INSTRUCTION BOOKLET

EA SPORTS

MADDEN 99

NFL

PLAYERS INC

EVERYONE
E

NINTENDO⁶⁴

MADDEN NFL 99

TABLE OF CONTENTS

For more info about this and other EA SPORTS™ titles, check out www.easports.com.

INTRODUCTION

EA SPORTS proudly presents *Madden NFL 99* on Nintendo® 64.

◆ **Fully licensed** by the NFL™ and the NFLPA®.

◆ Over 110 current and classic **NFL teams**.

◆ New **Arcade mode**—easy playcalling, bigger hits, fewer rules, and more fun.

◆ New **One-Button Mode™** simplifies gameplay—pick up and play.

◆ New **hi-res polygon graphics** make this the best-looking football game ever.

◆ New **motion-captured NFL animations**, including juke moves and pump fakes.

◆ New **monster hits**. Wrap tackles, shoulder drags, and de-cleaters—hear the impact with new on-field audio.

◆ New **Franchise mode**—play multiple seasons. Control the team in every phase of the game, from front-office deals on draft day to monster hits on game day.

◆ Enhanced tournament-tested Madden gameplay.
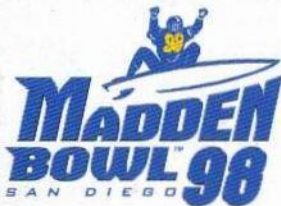
Madden Bowl™–*"Fame and Game." That's what it takes to qualify for the World Madden Championships. Held annually at the site of the Super Bowl™, Madden Bowl features the top NFL™ and celebrity Madden players. Competitors battle it out for bragging rights and the honor of being immortalized in Coach Madden's game. Madden Bowl 98, the fourth annual tournament, crowned actor Morris Chestnut (Boyz N the Hood) champion, marking the first ever Madden Bowl victory for an entertainer over a professional athlete. Madden Bowl 99 will be held in Miami during Super Bowl XXXIII.*

CONTROL STICK FUNCTION

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

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

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.
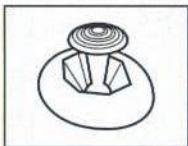
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

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

STARTING THE GAME

1. Turn OFF the power switch on your Nintendo 64 Control Deck.
   WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into the Controller Socket 1 on the Control Deck.

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

4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the cartridge in place.

5. Turn ON the power switch. After the EA SPORTS screen, the *Madden NFL 99* Main menu appears (➤ p. 7). If you don't see it, begin again at step **1**.

START

L Button

Control Pad

R Button

C Buttons
B Button
A Button
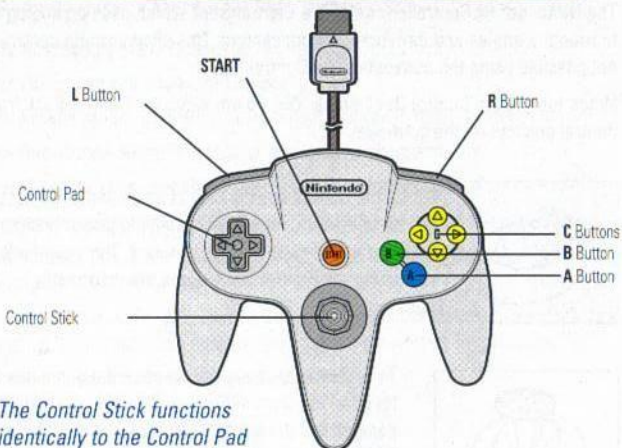
Control Stick

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

N64 Controller Pak™ Connector Slot
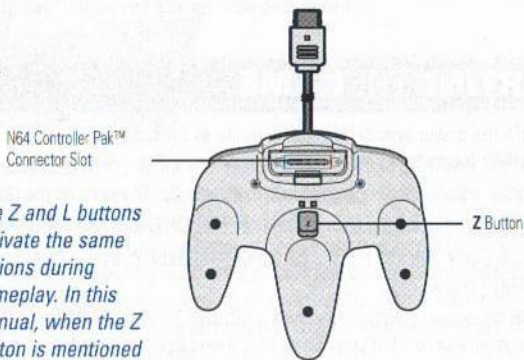
Z Button

Note: The Z and L buttons activate the same actions during gameplay. In this manual, when the Z button is mentioned you can also use L.

NOTE: *The Rumble Pak™ is compatible with Madden NFL 99. If the Rumble Pak is not inserted when the game begins, you must activate the Rumble Pak from the the Controller Select screen from the Pause menu, (➤ p. 19).*

MENU CONTROLS

Action	Control
Highlight menu item	Control Pad ↕
Change highlighted item	Control Pad ↔
Select/Go to next screen	A
Cancel/Return to previous screen	B
Scroll to see more info	Control Pad (when arrows appear)
Access **Help** screen	C ◄

GENERAL GAMEPLAY

Pause game	START
Call **timeout** before the snap	Z + R

OFFENSE

BEFORE THE SNAP

View receivers left/right	Z/R
Fake the snap count	C ▼
Snap the ball	A

➡ To call an audible, press **B**, then **B**, **A**, or **C▼** (or **C◄** to revert to the original play).

