

Madden NFL 99 FAQ Final

by ASO

Updated on Jul 11, 2002

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Madden 99 Guide/FAQ for Nintendo 64
Written by ASO (JLASO23@aol.com)
Version: Final
Last Update- 7/11/02

VERSION HISTORY

- Final (7/11/02)-Edited the whole guide.

- 1.2 (6/19/02)-Added the artwork at the end of this guide. Added to the FAQ, Tips, and Credits sections. Redid the User Profiles section. Revised the guide.

- 1.1 (6/17/01)-Added to the FAQ section. Changed the legal information section.

- 1.0 (6/12/01)-Revised the Guide/FAQ. Redid my Madden 99 Artwork. Added the controller pak, all-time records, and the team ratings sections.

- 0.5 (1/4/01)-Added the Game Shark Codes section. Finished the Author's Note/Thanks section.

- 0.4 (1/2/01)-Completed my Madden 99 art work. Did the legal stuff section.

0.3 (1/1/01)-Finished the cheats, codes, and secrets section. Updated the FAQ and credits section. Completed the tips section.

0.2 (12/30/00)-Added the game style and options section. Added the front office and user profiles sections. Started the cheats, codes, and secrets section.

0.1 (12/29/00)-Guide is under construction. Completed the controls and modes of game play sections.

-----CON
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-----1.)
CONTROLS

General

Pause the game	Start
Timeout	R and Z at the same time
Hurry up offense (no huddle)	Hold A as soon as the play is over

Offense

Before the Snap

Look at the receivers and defense	Z/L and R
Fake snap	C-Down
Snap the ball	A
Call an Audible	B- then B, A, or C-Down C-Left cancels

Passing

Bring up receiver symbols	A
Throw the ball to receiver	A, B, C-Down, C-Left, C-Right
Fake a pass	Hold Z and hit button of receiver to fake to
Throw the ball away	C-Up

Receiving

Control nearest receiver to ball	A
Dive for the ball	B
Jump for the ball	C-Up

Running

Move the player	Control Pad or Analog Stick
Dive for extra yards	B
Burst of speed and power	A
Jump	C-Up
Stiff Arm	C-Left and C-Right
Spin	C-Down
Juke Move	Z
Lateral ball to nearest teammate	L

Defense

Before the Snap

Control a different player	A
Shift your players	Z
Switch coverage	R
Call and Audible	B then B, A, C-Down C-Left cancels

After the Snap

Move your player	Control Pad or Analog Stick
Control player closest to ball	A
Dive for a tackle	B
Jump to block or intercept a pass	C-Up
Swim move	C-Right
Speed or power burst	C-Left

Kicking

Start the kick meter	A
Aim the kick left or right	Control Pad Left or Right
Kick the ball	A

Receive the Kick

Catch the ball	Automatic as long as you don't move the return man prior to this happening
Run with the ball	See running under Offense
Fair Catch on punts only	C-Up (Must have control of return man)

2.) MODES OF GAME PLAY

EXHIBITION- Here you pick which team you want to be and which team you want to play, and hopefully open a can of whoop --- on. You can also choose the playbook that you want to use. Pick which stadium you play in, the time of day, and the weather conditions and you're off. If you want a random opponent, or your team to be at random, simply highlight the home or away team (which ever you want to be at random) and hold L or R.

SEASON- You can see through the eyes of an NFL coach and try to lead your team to the Super Bowl. Play any game or simulate them through the 17-week schedule. You can trade players and sign free agents on your quest to be the best team in

the NFL. After the regular season and playoffs are over, you can play the Pro Bowl.

CUSTOM SEASON- This is very similar to the season mode. The difference is that you get to pick the teams in each division and the team schedules.

FRANCHISE- Become a full time coach of your favorite team. Guide your team through up to 15 seasons. But you better keep winning because no owner wants a coach that can't win. You get to do preseason trading, drafting, and signing free agents. If you're like me, this is the most fun part.

TOURNAMENT- Here you compete in an 8 or 16 team single-elimination tournament. Pick the teams and go.

