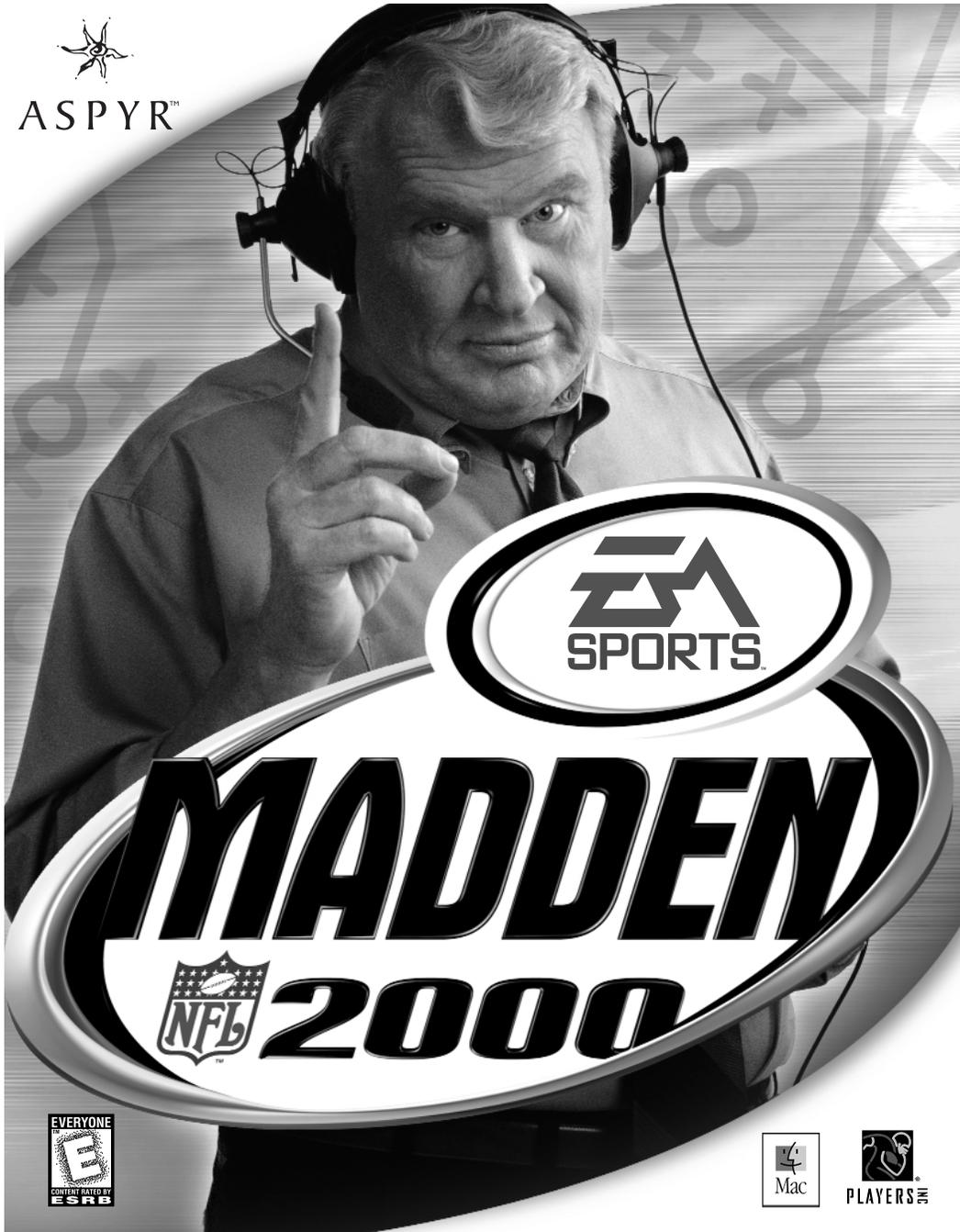




ASPYR™



# BASIC GAMEPLAY CONTROLS

## GENERAL GAMEPLAY

ACTION	GAMEPAD	KEYBOARD
Move a highlighted player	D-Pad	Arrow Keys

## OFFENSE

Snap the ball	Button 2	
Call up passing symbols (after snap)	Button 2	
Pass	Button 1, 2, 3, 5, or 6	, , , , or

## DEFENSE

Cycle through defenders	Button 2/3	/
Control defender closest to the ball	Button 2	

## KICK

Start kick meter/kick the ball	Button 2 to start the	to start the kick meter then again to kick
--------------------------------	-----------------------	---

**NOTE:** In addition to these basic moves, *Madden NFL™ 2000* includes many other enhanced control features that can help change the outcome of any game. For more detailed information about gameplay controls, ► *Complete Control Summary* on p. 15.

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

## INTRODUCTION

EA SPORTS™ and Aspyr Media, Inc. proudly present *Madden NFL™ 2000* for the Macintosh®. You're "in the game" with a Madden-style of in-your-face, smash-mouth football. With faster game-play and improved graphics, *Madden NFL 2000* picks up right where last season's award-winning game left off. Big plays, big emotion and, as always, big hits—that's what *Madden Football* is all about. *Madden NFL 2000* features **lightning fast gameplay**, with a faster frame rate and faster player moves. Another new feature is the **all new Arcade mode** that delivers helmet-popping hits and - incredibly fast juke and spin moves for amazing arcade-style action and over-the-top plays. *Madden NFL 2000* also features **tons of new animations** with new celebrations and taunts, breakable wrap tackles and gang tackling.