RUNNING

Dive
Lateral to nearest teammate
Jump/hurdle
Stiff arm
Spin
Speed burst/ Power move
Press **Z** for **juke** move
Move player

PASSING

Call up **passing options**	A
Pass to the receiver with the appropriate control symbol	A, B, C▾, C◀, or C▶
Pump fake	Hold **Z** + control symbol of the receiver you want to fake to
Throw ball away	C▲

RECEIVING

Control receiver closest to the ball	A
Dive for low pass	B
Jump and reach for high pass	C▲

DEFENSE

BEFORE THE SNAP

Control a different player	A
Defensive alignment **shift**	Z
Call **bump and run** coverage/return to normal	R

◆ To call an **audible**, press B, then B, A, or C▾ (or C◀ to revert to the original play).

AFTER THE SNAP

Dive for a tackle

Jump to block/intercept a pass

Swim move

Power move/tackle (or speed burst if the player isn't close enough to hit)

Move player

Control the defender closest to the ball
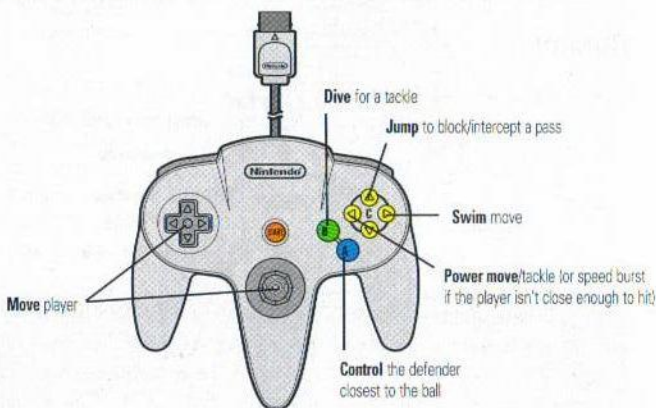
KICKING

Start kick meter	A
Aim kick left/right	Control Pad ⟷
Kick the ball	A

RECEIVE THE KICK

Control kick returner	Control Pad
Fair catch (you must have control of punt return man)	C ▲

SETTINGUPTHEGAME

MAIN MENU

The Main menu appears following the *Madden NFL 99* introductory sequence. At the Main menu you can choose the type of game you want to play or access a variety of game options.

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

Start Game

Select a game mode

Save or load game data and manage files on your Controller Pak(s) (➤ p. 33)

Access Sound Options

Choose from 5 controller setups (including One-Button setup), each with a slightly different button configuration–select the setup that works best for you.

Use the Code Entry screen to add/delete secret codes from *Madden NFL 99*

Select TRADITIONAL for NFL-style gameplay, **ARCADE** for a game with easier play-calling, more tackles, bigger plays, and fewer rules, or ONE BUTTON to perform all moves with the **A** button

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

Set game options (➤ p. 9)

Name and customize your team in User Profiles (➤ p. 31)

View all-time records

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

ONE-BUTTON MODE

When you select One-Button gameplay from the Game Style option you make *Madden NFL 99* easier to play. Allowing you to play an **ARCADE** style game and perform every move with one button, One-Button mode is a great way to learn the game.

◆ You can also select One-Button gameplay in a TRADITIONAL game by selecting TRADITIONAL from the Game Style Option and choosing One- Button controller configuration.

◆ With One-Button gameplay you can also level the playing field between a rookie and a Madden veteran by configuring the rookie's controller to One-Button.

ONE-BUTTON MODE CONTROL SUMMARY

OFFENSE

Snap the ball	A
Move highlighted player	Control Pad
Juke, spin, and other **moves while running**	A
Pass (QB throws to the open man)	A

DEFENSE

Switch to the player nearest to ball	A
Defensive moves (including Tackle, Dive, and Jump)	A

ABOUT THIS MANUAL—GETTING HELP

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

◀

GAME MODES

EXHIBITION	Play an Exhibition game between any two teams. ➤ p. 10.
SEASON	Test your team's consistency and endurance in a complete NFL season. ➤ p. 21.
CUSTOM SEASON	Play a season against a customized league—realign divisions using current and classic teams. ➤ p. 21.
FRANCHISE	Manage all aspects of your team through multiple sea-

	sons. ➤ p. 22.
TOURNAMENT	Play a custom 8- or 16-team tournament. ➤ p. 25.
FANTASY DRAFT	Play a 4-, 8-, or 16-team fantasy league where you draft all players then play a tournament. ➤ p. 25.
PRACTICE	Give your team a workout on the practice field. ➤ p. 26.

> **NOTE**: *If you exit SEASON, CUSTOM SEASON, FRANCHISE, or TOURNA-MENT modes in progress, an additional item appears on the Main menu that allows you to continue (e.g., CONTINUE SEASON).*
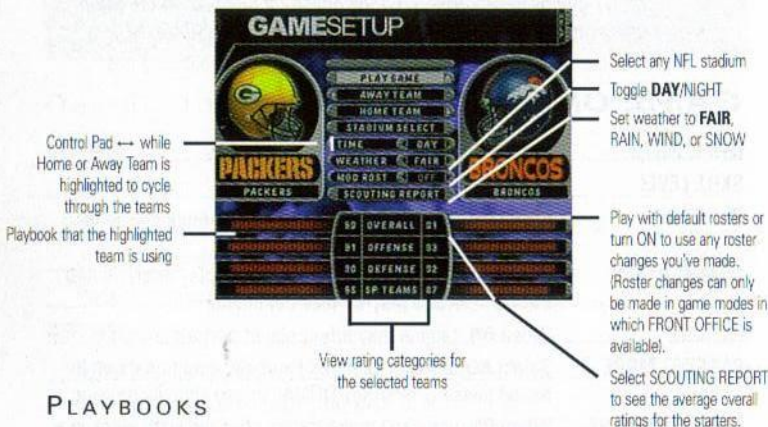
GAME OPTIONS MENU

QTR 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.
PASSING MODE	Select NORMAL for Madden Football's traditional button-based passing, or DIRECTIONAL to use simplify passing.
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.)
PENALTY LEVELS	Access this screen to adjust the sensitivity of the penalties called in *Madden NFL 99*.