FANTASY DRAFT- This can be the most fun mode of play. First you pick the number of teams you want to have, 4, 8, or 16, and then you go through a 48-round player draft to get the best players at each position. Pick the team names and you're ready to play a season with your fantasy draft team or teams. The great thing about this mode is that you can have as many of your dream teams as you want. My suggestion is that when you chose if teams are going to be human or CPU controlled during the draft, pick human for every one of them. This way, you can pick all of the best players for your team, and the worst players for the rest. Then you just play the games as your "good" team. It can be fun but if you're looking for a challenge, have good players on every team.

PRACTICE- The most helpful mode in the game. You pick your team and then you can go out and practice every aspect of the game. Put yourself in any situation so that you can improve in that area. This is also the best way to become familiar with the plays. Whether you're a beginner or have been playing the game every day for 6 months, this is the best way to improve. You know the saying; practice makes perfect.

3.) GAME STYLE AND OPTIONS

Game Style

TRADITIONAL- Play with an NFL-style playbook. When you play you pick your formation, then which play you want to do.

ARCADE- This is like traditional style only easier. There are less rules and play calling is different. Your play options are more limited and this results in quicker game play.

ONE BUTTON- It's exactly like it says. You only need to use one button to play the whole game. All moves and everything are performed using the A button.

Options

QUARTER LENGTH- You know that you're going to play a game, now you just have to figure out how long you want to play. You can have anywhere from 1 to 15 minute quarters. I suggest for beginners to leave it at 5-minute quarters. I also suggest trying 1-minute quarters so that you can practice your hurry-up offense. This is one of the only things that you can't do in practice mode.

SKILL LEVEL- Chose from Pro (easy), All-Pro (Medium), or Madden (Hard). I've heard of Madden difficulty called knock your --- down mode, but that's only if you're inexperienced.

INJURIES- You can have this on or off. When on, players from either team can get hurt. When this happens, if the injury is bad, an ambulance will drive out

onto the field and take the injured player off the field. This is kind of cool. The computer automatically substitutes a back up in for the injured player.

COMMENTARY- If this is on, then you get to hear John Madden's commentary and Pat Summerall do play-by-play.

FATIGUE- When you put this on, players get tired during the course of the game. When they are tired they don't perform as well. This makes sense. If you were out playing a sport and got tired, you wouldn't be playing at your best. This option is so that you can make your game play as much like the real NFL as possible.

PASSING MODE- Chose normal for regular old passing and directional for simplified passing. Directional is more simple but you don't gain as many yards on passes.

TRADE DEADLINE- If you have this on, players cannot be traded after week 6 in season or custom season modes. In franchise mode, this cannot be turned off.

PLAYER LOCK- This is for defense only. This means that you are locked on one player from one play to the next. It's the last player you were before the end of the play. This doesn't mean that you are locked on the player forever and can't switch. You can change which player you control as normal by pressing the A button. This is just the player that you control before the next snap when you get into your formation.

SALARY CAP- Turning this off or on only affects season and custom season modes. When off, you can have as much of a team salary as you want meaning you can sign more players and ones with higher salary demands. This does not work in franchise mode. The salary cap is always on there.

PENALTY LEVELS- Here you get to chose whether penalties are called often or not. When they are on full, penalties are called more often. Having all penalties on full creates a more NFL-style game play. I think that it's fun to play with all of the penalties off. Then it's barnyard style where almost anything goes. There are two penalties that cannot be accessed. False starts on offense, and off sides on defense are called regardless of the levels of the rest of the penalties.

4.) FRONT OFFICE

This you can access from the main menu screen. Making changes in rosters here affect exhibition mode only. There is a similar option in franchise and season modes that do the same thing.

Trade Players

You can look through the rosters of each team and trade players amongst them trying to create your ultimate team. In franchise mode, you can only trade players on your team.