**MADDEN BOWL™**— How does a major league baseball player get to play in the Super Bowl™? Well, anything can happen in Madden Bowl. Each year, the annual Madden Bowl video game tournament features the top NFL™ stars against celebrity Madden players. Competitors will fight it out for bragging rights and the honor of being immortalized in Coach Madden's game. Last season, Derek Bell of the Houston Astros reached the championship game, before falling to Ray Mickens of the New York Jets. Madden Bowl 2000 will be held during the week of Super Bowl XXXIV in Atlanta. For more information, go to [www.easports.com](http://www.easports.com) and follow the links to the Madden Bowl website.

**FOR MORE INFO** about this and other titles, check out EA SPORTS™ on the web at [www.easports.com](http://www.easports.com). For Mac-specific information contact Aspyr Media at [www.aspyr.com](http://www.aspyr.com).

**NOTE:** See p. 5 for Technical Support information.

## QUICK REFERENCE

### INSTALLATION GUIDE

#### SYSTEM REQUIREMENTS:

##### Minimum Configuration

- Mac OS 7.5.3 or later
- 4x CD-ROM Drive
- 32 MB RAM
- 603e Power PC
- 180 MHz CPU or faster
- QuickTime 3.0 or later (included)
- Supports ATI 3-D accelerator cards (Rage Pro or 128, 4MB VRAM minimum)

##### Required for Multi-Player Games

Network (8 players; 2 computers)

- Access to local TCP/IP-based network (LAN).

Internet Play—TCP/IP (2 players; 2 computers)

- Internet connection with ISP, with a 28.8 Kbps connection or better.

##### Supported Input Devices

Keyboard, Mouse, any compatible gamepad or joystick.

#### INSTALLING THE GAME:

1. Insert the Madden NFL 2000 CD into your computer.
2. Double-click the Madden NFL 2000 CD on your desktop.
3. Double-click the Madden NFL 2000 Installer Icon.
4. Read and agree to terms of the license.
5. Click the drive you wish to install Madden 2000 on, then click the Install button.
6. Once installation is complete, check that all items were correctly installed according to the type of installation performed.
7. Be sure to perform any other necessary installations, including QuickTime, OpenGL, and Apple Sprockets needed for the game.
8. Consult the Madden 2000 Read Me file for any last minute updates or information on extra game options not included in the manual.
9. To start the game, open the Madden NFL 2000 folder and double-click the Madden icon. See the Game Play Section for more information on starting the game.

## TECHNICAL SUPPORT INFORMATION

If you are having problems installing or using your software, we want to help. Please make sure you have thoroughly read the system requirements, installation notes, and the ReadMe file before requesting additional technical assistance.

If, after reviewing all the known issues in the ReadMe file, and you are still having difficulties, please visit our online Frequently Asked Questions (FAQs) page at [www.aspyr.com](http://www.aspyr.com). If your problem is not currently listed, then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and contact Aspyr Technical Support at the information listed below:

Please feel free to contact us via mail, phone, fax or email at:

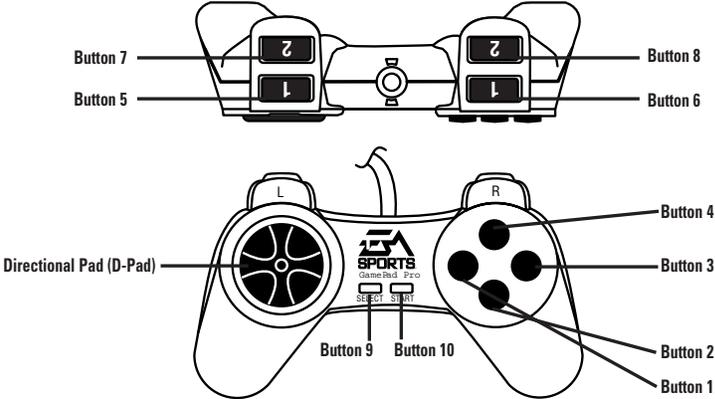
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# COMMAND REFERENCE

It's easy to navigate *Madden NFL 2000* menus using the keyboard or mouse controller. This section provides the basic controls for *Madden NFL 2000* menu navigation and gameplay.

**NOTE:** In this manual, the **default controls** are provided using GamePad controls. To use a different control method (e.g., keyboard or other device), refer to this section for the control equivalents\*.

## GAMEPAD



\* Different controllers may default to alternate key settings. Consult the Madden setup application to reconfigure the specified commands.

