any time if you want the CPU to complete the draft.

After the draft, the Fantasy Main menu appears. The options available on this screen include PLAY WEEK, TEAM STANDINGS, STATISTICS, and INJURY REPORT (For more info on these options, ➤ *Season Week Screen* on p. 15). Other options include VIEW ROSTER, REORDER ROSTER, and TRADE PLAYER. (➤ *Front Office Menu* on p. 20.)

✔ **NOTE:** *A human player can control any fantasy team during gameplay even if the computer controlled the team during the draft.*

PRACTICE

There's no better way to learn how to play *Madden NFL 99* than by working on plays and moves on the practice field. The PRACTICE option (Single Player only) from the Main menu takes you to the Practice menu.

PRACTICE MENU

TEAM Select your practice team.

PLAYBOOK Select available playbooks.

USER PROFILE Select a User Profile.

CONTROL Practice plays on **OFFENSE**, DEFENSE, and KICKOFF/RETURN.

DEFENSE Toggle **ON** to practice your offensive plays against a defense (this option is not available for defense or special teams practice).

PLAY INFO When **ON**, play diagrams are marked on the practice field.

PRACTICE PLAYCALLING SCREEN

The Practice Playcalling screen functions like the Playcalling screen during a game.

❒ When Defense is **ON** during practice, you select the defensive Formation and Play after choosing your play on offense.

PRACTICE GAME SCREEN

The Practice Game screen functions like the Game screen during the game. If Play Info is **ON**, diagrams on the field mark the blocking assignments and routes for each player.

➥ To call a new play, press **R2**.

➥ To re-spot the ball, press **L2**, then D-Button to move the crosshair to a new spot on the field.

❒ For information on how to perform all moves on offense, defense, and special teams, ➤ *Control Summary* on p. 3.

PRACTICE PAUSE MENU

Make substitutions and select other practice options. Most of the options are self-explanatory or have been described elsewhere in this manual.

CONTROL SETUP Access the Practice Control screen to change the practice squad you control, toggle Defense ON/OFF, select another team's playbook, or adjust players' ratings on the practice field.

✔ **NOTE:** *Players with adjusted ratings are available in Practice mode only.*

FRONT OFFICE MENU

Madden NFL 99 gives you complete control of your rosters.

✔ **NOTE:** *Team rosters in Madden NFL 99 are determined by actual NFL rosters as of July 15, 1998.*

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

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 high-priced free agent or created player, or give you room to make a trade.*

REORDER ROSTER Rearrange your depth chart or reset your starters.

✔ **NOTE:** Madden NFL 99 *allows you to sub a player away from his natural position but only up to a certain extent. For instance, a QB can play as a receiver but not as a lineman.*

CREATE PLAYER Create up to 24 custom players and add them to the Free Agent List or to a specific team. To save a created player to a Memory Card, you must exit to the main menu and save the Settings file in the Memory Card menu.

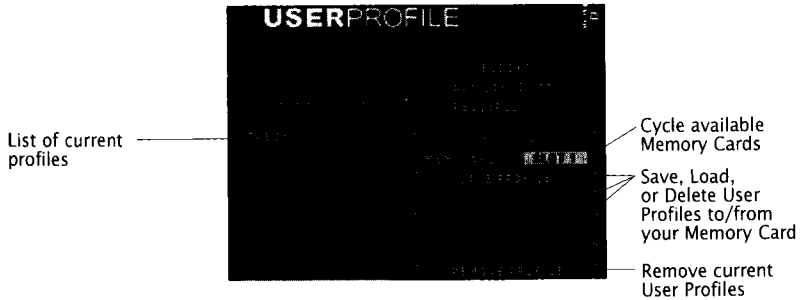
EA TIP *It may be fun to create a superstar with the highest ratings for each category, but you'll preserve a better balance (and ultimately a better* Madden NFL 99 *experience) by assigning more realistic ratings to the players you create.*

DRAFT PLAYER Draft players that you created while playing EA SPORTS *NCAA® Football 99*. Save college players on a memory card and load them into *Madden NFL 99*.

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

USER PROFILES MENU

User Profiles let you track your wins, losses, and winning percentage. User Profiles are also used to create and store custom playbooks, plays, audibles, and substitutions for your User Profile team.



USER PROFILES OPTIONS

CUSTOM PLAYBOOK Use the Playbook Editor to select and save formations, sets, and plays for your User Profile team.

CREATE PLAY Design custom plays for your User Profile team. (➤ *Play Editor* on p. 22.)

SET AUDIBLES Set offensive and defensive audibles for your User Profile team.

SUBSTITUTIONS Set the substitutions you want to make each time your User Profile is loaded. (Only available in Exhibition and Practice modes and when using the Play Editor when modified rosters are turned **OFF**.)

✔ **NOTE:** *You can use your User Profile with another team for Custom Playbooks and Created Plays. Substitutions and Audibles can only be used with your original User Profile team.*

EDIT PROFILE Change the name, team, or team's offensive playbook for your User Profile. You can also activate your Custom Playbook from this screen.

PLAY EDITOR

The Play Editor allows you to create and save up to six offensive and six defensive plays.

RESUME EDITING Change your current custom play.

CREATE NEW PLAY Follow the instructions below to create a custom play.

To create a play:

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.

To give player assignments:

1. Select the TYPE of assignment from the available choices (e.g., blocking or receiving for a WR on a pass play).
2. Select the PLAY assignment. A diagram appears for each available assignment.
3. Press ✖ to accept the highlighted player's assignment and move the blue highlight to the next player (● moves highlight to the previous player).
4. Repeat until each player has an assignment then press **START**. The Play Editor menu appears.

EDIT OLD PLAY Edit your saved custom plays.

SAVE CURRENT PLAY Save your play to the custom playbook.

PRACTICE PLAY Check out your custom play on the practice field.

EXIT PLAY EDITOR Quit the Play Editor and return to the Profile·Options menu.

SAVE/LOAD OPTIONS

The Memory Card screen appears after you select MEMORY CARD from the Main menu. You can save games in any Game Mode (except Exhibition) and game settings.

SAVE NEW 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.

OVERWRITE Replace the highlighted file with current game data.

LOAD Load the highlighted memory file, overwriting current game data.

DELETE Delete the currently highlighted memory file.

✔ **NOTE:** *Never insert or remove a Memory Card while loading or saving files.*

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