Sign/Release Players

Say you can't find the right player to fill a position in your roster on the other teams or simply can't afford their salary. You can access this option and sign players that are currently free agents and haven't been signed to any teams. Or you may want to release one or more of your players because you don't want them on your team or to have a little more money to sign high priced players.

Reorder Roster

Maybe your starter isn't playing up to your expectations and you want to bench him and see how the back up will do. Push a few buttons and it's done, you have a new starter. You can also switch players from a certain position to another. I personally wonder how some of the great receivers like Jerry Rice and Cris Carter would do at a defensive back position. With this option you can put them there and find out how they do. Not every player can be put in at every position.

Create Player

Don't like the real football players on the game? Think that you can do better? This is your chance. You can create you own ultimate players. You get to choose everything right down to the player's dominant hand. You choose what the player's strengths are. Make a lineman that's a great blocker and really fast. Or a quarterback with deadly accuracy and a great scrambling ability. You can create up to 16 of your own players.

5.) USER PROFILES

The User Profile option is very helpful if you play the game a lot like I do. You can chose whatever team you want and pick a playbook to go with it. If you want to you can create your own playbook by choosing the custom playbook option. You'll then get to choose six plays for the different sets of the six formations that you chose. Confused? It's pretty simple when you are doing it. Don't like the plays there are to chose from? You can create your own offensive run, offensive pass, and defensive plays and put them into your playbook. In the user profile option you can select your favorite plays as audibles so that you don't have to do it before every game that you play. You can also change your player lineup too by selecting substitutions.

User Profiles can be used in exhibition games, season, custom season, franchise, tournament, fantasy draft, and practice modes. You activate your user profile at the beginning of the game at the controller select screen. Press left or right to move your controller to whichever team you want to be. Then hit A. Press left or right to find the name of the profile you want to use and then hit A again to select it.

6.) CONTROLLER PAK

I thought I'd add this section so that people reading this would know how many pages is required to save games to memory cards. I want this guide to be as complete as possible.

Saved Data		Notes		Pages	
Season		1		107	
Franchise		1		123	
Fantasy Draft		1		107	
Tournament		1		107	
User Profile		1		6	
Game Settings		1		2	

7.) TIPS

The very first thing is to buy this game. Some of the people reading this may not own this game. I believe this is a great game and every football fan and video game player should try it.

Buy a memory card. Exhibition games and practices are the only things that you don't need a memory card for. In season, franchise, tournament, and fantasy draft modes, if you're planning on playing a game now then continuing later, you need a memory card. Unless you're planning on leaving your Nintendo 64 on full time. It takes about a full page on the memory card to save any of these things so I recommend getting a memory card plus so you have four times the memory. You can purchase these at just about any store for anywhere from \$12-\$18.

Practice makes perfect. Actually, I don't believe there is a perfect but practice does make you get better. The more you play the game the better you'll be at it and the more fun you'll have.

What I'm about to tell you may be considered cheating by some but I guess everyone has their own opinion. In any game that you play, if you pause the game, there should be an icon thing that says controller select. The same screen as before the game will come up, the one where you chose your team. In the middle of the game you could switch your controller indicator to the other team so that you get to control their players. All you have to do then is play badly. Call a running play and run the wrong way so that your team (the team you originally were) gets a safety. Then you can switch right back and get the ball back on offense so you can attempt to get another touchdown.

Develop your own playing style. Maybe you like to do a lot of screen passes and run the ball inside. Go for it. If you have your own way, your own style, you'll play better.

This kind of goes against what I just said but if you think about it, it can go with it too. Don't just do the same thing over and over again on offense. Mix it up. That way, just like in the NFL, it's a lot harder for the defense to keep up. An example would be to throw a few screen passes and run the ball a few times then throw a deep pass. You have to also remember to keep running and passing the ball no matter what. Maybe you aren't doing so well at running the ball and you want to just keep passing it. This is a mistake. You can do it but it isn't recommended.

As I said earlier in the game modes section, the practice mode is great. There is one thing that you can't practice with this though. And that's your hurry up offense. This is where you don't have a lot of time but you need to get down to the other end of the field and score a touchdown. I found that the best way to do this is to play with one-minute quarters. This way you have very little time to score and you have to use it wisely or you won't. This can be fun and you find out a lot about having to hurry up and score.