## CONVERSION TABLE

GAMEPAD	KEYBOARD
D-Pad	Arrow Keys
Button 1	<b>S</b>
Button 2	<b>D</b>
Button 3	<b>F</b>
Button 4	<b>E</b>
Button 5	<b>W</b>
Button 6	<b>R</b>
Button 7	<b>A</b>
Button 8	<b>G</b>
Button 9/SELECT	<b>T</b>
Button 10/START	Space Bar

## MENU CONTROLS

ACTION	GAMEPAD	KEYBOARD	MOUSE
<b>Highlight</b> menu item	D-Pad ↓	Arrow Keys	Move cursor over option
<b>Cycle Options</b>	D-Pad ↔	Arrow Keys	Move cursor over option
<b>Select</b> highlighted item	Button 2	<b>ENTER</b>	Click
<b>Cancel/Return</b> to	Button 4	<b>ESC</b>	Click
<b>Help</b> menu	Button 1	<b>F1</b>	Click
<b>Toggle</b> menu sub-items	Button 3	<b>TAB</b>	Move cursor over option/menu
<b>Change Focus</b> between option menus	Button 9/SELECT	Back space	Move cursor over option

## DEFAULT GAMEPLAY CONTROLS

### GENERAL GAMEPLAY

ACTION	GAMEPAD	KEYBOARD
Pause game	Button 10/START	SPACEBAR
Call Timeout	Button 9/ SELECT	T
Instant replay	Button 7	A

### PLAYCALLING

ACTION	GAMEPAD	KEYBOARD
Cycle sets and formations	D-Pad	Arrow Keys
Select set and formation	Button 2	D
Cycle plays	D-Pad ↓	Arrow Keys
Select a play	Button 1, 2, or 3	S, D, or F
Flip play	Button 6	R
Previous formation	Button 4	E

# SETTING UP THE GAME

## MAIN MENU

From the Main menu, you can choose the type of game you want to play or access a variety of options.

The screenshot shows the main menu of Madden NFL 2000 with the following callouts:

- ARCADE:** Play an ARCADE game. > *Starting an Exhibition Game* on p. 11
- EXHIBITION:** Play an EXHIBITION game. > *Starting an Exhibition Game* on p. 11
- SEASON:** Create a 16-game SEASON. > *Season* on p. 24
- FRANCHISE:** Create a new FRANCHISE. > *Franchise* on p. 26
- TOURNAMENT:** Play an 8- or 16-team TOURNAMENT or conduct a fantasy draft. > *Tournament* on p. 29
- PRACTICE:** PRACTICE a play from a play-book. > *Practice* on p. 30
- SITUATION:** Create a SITUATION or replay history by playing in one of the NFL's greatest games. > *Situation* on p. 31
- EA SPORTS:** View Madden NFL 2000 credits
- Manage Rosters:** Manage Rosters. > *Manage Rosters* on p. 33
- Quit:** Quit
- Madden Challenge:** Take the Madden Challenge > *Madden Challenge* on p. 35
- Play Editor:** Create and edit plays > *Play Editor* on p. 34
- User Profiles:** Create and manage User Profiles. > *User Profiles* on p. 33

## 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, hold Button 1 to get help or use the Scrolling Ticker for guidance.

GAMEPAD	KEYBOARD	MOUSE
Button 1	F1	Click on Help Icon

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

## ONE-BUTTON MODE™

When you select One-Button gameplay, it's easier to play the game if you're a *Madden NFL 2000* rookie. You can reach One-Button Mode through the Controller Config. screen.

## ONE-BUTTON MODE CONTROL SUMMARY

OFFENSE	GAMEPAD	KEYBOARD	MOUSE
<b>Snap</b> the ball	Button 2		Click
<b>Move</b> highlighted player	D-Pad	Arrow keys	Command (  ) Click
Juke, spin, and other <b>moves while running</b>	Button 2		Click
<b>Pass</b> (QB throws to the open receiver)	Button 2		Click
<b>DEFENSE</b>			
<b>Switch</b> to the player nearest to the ball	Button 2		Click
<b>Defensive moves</b> (including Tackle, Dive, and Jump)	Button 2		Click

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

## SETUP BOX

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

<b>SKILL LEVEL</b>	Select ROOKIE, <b>PRO</b> , ALL-PRO, or ALL-MADDEN gameplay level.
<b>GAME STYLE</b>	Play a <b>TRADITIONAL</b> or an ARCADE-style game.
<b>QTR LENGTH</b>	Set the quarter length between 1 and 15 minutes. The default quarter length is 5 minutes.
<b>TUTORIAL</b>	Toggle ON/OFF the <i>Madden NFL 2000</i> Tutorial. The tutorial gives hints and tips during parts of the game (except when Coach Mode is ON). The tutorial can be used in a single-player game only.

**NOTE:** Setup menu options that are in gray type are not accessible.

## STARTING AN EXHIBITION GAME

Play a Traditional or Arcade game between any two teams. Traditional games feature legendary Madden gameplay with NFL-style action. Arcade games offer the same excitement with simplified playbooks, bigger plays, bigger hits and in-your-face commentary.

### To start an Exhibition game:

1. From the Main menu, select ARCADE or EXHIBITION (for a traditional game) and press **START**. A Setup box appears.
2. After you make the selections from the Setup box, you can make more adjustments from the Game Options menu. Once the game options are selected, press **START** to advance to the Team Select screen.
  - A Setup box appears in Exhibition mode only.