◆ After setting your game options, press **B** to accept and return to the Main menu.

STARTING AN EXHIBITION GAME

Set up a game between any two current or classic NFL teams. After you select
EXHIBITION from the Main menu, the Game Setup screen appears.

GAME SETUP SCREEN

Control Pad ↔ while
Home or Away Team is
highlighted to cycle
through the teams

Playbook that the highlighted
team is using

View rating categories for
the selected teams

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 see the average overall
ratings for the starters.

PLAYBOOKS

Madden NFL 99 includes team-specific playbooks. Each playbook fits the style and
personnel of its team. If you want to vary your team's style of play, you have the
option of using another team's playbook.

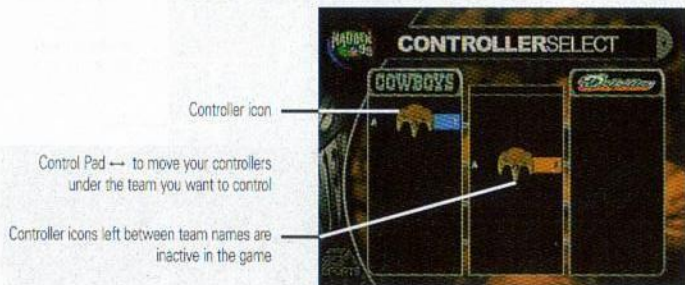### To change a playbook:

1. Highlight HOME TEAM or AWAY TEAM, then press **A**. The Playbook Select
   screen appears.

2. Highlight the playbook you want and press **A**. You return to the Game Setup
   screen with the new playbook listed under your team name.

   ➡ When finished with the Game Setup screen, advance to the Controller Select
   screen.

> **EA TIP**
>
> Selecting teams randomly is a good way to keep players on equal
> footing. To randomly select from the **current teams**, press **L** (away
> team) or **R** (home team), or to choose from over 110 current and
> classic teams, press **C▲** / **C▶** .

CONTROLLER SELECT SCREEN

Choose the team you want to control.

Controller icon —

Control Pad ←→ to move your controllers
under the team you want to control

Controller icons left between team names are —
inactive in the game

➡ To **activate a user name**, press **A** after moving your controller to the team you
want to control, cycle available User Names, then press **A** to select a name.

◆ To learn how to enter a User Name, ➤ *User Profiles* on p. 31.

➡ To continue to the pre-game coin toss, press **START**.
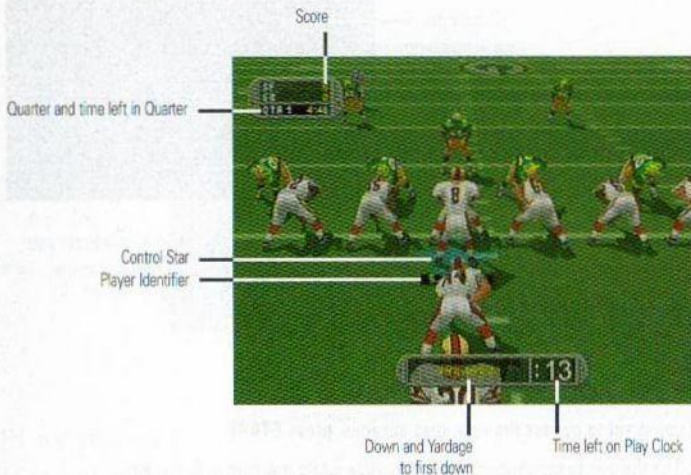
COIN TOSS

If you want to bypass the coin-toss screens, press **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).

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

GAME SCREEN

Score

Quarter and time left in Quarter

Control Star
Player Identifier
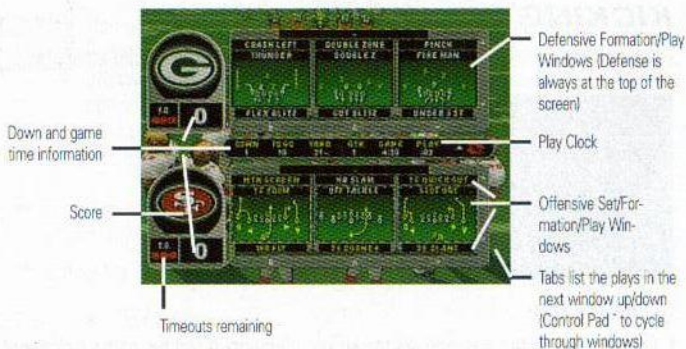
Down and Yardage
to first down

Time left on Play Clock

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

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.

◆ You can customize your team's playbook, use another team's playbook, or create plays. (➤ *User Profiles Options* on p. 32).

Defensive Formation/Play Windows (Defense is always at the top of the screen)

Down and game time information

Play Clock

Score

Offensive Set/Formation/Play Windows

Tabs list the plays in the next window up/down (Control Pad ↑ to cycle through windows)

Timeouts remaining

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

1. Highlight a formation (e.g., I FORM, SINGLE BACK) and press **A**.

◆ On offense, you select a set (e.g., NORMAL, 3 WIDE RECEIVER) after choosing a formation. (Yellow titles indicate passing plays; white titles are running plays.)