There are a few things that I have found useful while playing Madden 99. On kick off returns I always chose sideline as my play. As soon as I catch the ball I take off running towards the sideline. I keep running forward while doing this though. Eventually I come to where a few guys on the other team are there about to tackle me. I like to do a juke move at this time when I come face to face with them. They almost always miss the tackle. Then I run as fast as I can down the sideline in an attempt to get a touchdown. I'm not saying that this will work for everyone but it does for me and you might want to give it a try.

I have also developed an easy way to sack the opposing team's quarterback. I pick a defensive play were my outside linebackers blitz around the offensive tackles. My favorite for this is the 3-4 formation play Fox. Then I either try to run in a straight line to where the quarterback will drop back to or else run straight down the field and then in at the quarterback making a 90(angle. The latter works better if they have tight ends or running backs that are staying behind to block. By doing this I easily sack the quarterback about three or

four times with each of my outside linebackers during the game.

When you're on defense, you can tell what formation your opponent will be in. If you look down at their screen, they'll pick whatever formation they're currently looking at. This works against the computer as well as a human player. This is especially good against the computer in the fourth quarter. If they're behind, you might not know if they are going to punt the ball or go for a first down on fourth downs. It's also good in extra point attempts. You'll be able to tell if your opponent is going for one or two points, then pick your formation accordingly.

8.) CHEATS, CODES, AND SECRETS

To enter a cheat, access the code entry screen from the main menu screen.

Teams

90's Greats	HEREANDNOW
80's Greats	SPRBWLSHUFL
70's Greats	BELLBOTTOMS
60's Greats	PEACELOVE
75th Anniversary Team	THROWBACK
AFC Pro Bowl	AFCBEST
All-Madden Team	BOOM
All-Time Stat Leaders	IMTHEMAN
1999 Cleveland Browns	WELCOMEBACK
EA Sports Team	INTHEGAME
Hall of Fame	TURKEYLEG
NFC Pro Bowl	BESTNFC
NFL Equipment Team	GEARGUYS
Tiburon (Fantasy Team)	HAMMERHEAD

Stadiums

EA Sports Stadium	EASTADIUM
Tiburon Sports Complex	OURHOUSE
Miami ProPlayer Super Bowl Stadium	NOTAFISH

Misc.

Faster Running Backs	TURBOTIME
Tomato Quarterback	SPLAT

(Have not gotten to work)

DANCING REFEREE

When you get to the screen where the coin toss takes place, press B, B, A, C-Up. I am told that this works but never have actually gotten it to work myself.

HIGH STEP INTO THE END ZONE

When you're running for a touchdown, rapidly press C-up when you get inside the 10-yard line. For this to work, there must not be any opponents near-by. If there are, instead of high-stepping it in for a touchdown, you're player will jump up and down.

AUTOMATIC PASS

When you're doing a pass play, your quarterback can do an automatic pass to a receiver instead of you making him pass the ball. After you snap the ball on any pass play, don't push any buttons. Your quarterback will take his drop steps and then throw the ball. He throws the ball to the receiver most open.

ALWAYS WIN COIN TOSS

As soon as the coin toss screen comes up, repeatedly press start. The coin toss and kicking/receiving and which side to defend are all skipped. Instead you go

immediately to the kickoff with your team receiving the ball. A few times I have tried this and had to kick off. But more times than not, this works.

9.) GAME SHARK CODES

Everything that I have here in this section I got from www.cheatcc.com. I personally do not own a game shark and do not know if any of these codes work or not. So don't e-mail me about them.