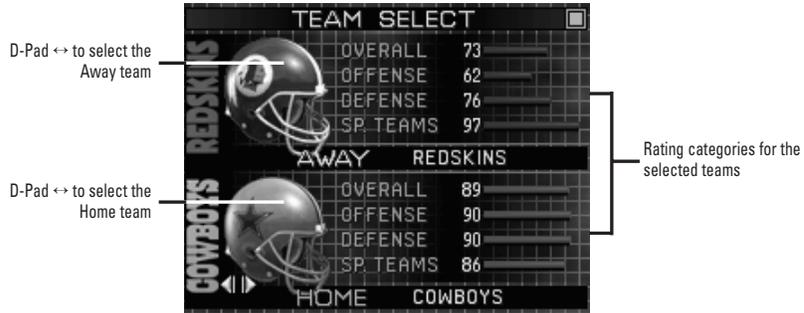
**NOTE:** To quickly start an Arcade game with the default settings, press **START** from the Main menu to advance to the Controller Select screen and choose your teams.

**FOUR-SCREEN MENUS:** Speed up the setup process of *Madden NFL 2000* by opening up to four different options screens at once. This allows you to make selections and adjustments in any of the menus at one time.



- For more information on the Team Select, Stadium Select, Options, Game settings and other menu screens, ► *Game Options Menu* on p. 20.

## TEAM SELECT SCREEN



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

⇒ To select teams at random (from the Team Select screen only), press:

	GAMEPAD	KEYBOARD
31 current teams (Away)	Button 5	Shift
31 current teams (Home)	Button 7	Control
All teams (Away)	Button 6	Command
All teams (Home)	Button 8	Option

## CONTROLLER SELECT SCREEN



⇒ To choose a team, move the controller icon next to your team's logo and then press **START** to begin the game.

☐ You can also select teams from the Controller Select screen.

## MADDEN CHALLENGE

At the Controller Select screen, players have the option to activate the Madden Challenge during a game. For more information, ► *Madden Challenge* on p. 35.

- ⇒ To activate the Madden Challenge, D-Pad ←→ to toggle **ON/OFF** while the controller icon is in the middle of the menu.

## USER PROFILES

The User Profiles function allows you to create plays, edit playbooks, settings and substitutions. For more information, ► *User Profiles* on p. 33.

- ⇒ To access the User Profiles screen, press **Button 2** after moving the controller icon next to the desired team.

## COIN TOSS

After the teams are selected, the computer puts you on the field. But before the coin toss begins, the playing conditions are displayed.

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

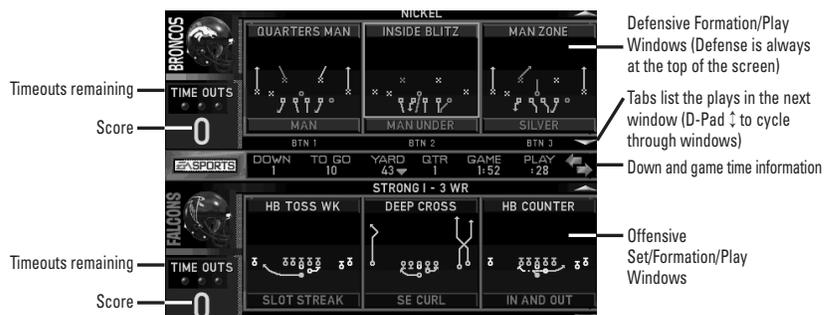
The referee asks the visiting team to choose heads or tails. The winner of the toss may choose to kick, receive or defend a goal; the loser picks from the remaining choices.

- You also have the option to bypass the Coin Toss by pressing **START** when the Coin Toss screen appears.

## PLAYING THE GAME

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

### PLAYCALLING SCREEN

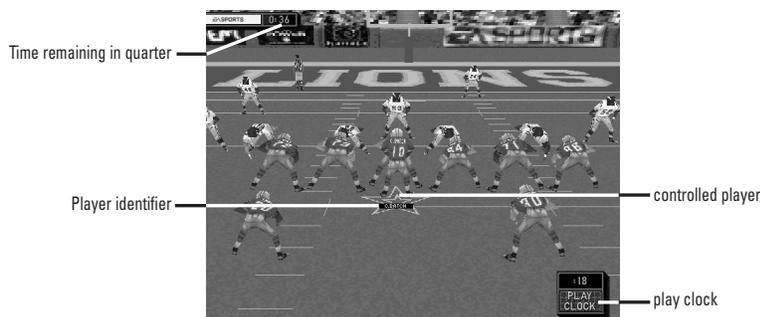


#### To select a play:

1. D-Pad to select a formation and set, then press Button 2.
2. Press Button 1, 2, or 3 to select the desired play.
  - ⇒ To go back to the previous window, press Button 4.
  - To learn how to kickoff, ► *Kicking game* on p. 18.
  - After each play, the offense has 40 seconds (25 after penalties and timeouts) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.
  - ⇒ To flip plays, press Button 6.
  - ⇒ When running a hurry-up offense, hold Button 2 immediately after the whistle blows to repeat the previous play. The offense skips the huddle and hurries to the line of scrimmage.
  - ⇒ Hold Button 3 to run a Stop Clock play. After the ball is snapped, the QB spikes the ball and the clock stops.

**TIP** To call a play from the header below the selection window, press Button 5 + 1, 2, or 3. Enlist this strategy to fake out a competitor who is sneaking a peek at your selected play.