◆ The CLOCK formation under the offensive SPECIAL set gives you access to time management plays. QB KNEEL lets you run time off safely and STOP CLOCK (QB spikes the ball) allows you to stop the clock and call another play.

◆ A dotted line on the play diagram indicates man in motion. On certain plays the computer sets the man in motion, while on other plays you set the man in motion by moving the Control Pad ←→ .

◆ A custom formation is added to your team's playbook when you create plays using the Play Editor (➤ p. 32).

**2.** Select the play you want to run and press the corresponding button (**B**, **A**, or **C▼**).

➡ To run a play in the opposite direction, press **C▲** to flip the plays (offense only).

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

➡ To call a timeout, press **Z** + **R**.

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 **Z** + **B**, **A**, or **C▼**. To select a play from the window above, press **R** + **B**, **A**, or **C▼**.

KICKING

The kick meter is used for kickoffs, punts, field goals, and extra point attempts.
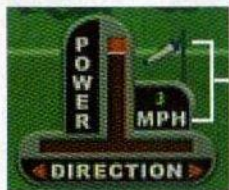
Height of the meter sets the kick power

Wind speed and direction

To kick the ball:

1. Press **A** to start the play and set the kicker in motion. A red bar in the kick meter rises to indicate the strength of the kick.

   ➡ To kick left/right, Control Pad ⟷ while kicking.

2. Press **A** again to **kick** the ball.

   ➡ To call an audible **onside kick**, press **B** to audible, then **A** to perform the onside kick.

OFFENSE

Learn your team strengths (which plays suit your style of offense) and individual player strengths (check out player ratings) to maximize your talent on offense.

BEFORE THE SNAP

After you call a play, check the defense at the line then snap the ball before time on the play clock expires.

   ➡ To **look** left/right to check your receivers and see how they're being covered, press **Z/R**. Passing control symbols appear above each receiver.

   ◆ If Fatigue is **ON**, a bar below the QB, running backs, and receivers shows each player's fatigue level.

   ➡ To **fake** the snap signal and try to draw the defenders offside, press **C ▼**.

   ➡ To call a **timeout** before the snap, press **Z + R**.

   ➡ To call an **audible**, press **B**, then **B**, **A**, or **C ▼** (or **C◀** to revert to the original play).

   ➡ To **snap** the ball, press **A**.

Use audibles for your "go to" plays in critical situations. For
instance, have an audible to send a receiver deep so you can take
advantage of tight coverage at the line. Use your audibles
sparingly—if you use them too much, your opponent can anticipate
your plays. Each team has 3 default audibles, two passing plays
and a running play.

➡ To run a no-huddle offense and repeat the last play, press and hold **A** after the
whistle blows.

➡ To have the QB come up to the line and spike the ball, hold **C▼** after the whistle.

AFTER THE SNAP

Take control of the QB, receiver, or running back, or let the computer control the
player after you hike the ball. If you don't control a player after the snap, the com-
puter runs the play according to the play diagram. If you control a player, you can
move in any direction.

RUNNING THE BALL

To execute a running play:

1. After the offensive line is set, press **A** to **snap** the ball. The hand-off or toss is
automatic.
2. When the runner has the ball, Control Pad to take control and **move** him in any
direction.

To make a move:

➡ To **explode** for an extra speed burst, press **A**.

➡ To **juke** and shake defenders, press **Z**.

➡ To throw a **stiff arm** with the left/right arm, press **C ◀ /C ▶** .

➡ To **dive** for extra yardage, press **B**.

➡ To **hurdle** over fallen players, press **C ▲**.

➡ To **spin** out of a tackle, press **C ▼**.

➡ To **lateral** the ball to your nearest teammate, press **R**.

PASSING THE BALL

To execute a passing play:

1. After your team is set, press **A** to **snap** the ball.
2. Use the Control Pad to **move** the QB.
3. Press **A** to call up the passing symbols. A symbol appears above each eligible receiver.
   - ➡ To execute a **pump fake**, hold **Z** + the passing symbol of the receiver you want to fake to.
4. **Throw** the pass by pressing the button that corresponds with the symbol above the receiver.
   - ◆ When the ball is in the air, a yellow crosshair appears on the field to mark the reception spot.

Directional Passing and Passing in One-Button Mode: When using Directional Passing, an "A" appears over the head of the activated receiver. Press **A** to throw the ball to the highlighted man. In One-Button Mode, press **A** to pass the ball—the computer picks the best receiver.

EA TIP With Touch Passing, the longer you hold the button, the harder the pass. Tap the button to loft a pass to the receiver; hold to fire a bullet pass. Practice is the key to knowing when to zip a pass to a receiver in a seam or lob to a man downfield.
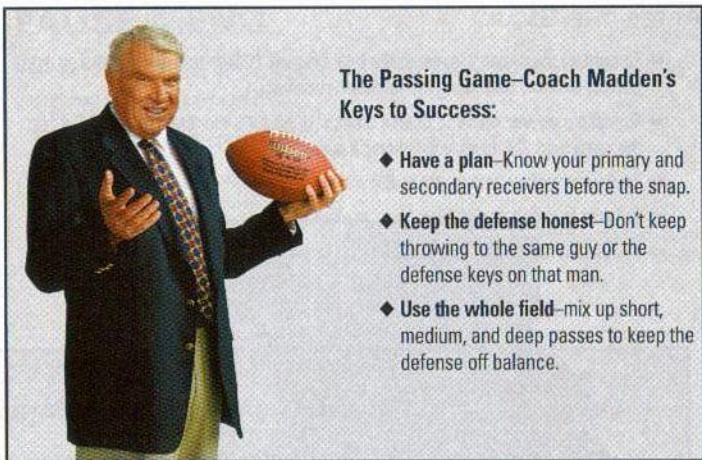
The Passing Game–Coach Madden's Keys to Success:

◆ **Have a plan**–Know your primary and secondary receivers before the snap.