Miscellaneous

Infinite Time Outs Home Team	8005CF89 0003
No Time Outs Home Team	8005CF89 0000
Home Team Scores 50	8005CF87 0032
Home Team Score Modifier	8005CF87 00??
Infinite Time Outs Away Team	8005FA49 0003
No Time Outs Away Team	8005FA49 0000
Away Team Scores 50	8005FA47 0032
Away Team Score Modifier	8005FA47 00??
Unlock AFC Team	8004ADD0 00FF
Unlock NFC Team	8004ADD1 00FF
Unlock Madden 1998 Team	8004ADD2 00FF
Unlock Madden All-Time Team	8004ADD2 00FF
Unlock All-Time Stats Leaders Team	8004ADD3 00FF
Unlock 75th Anniversary Team	8004ADD4 00FF
Unlock Equipment Managers Team	8004ADD6 00FF
Unlock All 60's Team	8004ADD7 00FF
Unlock All 70's Team	8004ADD8 00FF
Unlock All 80's Team	8004ADD9 00FF
Unlock All 90's Team	8004ADDA 00FF
Unlock Tiburon Team	8004ADDB 00FF
Unlock EA Sports Team	8004ADDC 00FF
Unlock '99 Browns Team	8004ADDD 00FF
Unlock Hidden Teams	8104ADD0 FFFF
	8104ADD2 FFFF
	8104ADD4 FFFF
	8104ADD6 FFFF
	8104ADD8 FFFF
	8104ADDA FFFF
	8104ADDC FFFF
Unlock '76 Raiders Stadium	8004A7F0 00FF
Unlock '72 Dolphins Stadium	8004A7F1 00FF
Unlock EA Sports Stadium	8004A7F2 00FF
Unlock '64 Browns Stadium	8004A7F3 00FF
Unlock '80 Oilers Stadium	8004A7F4 00FF
Unlock Tiburon Stadium	8004A7F5 00FF
Unlock '91 Redskins Stadium	8004A7F6 00FF
Unlock '79 Bucs Stadium	8004A7F7 00FF
Unlock Hidden Stadiums	8104A7F0 FFFF
	8104A7F2 FFFF
	8104A7F4 FFFF
	8104A7F6 FFFF

Character Creation Codes

Max 1st Position Attribute	883FFEFF 0063
Max 2nd Position Attribute	883FFF01 0063
Max 3rd Position Attribute	883FFF03 0063
Max 4th Position Attribute	883FFF05 0063
Max 5th Position Attribute	883FFF07 0063

Max Str	883FFF17 0063
Max Acc	883FFF1D 0063
Max Awr	883FFF23 0063
Max Thp	883FFF25 0063
Max Tha	883FFF27 0063
Max Kpw	883FFF29 0063
Max Kac	883FFF2B 0063
Max Tak	883FFF2D 0063
Max Imp	883FFF2F 0063
Max Pbk	883FFF31 0063
Max Rbk	883FFF33 0063
Max Inj	883FFF37 0063

Press the GS Button at the points distribution screen, then exit, and re-enter for the stat to be maxed. You also cannot use all "Max" codes together.

 10.) TEAM RATINGS

This section lists the ratings of each team from 0 to 100 in offense, defense, special teams, and overall. This information can also be found in the team select screen after choosing the exhibition mode of game play.

Current NFL Teams

(Excluding the Browns and Titans but including the Oilers)