## GAME SCREEN



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

## COMPLETE CONTROL SUMMARY

### OFFENSE

#### BEFORE THE SNAP

ACTION	GAMEPAD	KEYBOARD
View receivers to the left/right	Button 5/6	W/R
Fake the snap	Button 3	F
Call an audible	Button 1, then 1, 2,	S then S, D, F, E, W, R, or A
Move receiver in motion (when available)	D-Pad ←→	←/→
QB crowd control	Button 8	G
Snap the ball	Button 2	D

- ⇒ To cancel an audible at the line of scrimmage, press Button 4 to run the original play. To learn more about audibles, ► *Audibles* on p. 20.

- A receiver can go in motion only in certain passing formations.

### To call a Hot Route:

1. Press Button **4** at the line of scrimmage, and then press the button symbol of the receiver who's route you want to change.
2. After the receiver's original route is cancelled, D-Pad up to send him on a fly pattern, D-Pad down for a curl pattern, or D-Pad left/right to run an out or in pattern.

## RUNNING

ACTION	GAMEPAD	KEYBOARD
Speed burst/Head down	Button <b>2</b>	
Dive/QB slide	Button <b>1</b>	
Jump/Hurdle	Button <b>4</b>	
Spin	Button <b>3</b>	
Stiff arm	Button <b>8</b>	
Juke left/right	Button <b>5/6</b>	/
Lateral the ball	Button <b>7</b>	

⇒ To break a wrap tackle, press Button **1, 2, 3, or 4** when a defender has you in his grasp.

**NOTE:** If the defender is trying to make a tackle from your left, press Button **1**. If he's on your right, press Button **3**, if he's behind you, press Button **2**, or press Button **4** when he's in front.



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

## PASSING

ACTION	GAMEPAD	KEYBOARD
View available receivers	Button <b>2</b>	
Pass to the receiver with	Button <b>1, 2, 3, 5, or 6</b>	, , , , or
Throw ball away	Button <b>4</b>	
Route-based passing	Button <b>7</b> +	+ receiver symbol
Pump fake (once only)	Button <b>8</b> + passing	+ passing symbol of the receiver you want to fake to

⇒ To throw a bullet pass, hold down the button that corresponds to the targeted receiver. To throw a lob pass, tap the button.

☐ On a route-based pass, the QB will lead the receiver when he's running his route.

⇒ To throw a route-based pass, hold Button **7** and press the button of the receiver you want to throw to.

## RECEIVING

ACTION	GAMEPAD	KEYBOARD
<b>Control receiver</b>	Button 2	[D]
<b>Dive</b> for pass	Button 1	[S]
<b>Jump</b> for pass	Button 4	[E]

## DEFENSE

### BEFORE THE SNAP

ACTION	GAMEPAD	KEYBOARD
<b>Cycle</b> defenders	Button 2/3	[D]/[F]
<b>Reposition</b> player	D-Pad	Arrow keys
Defensive <b>line shift</b>	Button 5	[W]
<b>Shift secondary</b> for bump and run coverage	Button 6	[R]
Call an <b>audible</b>	Button 1, then 1, 2,	[S] then [S], [D], [F], [E], [W], [R], or [A]
<b>Crowd Control</b>	Button 8	[G]

⇒ To cancel an audible at the line of scrimmage, press Button 4 to run the original play. To learn more about audibles, ► *Audibles* on p. 20.

### AFTER THE SNAP

ACTION	GAMEPAD	KEYBOARD
<b>Control player</b> nearest to the ball	Button 2	[D]
<b>Dive</b>	Button 1	[S]
<b>Power tackle/Speed burst</b>	Button 3	[F]
<b>Jump</b>	Button 4	[E]
<b>Swim move</b> (defensive line)	Button 6	[R]

⇒ For a power tackle, press Button 3. If the player is too far to make the tackle, pressing the button gives him a speed burst.

## KICKING GAME

### KICKING

ACTION	GAMEPAD	KEYBOARD
<b>Kickoff</b>	Button 2 then 2, 3, or 4	[D] then [D], [F], or [E]
<b>Punts or Field goals</b>	Button 2 then Button 2	[D] then [D]
<b>Direction of kick</b>	D-Pad ←→	[←] [→]
Call an <b>audible</b>	Button 1 then 3 for an	[S] then [F] for an onside kick ([S] then [S] reverts to regular kick)

☐ When calling an audible in a punting situation, refer to your offensive audible settings.

#### On kickoffs:

1. Press Button 2 to put the kicker in motion.
2. Then press Button 2 for a regular kick, Button 3 for a squib kick, or Button 4 for a high/pooch kick.



For maximum strength on kicks, press the kicking button when the meter is at its peak.

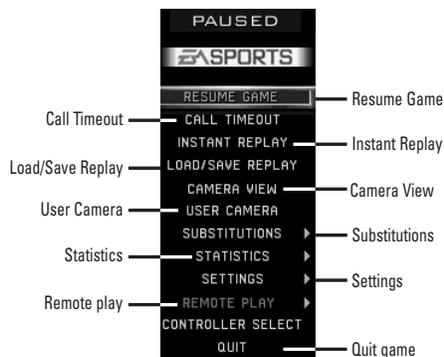
⇒ To select a field goal kicking formation, go to Special in the playcalling screen and D-Pad ←→ to select a formation.

### KICKOFF/PUNT RECEIVING

ACTION	GAMEPAD	KEYBOARD
<b>Control</b> return man	D-Pad	Arrow keys
Switch players	Button 2	[D]
<b>Fair catch/Kneel</b> (you must have control of the return man)	Button 4	[E]

## PAUSE MENU

View game information in a variety of categories and re-adjust the game settings and options. During the game, press **START** to reach the Pause menu.