◆ **Keep the defense honest**–Don't keep throwing to the same guy or the defense keys on that man.

◆ **Use the whole field**–mix up short, medium, and deep passes to keep the defense off balance.

To control the intended receiver:

1. To take **control** of the receiver while the ball is in the air, press **A**. A color-coded star appears on the field beneath the receiver.

2. Use the Control Pad to move the receiver toward the yellow crosshair.

   ➡ To **dive** for the ball, press **B**.

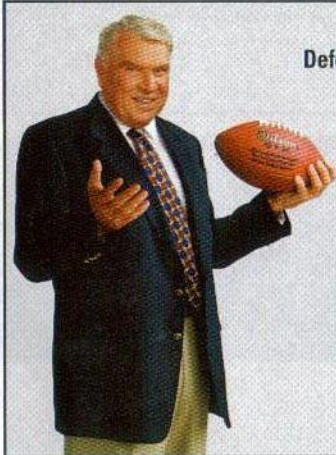   ➡ To **jump** for the pass, press **C▲**.

DEFENSE

BEFORE THE SNAP

After you call a play and your defense is set, you can switch players, call audibles, and make coverage adjustments prior to the snap.

➡ To cycle through the defenders, press **A**.

➡ To **reposition** a highlighted defender (e.g., move a safety up to the line or close the gap between two linemen), Control Pad in any direction.

➡ To **shift** your defenders, press **Z** (defensive alignment shift) or **R** (secondary moves up for bump and run coverage).

➡ To call an **audible**, press **B**, then **B**, **A**, or **C▼** (or **C◀** to revert to the original play).

AFTER THE SNAP

➡ To **control** the player closest to the ball, press **A**. (When the ball is in the air, you control the man defending the intended receiver.)

➡ To make a **power move** to push a blocker or go for a monster hit, press **C◄**. (In the open field, **C◄** gives your player a speed burst.)

➡ To **dive** to make a tackle, press **B**.

➡ To **jump** to catch or deflect a pass, press **C▲**.

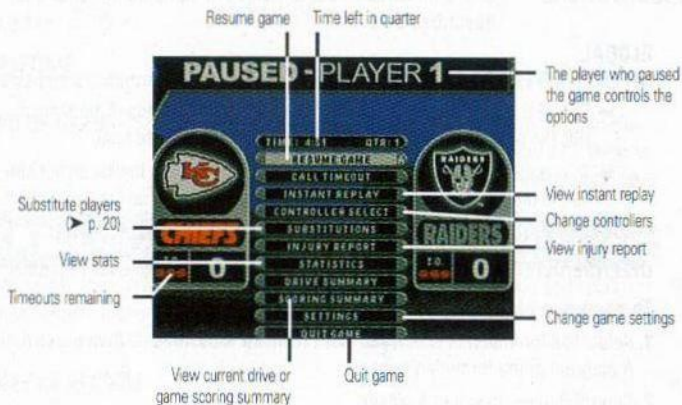➡ To use a **swim move** to blast by a blocker, press **C◄**.

Defense–Coach Madden's Keys to Success:

◆ **Rushing the QB**—it's tough to get a sack up the middle. Use an outside route (especially if you only have one man to beat) to pressure the QB—the swim move can help you beat the blocker.

◆ **Blitz**—Use the blitz to get in the QB's face. Even if you don't get a sack, you can disrupt the play.

◆ **Power tackle**—Go for a power tackle to knock the stuffing out of a ball carrier.

PAUSE MENU

The Pause menu allows you to make substitutions, view stats and replays, exit the game, and change game options.

To pause the game, press **START**.

Resume game   Time left in quarter

PAUSED - PLAYER 1

The player who paused the game controls the options

RESUME GAME
CALL TIMEOUT
INSTANT REPLAY — View instant replay
CONTROLLER SELECT — Change controllers
Substitute players (▶ p. 20) — SUBSTITUTIONS
INJURY REPORT — View injury report
View stats — STATISTICS
DRIVE SUMMARY
Timeouts remaining — SCORING SUMMARY
SETTINGS — Change game settings
QUIT GAME

View current drive or game scoring summary   Quit game

INSTANT REPLAY

Go to the Instant Replay screen to check out a big play.

REPLAY ACTION	CONTROL
Zoom in/out	**B/A**
Advance **slow motion** (tap to advance frame by frame	**C▲**
Rewind	Hold **C◄**
Fast forward	Hold **C▶**
Play at **normal speed**	**C▼**
Move the crosshair to focus on specific player/area	**Control Pad**
Rotate camera	**Control Stick**
Hide Instant Replay menu	Hold **R**
Exit Instant Replay	**START**

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.

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

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

➡ To select a starting player to replace, Control Pad ↓. The top of the screen lists the players according to depth (e.g., starters are listed first).

➡ To replace a player, press **A**. Then highlight a player from the list on the bottom of the screen and press **A**. The players change slots on the depth chart.

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

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

To change a player in a formation:

1. Select the formation in which you want to make substitutions, then press **A**. A diagram of the formation appears.

2. Control Pad ↔ to select a player.

➡ To view player characteristics, Control Pad ↓.