Bears

Overall	76
Offense	69
Defense	78
Special Teams	89

Bengals

Overall	76
Offense	80
Defense	70
Special Teams	82

Bills

Overall	79
Offense	71
Defense	84
Special Teams	86

Broncos

Overall	92
Offense	94
Defense	91
Special Teams	92

Buccaneers

Overall	85
Offense	81
Defense	88
Special Teams	93

Cardinals

Overall	73
Offense	69
Defense	75
Special Teams	76

Chargers

Overall	77
Offense	73
Defense	79
Special Teams	81

Chiefs

Overall	85
Offense	82
Defense	83
Special Teams	97

Colts

Overall	77
Offense	76
Defense	74
Special Teams	87

Cowboys

Overall	87
Offense	89
Defense	87
Special Teams	81

Dolphins

Overall	70
Offense	76
Defense	63
Special Teams	70

Eagles

Overall	72
Offense	73
Defense	70
Special Teams	75

Falcons

Overall	79
Offense	73
Defense	82
Special Teams	91

49ers

Overall	88
Offense	85

Defense 97
Special Teams 71

Giants

Overall 80
Offense 72
Defense 86
Special Teams 88

Jaguars

Overall 86
Offense 89
Defense 79
Special Teams 95

Jets

Overall 70
Offense 69
Defense 65
Special Teams 87

Lions

Overall 86
Offense 92
Defense 82
Special Teams 83

Oilers

Overall 85
Offense 85
Defense 83
Special Teams 88

Packers

Overall 89
Offense 95
Defense 86
Special Teams 80

Panthers

Overall 79
Offense 66
Defense 87
Special Teams 94

Patriots

Overall 91
Offense 86
Defense 94
Special Teams 100

Raiders

Overall 83
Offense 82
Defense 84
Special Teams 86

Rams

Overall 79
Offense 66
Defense 92
Special Teams 80

Ravens

Overall 84
Offense 82
Defense 92
Special Teams 94

Redskins

Overall 79
Offense 67
Defense 89
Special Teams 88

Saints

Overall 68
Offense 62
Defense 69
Special Teams 86

Seahawks

Overall 87
Offense 86
Defense 85
Special Teams 94

Steelers

Overall 88
Offense 90
Defense 89
Special Teams 79

Vikings

Overall 79
Offense 88
Defense 71
Special Teams 73

Classic Teams

64 Browns

Overall 70

Offense	80
Defense	54
Special Teams	86

66 Chiefs

Overall	83
Offense	82
Defense	86
Special Teams	78

66 Packers

Overall	98
Offense	99
Defense	100
Special Teams	87

66 Rams

Overall	87
Offense	77
Defense	98
Special Teams	81

67 Packers

Overall	96
Offense	100
Defense	100
Special Teams	70

67 Raiders

Overall	92
Offense	97
Defense	93
Special Teams	72

68 Colts

Overall	96
Offense	100
Defense	99
Special Teams	75

68 Jets

Overall	84
Offense	81
Defense	89
Special Teams	75

69 Chiefs

Overall	89
Offense	80
Defense	100
Special Teams	84

69 Vikings

Overall	89
Offense	81
Defense	100
Special Teams	77

70 Colts

Overall	91
Offense	88
Defense	100
Special Teams	71

71 Cowboys

Overall	95
Offense	94
Defense	100
Special Teams	81

72 Dolphins

Overall	100
Offense	100
Defense	100
Special Teams	97

72 Redskins

Overall	90
Offense	80
Defense	100
Special Teams	88

73 Dolphins

Overall	99
Offense	100
Defense	100
Special Teams	93

74 Steelers

Overall	91
Offense	86
Defense	100
Special Teams	78

75 Steelers

Overall	95
Offense	94
Defense	100
Special Teams	80

76 Cardinals

Overall	83
Offense	82

Defense 87
Special Teams 75

76 Raiders

Overall 99
Offense 100
Defense 100
Special Teams 92

76 Vikings

Overall 95
Offense 91
Defense 100
Special Teams 89

77 Broncos

Overall 93
Offense 90
Defense 100
Special Teams 81

77 Cowboys

Overall 96
Offense 100
Defense 100
Special Teams 73

78 Steelers

Overall 100
Offense 100
Defense 100
Special Teams 99

79 Buccaneers

Overall 92
Offense 89
Defense 100
Special Teams 80

79 Rams

Overall 87
Offense 83
Defense 100
Special Teams 63

79 Steelers

Overall 99
Offense 100
Defense 100
Special Teams 91

80 Eagles

Overall 92
Offense 93
Defense 98
Special Teams 73

80 Falcons

Overall 90
Offense 99
Defense 84
Special Teams 81

80 Oilers

Overall 93
Offense 98