### RESUME GAME

Continue the current game.

### CALL TIMEOUT

Call one of three timeouts per half.

### INSTANT REPLAY

View the action from the last play.

### LOAD/SAVE REPLAY

Save an instant replay to your hard drive. For more loading and saving information, ► *Load/Save Game* on p. 36.

### CAMERA VIEW

Set the camera view from one of nine different angles.

### USER CAMERA

Create a new camera angle for pre-play, rushing and passing situations.

### SUBSTITUTIONS

The computer substitutes players unless you choose otherwise.

⇒ To control your own subs or re-arrange the depth chart, press Button **2** and choose from the following options:

#### DEPTH CHART

Re-arrange the depth chart for all positions.

1. To change the order of the depth chart, press Button **3**. Then D-Pad to highlight one of the top three players at any position.
2. To select the player that you want substituted out, press Button **2**.
3. From the reserve list, press Button **2** to sub in a second player in the original slot.

## NON-GLOBAL

Select individual players assigned to each formation.

1. D-Pad ←→ to cycle player positions and D-Pad ↑ to cycle different formations.
2. Press Button 2 to sub out a starting player from the formation and D-Pad ↑ to highlight a reserve player.
3. Press Button 2 to sub in a reserve player to the lineup.

## STATISTICS

View game and players stats.

## SETTINGS

During a game, you can re-adjust game settings, penalty levels, detail settings and set up your audibles.

### GAME SETTINGS

Set up the game attributes.

### PENALTY LEVELS

Adjust the sensitivity of the called penalties.

### AUDIBLES

Each team has 12 audibles—six on offense and six on defense.

1. Select either offensive or defensive audibles, and then press Button 2.
2. D-Pad to select a play and press Button 2 to accept the new audible.

### DETAIL SETTINGS

Adjust settings to best suit your computer system.

## REMOTE PLAY

Chat with remote users or disconnect a Remote Play game. For more information, ► *Remote Play* on p. 36.

## CONTROLLER SELECT

Re-select a team to control.

## QUIT

Quit the game and return to the Main menu.

## GAME OPTIONS MENU

After you select an Arcade or Exhibition game mode from the Main menu, the Game Options menu appears. From here, you can make a variety of pre-game adjustments.

### GAME SETUP

Set up your game to match that of a real NFL game.

#### Team Select

Select the Home and Away teams. ► For more information, *Team Select* screen on p. 12.

#### Stadium Select

Select a NFL stadium to play in. You can also choose the weather conditions and game time.

#### Game Options

##### QTR LENGTH

Set the length for game quarters between 1 to 15 minutes. The default length is set at 5 minutes.

<b>SKILL LEVEL</b>	Set to <b>ROOKIE</b> , <b>PRO</b> , <b>ALL-PRO</b> , or <b>ALL-MADDEN</b> .
<b>INJURIES</b>	When <b>ON</b> , players may get injured. The computer substitutes injured players out of the game.
<b>COMMENTARY</b>	Toggle <b>ON/OFF</b> to hear John Madden's play analysis and Pat Summerall's play-by-play commentary.
<b>FATIGUE</b>	When <b>ON</b> , fatigue may affect player performance.
<b>PASSING MODE</b>	Select <b>NORMAL</b> for traditional button-based passing, or <b>DIRECTIONAL</b> to simplify passing—the QB makes the reads on the fly. ⇒ To choose a receiver in <b>DIRECTIONAL</b> passing mode, D-Pad ←→ to highlight a man, then press Button 2 to throw the ball.
<b>TRADE DEADLINE</b>	When <b>ON</b> , you can't make trades after the sixth week in a season.
<b>PLAYER LOCK</b>	(Defense only) When <b>ON</b> , the player that you select before the snap becomes the default player that you control at the start of each play. The default is <b>OFF</b> .
<b>SALARY CAP</b>	When <b>OFF</b> , salary cap restrictions do not affect Season mode (in Franchise mode, the salary cap is always a factor).

### Scouting Report

Compare current ratings for selected teams.

## SYSTEM OPTIONS

Make the proper music and sound adjustments, and choose the detail settings to best suit your computer system.

### Music Select

You can select the background music for the pre-game menus.

- ⇒ D-Pad to highlight the song title and press Button 2 to select or deselect the music option. Press **START** to accept.

### Sound Options

You can also adjust the sound levels during a game.

- ⇒ D-Pad to adjust the sound levels, and press **START** to accept.
- 3D Speaker Placement allows you to adjust the surround sound on your computer's speaker system.

### Detail Settings

Choose the settings for the action and background during gameplay.

<b>PLAYERS</b>	Adjust the player detail to <b>LOWEST</b> , <b>LOW</b> , <b>MEDIUM</b> or <b>HIGH</b> .
<b>STADIUM DETAIL</b>	Set the details of the stadium to <b>LOW</b> or <b>HIGH</b> .
<b>SCREEN RESOLUTION</b>	Set up your monitor resolutions according to your hardware settings.