3. To sub for the selected player, press **A**. Then highlight a second player and press **A** again.

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

GAME SETTINGS

Most of the options are the same as those described in the Game Options menu (➤ p. 9). 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   (Single Player only) Toggle ON if you want to be able to control any offensive player before the snap.

➡ To cycle through players in ANY PLAYER mode, press **C ▼**.

▶ *NOTE: You snap the ball the same way when you're controlling a player other than the QB–press **A**. If you're controlling a receiver, you can call for the ball by pressing **A** 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. |

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

GAME FLOW

| **HALFTIME** | The Halftime Stats screen shows stats for the current game. |
| **END OF GAME** | The final score appears. Press any button to go to the Postgame Analysis screen. From here, you can view an injury report, instant replay, stats, or a scoring summary. |

▶ GAMEMODES

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. 10). Those that aren't are discussed in the following sections.

SEASON

The SEASON option from the Main menu takes you to the start of a new NFL season. After you select SEASON, the Season Week screen appears for Week 1.

CUSTOM SEASON

You can also create a Custom Season in which you customize your divisions to create a league of your own.

To Create a Custom Season:

1. Select CUSTOM SEASON from the Main menu.
2. Set up custom divisions using current or classic NFL teams.

➡ To cycle through divisions, Control Pad ⟷.

➡ To cycle teams for each highlighted division, select a team, then Control Pad ⟷.

3. Proceed to the Season Week screen and follow the instructions for setting up a traditional Season.

NOTE:

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.

➥ To choose a game to play, highlight a matchup and press **A**. A red dot appears next to the games you select.

➥ To play the first selected game, press **START**.

◆ Games left unselected are simulated. If you want to simulate a week of games, do not select any games. When you proceed, a popup box asks if you want to simulate all games.

TEAM SCHEDULE   View the *Madden NFL 99* schedule.

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

   STATISTICS   View team and player stats.

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

   TEAM STATS   View comprehensive team stats down to obscure categories such as the number of two-point conversions made.

TEAM RANKINGS   View league and division rankings for each team.

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

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* on p. 28).

> **NOTE:** *When TRADE DEADLINE in* **ON**, *you can't make trades after the sixth week of the Season.*

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.

➡ After selecting the team you want, proceed to the Coach Name screen.

◆ The name that you enter in the Coach Name screen is used to track all records for your team throughout the duration of Franchise mode.

➡ Enter a name then press **A**. The Franchise Year screen appears for Year 1.

FRANCHISE YEAR SCREEN

Many of the options for this screen are the same as the Season Week screen (➤ p. 22). Unique items are explained below.

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

COACH RATING   View your current record, career record, and other stats. *Madden NFL 99* tracks your success/failure rate as a coach— if you don't perform 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

At the end of each season each team evaluates its strengths and weaknesses and makes appropriate roster moves. You control the moves for your team and the computer handles the other teams. You can re-sign, trade, and draft players and sign free agents.

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 for the next type of player move.

◆ Each team must carry out all deals within the Salary Cap. Cap figures and other salary information are clearly given in these screens.

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.

To re-sign players:

1. Select RE-SIGN PLAYERS from the Season End menu. The RE-SIGN PLAYERS screen appears.

2. Press **C▼** to switch to the player list, then highlight a player to re-sign and press **A**. The Negotiate Contract Screen appears.

3. Select a salary offer and contract length, then select SUBMIT OFFER. The player accepts or rejects the contract offer.

   ◆ Unsigned players can be picked up by other teams.

> **EA 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, looking for the security of a multi-year pact, might settle for less money. 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.

➡ Select PRE-SEASON TRADING. If other teams offer you any trades, the Proposed Trades screen appears.

➡ Accept or reject the proposed trades, then return to the Season End menu. The Free Agent Signing option becomes available.

FREE AGENT SIGNING

During the Free Agent Signing period, you can bid against other teams for free agents. The best offer is listed next to a player's name. After he agrees to an offer, the name of the team that signed him appears next to the player's name.

To bid on a player:

1. Press **C▼** to switch to the player list, then highlight a player to bid on and press **A**.

2. Select a salary and length of contract, then submit an offer. The player accepts or rejects the offer.

   ◆ A red dot appears by the player's name in the player list when he accepts your offer.

   ◆ You can start the bidding or outbid another team by offering more than the current offer. After a player signs with a team, the bidding is over.

   ◆ When the Free Agent Signing Period ends (after 75 days or press **START** to end it manually), you return to the Season End menu. The NFL Draft option becomes available.

DRAFT

Franchise mode offers you a 4-round draft. View your roster to see if your team has any needs, then draft a rookie to fill the gaps. When the draft is over, you negotiate to sign your draft picks as you would when re-signing a player.

◆ 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.

➡ After selecting 8 or 16 teams, enter a name for each player at the Tournament Names screen.

➡ Proceed to the Tournament Teams screen. Each player chooses the team that he controls. (The computer randomly selects the naming order.) The Tournament Menu appears.

TOURNAMENT MENU

TOURNAMENT TREE Choose the games to play. Control Pad to select a matchup, then press **A** or **START** to play that game.

TEAM STATS View stats for each team in the tournament.

INDIVIDUAL STATS View stat leaders for each player in the tournament.

FANTASY DRAFT

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.

To set up a Fantasy Draft League:

1. Choose the number of players for the draft.
2. Select HUMAN or CPU control for each team. (To change the player name for each team, press **A**, then enter a name.) Press **START** to continue to the Fantasy Team Select screen.
3. Select a team name from the available names, then press **A** to confirm the name. (The computer selects names for all computer-controlled teams.) The Fantasy Draft screen appears.