Defense 96
Special Teams 70

80 Raiders

Overall 93
Offense 94
Defense 97
Special Teams 81

81 Bengals

Overall 93
Offense 90
Defense 100
Special Teams 79

81 49ers

Overall 96
Offense 95
Defense 100
Special Teams 86

82 Dolphins

Overall 83
Offense 79
Defense 92
Special Teams 71

82 Redskins

Overall 92
Offense 92
Defense 100
Special Teams 70

83 Raiders

Overall 96
Offense 97
Defense 100

Special Teams 84

83 Seahawks

Overall 90

Offense 95

Defense 88

Special Teams 82

84 Dolphins

Overall 88

Offense 96

Defense 83

Special Teams 77

84 49ers

Overall 98

Offense 100

Defense 100

Special Teams 83

85 Bears

Overall 100

Offense 100

Defense 100

Special Teams 100

85 Patriots

Overall 89

Offense 85

Defense 92

Special Teams 90

86 Broncos

Overall 85

Offense 87

Defense 87

Special Teams 70

86 Giants

Overall 95

Offense 95

Defense 100

Special Teams 82

87 Redskins

Overall 91

Offense 88

Defense 100

Special Teams 73

87 Saints

Overall	88
Offense	86
Defense	95
Special Teams	71

88 Bengals

Overall	92
Offense	100
Defense	95
Special Teams	57

88 49ers

Overall	100
Offense	100
Defense	100
Special Teams	100

89 Broncos

Overall	95
Offense	98
Defense	100
Special Teams	72

89 49ers

Overall	99
Offense	100
Defense	100
Special Teams	92

90 Bills

Overall	95
Offense	100
Defense	100
Special Teams	66

90 Giants

Overall	95
Offense	92
Defense	99
Special Teams	89

91 Redskins

Overall	93
Offense	97
Defense	96
Special Teams	73

92 Cowboys

Overall	99
Offense	100
Defense	99
Special Teams	93

93 Oilers

Overall	96
Offense	100
Defense	100
Special Teams	75

94 Chargers

Overall	90
Offense	94
Defense	92
Special Teams	75

94 49ers

Overall	96
Offense	100
Defense	98
Special Teams	76

94 Lions

Overall	74
Offense	83
Defense	64
Special Teams	77

95 Cowboys

Overall	97
Offense	100
Defense	97
Special Teams	91

95 Steelers

Overall	89
Offense	84
Defense	100
Special Teams	73

96 Jaguars

Overall	82
Offense	83
Defense	79
Special Teams	91

96 Packers

Overall	98
Offense	100
Defense	100
Special Teams	87

96 Panthers

Overall	80
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Offense	80
Defense	83
Special Teams	69

96 Patriots

Overall	92
Offense	94
Defense	88
Special Teams	100

97 Broncos

Overall	98
Offense	100
Defense	100
Special Teams	83

97 Packers

Overall	100
Offense	100
Defense	100
Special Teams	97

Secret Teams

(Look in the Cheats, Codes, and Secrets section on how to unlock these.)

90's Greats

Overall	99
Offense	100
Defense	100
Special Teams	95

80's Greats

Overall	100
Offense	100
Defense	100
Special Teams	100

70's Greats

Overall	100
Offense	100
Defense	100
Special Teams	100

60's Greats

Overall	100
Offense	99
Defense	100
Special Teams	100

75th Anniversary Team

Overall	100
Offense	100

Defense 100
Special Teams 100

AFC Pro Bowl

Overall 100
Offense 100
Defense 100
Special Teams 100

All-Madden Team

Overall 100
Offense 100
Defense 100
Special Teams 99

All-Time Stat Leaders

Overall 100
Offense 100
Defense 100
Special Teams 100

1999 Cleveland Browns

Overall 100
Offense 100
Defense 100
Special Teams 100

EA Sports Team

Overall 100
Offense 100
Defense 100
Special Teams 100

Hall of Fame

Overall 100
Offense 100
Defense 100
Special Teams 100

NFC Pro Bowl

Overall 100
Offense 100
Defense 100
Special Teams 100

NFL Equipment Team

Overall 100
Offense 100
Defense 100
Special Teams 100

Tiburon

Overall 100
Offense 100
Defense 100
Special Teams 100

11.) ALL-TIME RECORDS

This information is contained within this Guide/FAQ in order to make it more complete. This information can be found on the main menu screen of the game by clicking on All-Time Records.