<b>WEATHER</b>	Turn the weather effects <b>ON/OFF</b> .
<b>SHADOWS</b>	Turn player shadows <b>ON/OFF</b> .
<b>FIELD</b>	Set the field detail to <b>LOW/HIGH</b> .
<b>SIDELINES</b>	Turn the players watching on the sidelines <b>ON/OFF</b> .
<b>AUDIO</b>	Turn the audio <b>OFF</b> , or set it at <b>LOW, MEDIUM, or HIGH</b> .

## CUSTOM GAMEPLAY

Customize your game by adjusting the various in-game settings.

### Game Settings

<b>GAME SPEED</b>	Set the game speed to <b>NORMAL, FAST, or FASTEST</b> . The play action really picks up when set on <b>FAST</b> or <b>FASTEST</b> .
<b>PLAY CLOCK</b>	Turn the play clock <b>ON/OFF</b> . When <b>OFF</b> , the play clock will be displayed only in the Playcalling Screen.
<b>ACCEL CLOCK</b>	Turn Accel clock <b>ON/OFF</b> . When <b>ON</b> , the play clock winds down at a faster rate between plays.
<b>PLAYER SIZE</b>	Adjust the player size to <b>NORMAL, SMALL, or HUGE</b> .
<b>MOMENTUM</b>	Set the player momentum to <b>NORMAL, LESS, NONE, or MORE</b> . This attribute takes effect when the players are in motion. When set on <b>NONE</b> , a player can stop on a dime and make a quick cut in a different direction. When set on <b>MORE</b> , players will need more room to stop and make cuts.
<b>PLAY NAMES</b>	Turn the play name display <b>ON/OFF</b> . When <b>ON</b> , the offensive and defensive plays are displayed before the snap.
<b>COACH'S CAM</b>	Display the play routes for <b>OFFENSE, DEFENSE, OFFENSE-DEFENSE</b> , or turn the display <b>OFF</b> . When <b>ON</b> , plays are drawn on the field, giving a clearer indication of how the play should develop.
<b>COACH MODE</b>	Turn coach mode <b>ON/OFF</b> . When <b>ON</b> , you call the plays, make the substitutions and all other decisions from the sidelines. But once the play starts, the computer controls the action on the field.
<b>AUTO IR</b>	Turn the automatic instant replay <b>ON/OFF</b> . When <b>OFF</b> , you have to go to the Pause menu to view instant replays.
<b>WEATHER EFFECT</b>	Adjust the weather effect to <b>NORMAL, RIDICULOUS, or LITTLE</b> . The weather plays a bigger role when set on <b>RIDICULOUS</b> .

### Customize AI (Artificial Intelligence)

Change the offensive, defensive and playcalling strategy of the computer opponent.

### Penalty Levels

Adjust the sensitivity of the penalties.

⇒ To change all penalty levels simultaneously, press Button 5/6.

### **Enter Codes**

Once you earn a secret code through the Madden Challenge, you can apply the new game feature to *Madden NFL 2000*.

1. Select Enter Codes from the options menu and press Button 2.

2. Enter in the code and press Button 2.

3. Press Button 2 to activate or deactivate the game feature (a check mark appears when activated), then press **START**.

You can save the code to your hard drive, or you can re-enter the code every time the game is turned on.

## **CUSTOM TEAMS**

Create a custom team of your own.

### **Save/Load Team**

Save or Load a custom team.

### **Custom Team Info**

Name a team, select a city, pick a base uniform, and choose a stadium for your custom team.

### **Edit Roster**

Add, edit, and create players for your custom team roster.

### **Custom Uniform**

Create a custom uniform for your custom team.

### **Depth Chart**

Rearrange the depth chart for all positions.

**NOTE:** Custom Teams is not available in Franchise, Situation and Practice modes.

## **REMOTE PLAY**

*Madden NFL 2000* delivers a variety of options for linking with other players. For more information, ► *Remote Play* on p. 36.

## **CONTROLLER SELECT**

Select your teams for a game. For more information, ► *Controller Select* screen on p. 12.

## **LOAD/SAVE GAME**

Load or save a game to and from your hard drive. For more information, ► *Load/Save Game* on p. 36.

## GAME MODES

In addition to Exhibition games, *Madden NFL 2000* features other gameplay modes including Season, Franchise, Tournament, Situation and Practice.

### SEASON

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

#### SEASON SETUP BOX

A Setup Box appears after you select Season from the Main menu.

<b>NEW</b>	Begin a new season.
<b>CONTINUE</b>	Continue a created season.
<b>LOAD</b>	Load a saved season.

#### SEASON SETUP MENU

The Setup menu in Season mode has an additional option.

<b>MOD. DIVISIONS</b>	Re-align the six NFL divisions and play a Custom season.
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#### SEASON OPTIONS MENU

The Options menu in Season mode is similar to Exhibition and Arcade.

##### Game Setup

Choose team(s), select a game, and adjust game options. For more information, ► *Team Select Screen/Play Week Screen/Game Options Screen* on p. 25.

##### Manage Rosters

To learn more about roster management, ► *Manage Rosters* on p. 33.

##### Stats/Info

View player and team stats and league information for the current season.

##### System Options

Select your menu music, game sounds and detail settings.

##### Custom Gameplay

Adjust game settings, AI and penalty levels.

##### All-Time Records

View Madden's all-time records in various categories.