◆ The computer randomly sets the draft order.

Sort players by Overall or Individual ratings

Cycle the position you want to draft

Draft Round

Players available per position

View your current players

Press **A** to draft the highlighted player
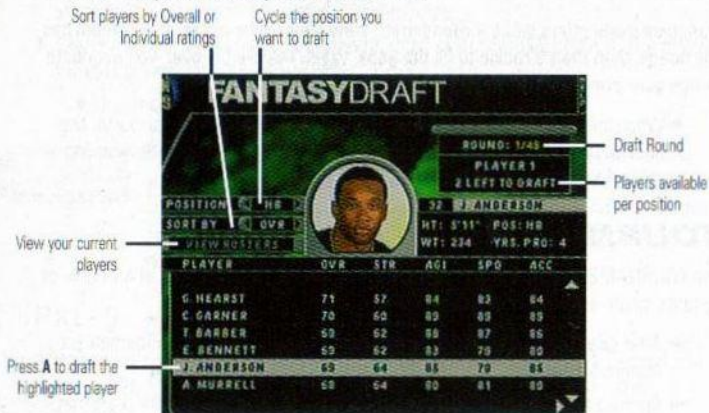
➡ To toggle between the top of the screen and the player list, press **C▼**.

◆ The draft consists of 48 rounds. At the end of each round, a draft summary of the round appears. You can press **START** at any time to have the computer 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. 22). Other options include VIEW ROSTER, REORDER ROSTER, and TRADE PLAYER. (➤ *Front Office Menu* on p. 28).

> **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   Switch to a different team's playbook.

USER PROFILE	Select a User Profile.
CONTROL	Practice plays on **OFFENSE**, DEFENSE, and KICK OFF/RETURN.
DEFENSE	Toggle **ON** to practice your offensive plays against a defense (this option is not available when practicing plays on defense or special teams).
PLAY INFO	When **ON**, play diagrams are marked on the field.

PRACTICE PLAYCALLING SCREEN

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

> **NOTE:** When Defense is **ON** during practice, you select the defensive Formation and Play after choosing your play on offense.
>
> 1) After selecting the offensive play, Control Pad ↓ then press **A** to select a formation.
>
> 2) Control Pad ↓ then press **B, A,** or **C ▼** to choose defensive play.

PRACTICE GAME SCREEN
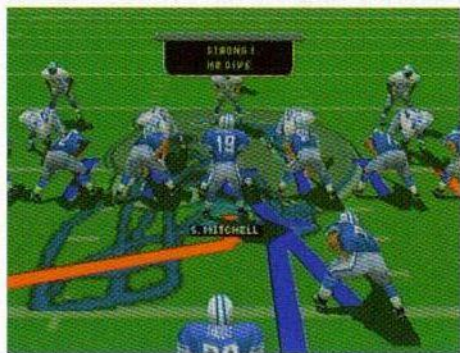
The play diagram appears on the Practice screen prior to the snap

Press **C ▶** to call a new play

Press **C ▲** to re-spot the ball

To run a play, press **A**

PRACTICE PAUSE MENU

Select a new play, re-spot the ball, make substitutions, and select other practice options.

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 in Season and Franchise modes. You can trade, release, and sign players subject only to salary cap restrictions. In Season mode you can create players.

◆ Roster changes in Season mode do not affect the default Exhibition rosters unless you turn ON the Modified Rosters option in the Game Setup screen. Season and Franchise roster changes are saved with Season and Franchise data.

◆ In Franchise mode, you can only sign free agents and trade players for the team you control.

▶ *NOTE: Team rosters in* Madden NFL 99 *are determined by actual NFL rosters as of July 7, 1998.*

TRADE PLAYER

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

➡ To cycle through the teams, press **Z/R**.

➡ To make a trade, highlight a player and press **A**. Select a player from another team, then press **A** again (**B** to cancel).

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 order or reset your starters.

➡ To cycle through the teams, press **Z/R**.

➥ To cycle through player positions, Control Pad ⟷ .

➥ To toggle between the top of the screen and the player list, press **C ▼**.

To swap two player's positions on the depth chart:

1. Highlight the player you want to change and press **A** (**B** to cancel).

2. Highlight another player and press **A**. The players swap positions.

> **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 16 custom players and add them to the Free Agent List or to a specific team.

TEAM	Put your created player on the Free Agent List or assign him to a specific team.
NAME	Enter the player's full name.
POSITION	Select the player's position.
NUMBER	Select the jersey number from those available for the position.
HANDED	Toggle **RIGHT**/**LEFT** for your player's dominant hand.
SKIN	Select the player's skin tone.
HEIGHT/WEIGHT	Set your player's size.
CONTINUE	Proceed to a second screen to designate your player's ratings.

PLAYER RATINGS

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

CREATEPLAYER

Player number, name, and position —

Key Ratings–changing these ratings affects the ratings pool —

Secondary ratings–you can't change these ratings but view them to get a better overall picture of your player —

SS	MANOWAR	C
AGILITY	40	
SPEED	40	
AWARENESS	40	
PASS BLK	40	
RUN BLOCK	40	

STR	ACC	CTH	CAR	THP	POOL
40	59	10	36	21	223

> **NOTE:** The Key Ratings vary from position to position (e.g., a QB has different Key Ratings than a lineman). The maximum ratings that you can assign to a player are derived from the highest rated player in each position, so certain ratings cannot be set at 99. Also note that the number of points in the pool varies from position to position.