Category	Record	Team	Player
Longest Pass	76 yds	MIA	Dan Marino
Longest Rush	62 yds	DET	Barry Sanders
Longest Field Goal	48 yds	DEN	Jason Elam
Longest Punt	50 yds	BUF	C. Mohr
Longest Punt Returns	65 yds	DAL	Deion Sanders
Longest Kick Returns	72 yds	OAK	Desmond Howard
Most Pass Yards	374 yds	SF	Steve Young
Most Rush Yards	216 yds	DEN	Terrel Davis
Most Rec. Yards	165 yds	SF	Jerry Rice
Most Interceptions	3	NYG	Jason Sehorn
Most Sacks	4	SF	Bryant Young
Most Field Goals	5	CAR	John Kasay
Most Tackles	9	MIA	R. Jones
Highest QB Rating	89	SF	Steve Young

12.) FAQ

If you have any questions you can e-mail me at J1ASO23@aol.com and I will try to answer them.

Why do some player's names appear as a number (example: NO.18)?

There are a few players of the current NFL teams that have numbers for names. These players were rookies when the game was released.

Other players, such as the ones on the classic and secret (unlocked by entering a cheat code) teams also may appear this way. I am not exactly sure why this is but I have two theories:

- 1.) The makers of the game (Electronic Arts) didn't know who all these players were.
- 2.) When the game was being made, it was found to be easier to put a number instead of a name.

On franchise mode, how do you get to see the Super Bowl clip after the game is over? (4faith1)

Of all of the Super Bowls that I've played, I've never seen a clip afterwards. I'm not sure there is any to see.

How do I save my created player? (Dan Fran9)

Once you create a player in season or franchise mode he should be saved when you save your game. Then when you play again he should be there.

How do I use my created player in an Exhibition game? (Dan Fran9)

You can't use a created player in an exhibition game.

Can you block a field goal attempt or punt? If so...how? (kt05344@alltel.net)

Yes you can but it is very difficult.

I've heard of blocking a field goal by using a punt block formation. You're supposed to get the return man a few yards from the ball and then run in with him and jump to block the 3-pointer. I've never gotten this to work though. As for blocking a punt, I've only been able to do it in practice mode where I had the offense backed up to the goal line. I used a punt block for a formation and then came in with the safety on the side of the punter where there wasn't a guy to block. I think it was the punters left. This only worked about once every ten tries though.

13.) CONTACTING ME

Before e-mailing me, read this guide thoroughly. Also, read the following before contacting me.

E-mails that are OK to send:

- Questions about the game or this guide.
- Thanks or praise.
- Notifying me that this guide is on a site other than those listed in the legal information section.

E-mails that are not OK and shouldn't be sent:

- Hate or flames mail.
- Advertisements.

If you are e-mailing me, put the name of the game, in this case Madden 99, in the subject area so that I know what you are talking about. I will try to respond and help the best that I can and as soon as I can. If your e-mail is too hard to understand then I will simply delete it and will not respond.

14.) CREDITS

The following sources have helped me in writing my Guide/FAQ and or contributed to it.

- 1.) Madden 99 Instruction Booklet
- 2.) <http://www.gamesages.com>
- 3.) <http://www.cheatcc.com>
- 4.) <http://www.nflplayers.com>
- 5.) 4faith1
- 6.) Dan Fran9
- 7.) kt05344@alltel.net

If you have contributed to this Guide/FAQ and I forgot to put your name in the credits I apologize. Please e-mail me and let me know so that I can add your name to the list.

15.) Legal Stuff

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- 1.) <http://www.gamefaq.com>
- 2.) <https://www.neoseeker.com>

If you view this document in any other place please notify me. If you have this on your site or in a magazine, cd, etc. without my consent, remove it.

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