◆ To add the player to the Free Agent List or a team, press **START**. A popup screen shows you the player's salary and asks you to confirm the move (SAVE AND EXIT) or return to the ratings screen (**CANCEL**).

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.

RATING ABBREVIATIONS

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

DELETE PLAYER

Delete a created player from the list of saved players.

USERPROFILESMENU

Enter your name and keep track of your wins, losses, and winning percentage.
User Profiles are also used to create and store custom playbooks, audibles, and
substitutions for your team.

To select a User Profile:

1. Choose SELECT from the User Profile pop-up menu. A list of current User Profiles
   appears.
2. Select the User Profile you want and press **START**. The Profiles Option screen
   appears.

To create a new User Profile:

1. Select NEW from the User Profile pop-up menu. The Edit Profile screen appears.
2. Enter your name, select a team and offensive playbook, and activate your custom
   playbook.
3. Proceed to the Profile Options screen.

To load, save, or delete a User Profile:

Select SAVE, LOAD, or DELETE from the User Profile pop-up menu. The User
Records screen appears.

List of current profiles

Cycle available Controller Paks

Save, Load, or Delete User Profiles to/from your memory card

Remove current User Profiles
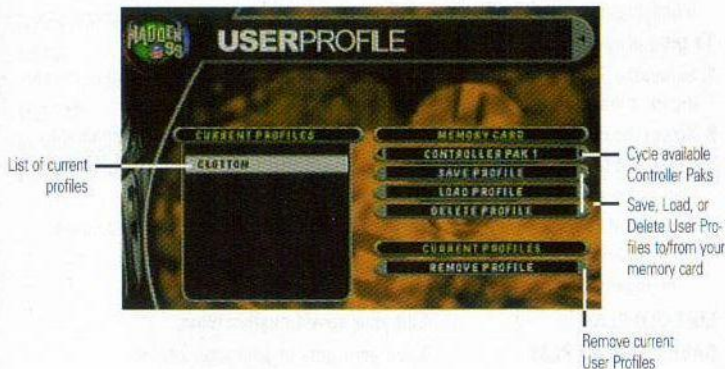
USER PROFILES OPTIONS

CUSTOM PLAYBOOK   Select the formations, sets, and plays you want for your User Profile team.

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

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.

EDIT PROFILE   Change the name, team, or team's playbook for your User Profile.

PLAY EDITOR

The Play Editor allows you to create, and save up to six offensive and six defensive plays in a Custom Playbook.

RESUME EDITING   Change your current custom play.

CREATE NEW PLAY   Follow instructions below to create a custom play:

To create a new play:

1. Select OFFENSE RUN, OFFENSE PASS, or DEFENSE from the pop-up box after selecting CREATE NEW PLAY.
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 **A/B** to accept the highlighted player's assignment and move the blue highlight to the next/previous player.
4. Repeat until each player has an assignment then press **START**. The Play Editor menu appears.

    ➥ To practice the new play, select PRACTICE CURRENT PLAY.

EDIT OLD PLAY   Edit your saved custom plays.

SAVE CURRENT PLAY   Save your play to your user profile.

PRACTICE PLAY	Check out your custom play on the practice field.
EXIT PLAY EDITOR	Quit the Play Editor screen and return to the Profile Options menu.

SAVE/LOAD OPTIONS

Choose a file type — FILE TYPE · ALL · SPACE AVAILABLE
Cycle to the next available Controller Pak — CONTROLLER PAK 1 · PAGES 117 / NOTES 15 · Space requirements
SAVE NEW
OVERWRITE · SPACE REQUIRED
LOAD · PAGES -
DELETE
File list, type, and size — NOTES · EXT FILE TYPE · PAGES
BLANKA · P · DATA FILE · 6
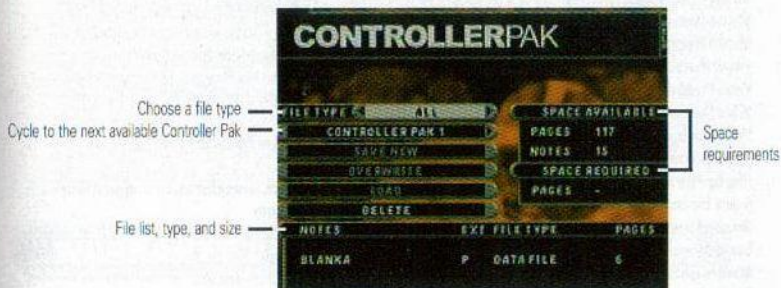
SAVE NEW	Save current game data to Controller Pak—if a series is in progress, you get a choice of saving game preferences and rosters and/or the series data and rosters.
OVERWRITE	Replace the highlighted file with current game data.
LOAD	Load the highlighted memory file, overwriting current game data.
DELETE	Delete the currently highlighted memory file.

> **NOTE:** Never insert or remove a Controller Pak when loading or saving files.

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In the US, dial 900-288-HINT (4468). 95c per minute.

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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.

WARRANTY AND SERVICE INFORMATION

RETURNS WITHIN 90 DAY WARRANTY PERIOD–To replace defective media within the 90-day warranty period, send the defective Game Pak, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY–To replace defective media after the ninety (90) day warranty period has expired, send the original Game Pak to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $30.00.

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, California 94065-9025

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.

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 1:00–5:00 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call EA's HINTS and INFORMATION HOTLINE for hints, tips, or codes.**
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