## NEW SEASON

### Team Select Screen/Play Week Screen/Game Options Screen



### TEAM SELECT SCREEN

#### To begin a new season:

1. Select SEASON from the Main menu. After selecting New Season from the Setup box, select your team(s) from the Team Select screen and press Button 2.
2. After you select your team(s), press **START** for the Play Week menu.

### Play Week Screen

- ⇒ D-Pad ↓ to highlight the desired game on the schedule (a check mark already appears next to a user controlled team), and then press **START** to play the game.
- ☐ If you want to play more than one game during a week, D-Pad to the game(s) you want to play and press Button 2 to select the game. You can play any game on the schedule—not just a user team's game. The computer can also simulate any game on the schedule or simulate an entire week.
- ⇒ To simulate a game, press **START** on the Play Week screen. The unchecked games will be simulated.

### Game Options Screen

- ☐ Before you play a game, you can adjust the pre-game settings from the Game Setup menu under the game options.

### AFTER THE SEASON

After the regular season ends, the playoffs begin. If your selected team(s) fails to make the post-season, you can still play/simulate any of the remaining games on the schedule. After the Pro Bowl, the computer generates a schedule for a new season.

## FRANCHISE

Take full control of your own NFL franchise for up to 30 seasons. As the coach, you are the decision maker on and off the field. If you win, you receive high praise from the owner. Lose and you will be out of a job.

⇒ To begin a new Franchise, select **FRANCHISE** from the Main menu.

## FRANCHISE SETUP BOX

Like Season mode, a Setup box appears after you select Franchise from the Main menu.

<b>NEW</b>	Start a new franchise.
<b>CONTINUE</b>	Continue to run a created franchise.
<b>LOAD</b>	Load a saved franchise.

## COACH SETUP

To begin a new franchise, you need to create a coach to run the team.



### To add a new coach:

1. Press **Button 2** to name a new coach, then press **Button 2** to accept.
2. Move the cursor to **ADD NEW COACH** and press **Button 2**.
3. After a coach has been named and added, press **START**. Next, assign the coach to a team.  
⇒ To begin the season, press **START** to advance to the Play Week menu.

## PLAYING A FRANCHISE GAME

Although playing a Franchise game is similar to playing a Season mode game, users in Franchise mode can only control their own team. All other games must be simulated.

□ Up to 31 teams can be controlled in one Franchise mode.

## FRANCHISE OPTIONS MENU

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

### COACH MANAGEMENT

**COACH SETUP** Add, edit, or delete a coach.

**COACH POSITIONS** Select the team the created coach runs.

**COACH RATINGS** View a coach's career stats and get feedback from the owner.

- If you get fired during the season, you may be able to coach another team that has a job opening. You can also wait until a more desirable position opens up later in the season.
- After the season ends, you have the option to coach another team. However, you can only coach a team that has a vacancy and the owner must want to hire you. There are no guarantees that they will pick you for the job. It all depends on how well you did the previous season.

## AFTER THE SEASON

After any season, it's time to think about the future. Build your dynasty through the draft or by signing key free agents.

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.

### POST-SEASON OPTIONS MENU

⇒ To begin the post-season transactions, press **START**. The Franchise Options menu appears.

**PLAYER PROGRESSION** Compare a player's stats from season to season.

**RETIRED PLAYERS** View the retired players from every roster.

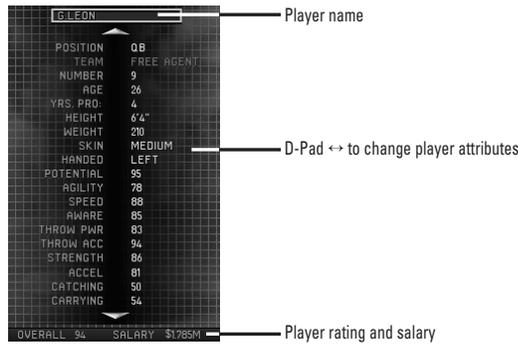
**INDIVIDUAL STATS** View the player stats from the finished season.

**RE-SIGN PLAYERS** Re-sign players from your own team.



⇒ To begin contract negotiations, highlight a player and press Button 2. Offer a salary and press Button 2 to submit the offer sheet. The player either accepts or declines the offer.

- TRADES** Trade players and draft picks from team-to-team.
- NFL DRAFT PREVIEW** View the players for the upcoming draft.
- NFL DRAFT** Begin the four-round rookie draft. Each team selects one player per round. If you simulate the draft at any time, your team loses its remaining picks.
  - ⇒ To select a player, press Button 2. To simulate the draft at any time, press **START**.
- DRAFT PICK SIGNING** After the draft, you must sign your draft picks to your roster.
- CREATE A PLAYER** Create a custom player and assign him to a team, or add him to the free agent list.



**FREE AGENT SIGNING** After the draft you have a 45-day period to sign available free agents. You must fit all your players under the salary cap.



### To bid on a player:

1. To begin contract negotiations for free agents (and draft picks), highlight a player and press Button 2.
2. Offer a salary and press Button 2 to submit the offer sheet.
  - The free agent may accept the offer or decline it and solicit offers from other teams. If this is the case, you must come up with a more suitable contract before he signs with another team.
  - After the signing period is over, the computer generates a new season.

## OTHER GAME MODES

### TOURNAMENT

Jump into a single-elimination tournament with playoff-like atmosphere.

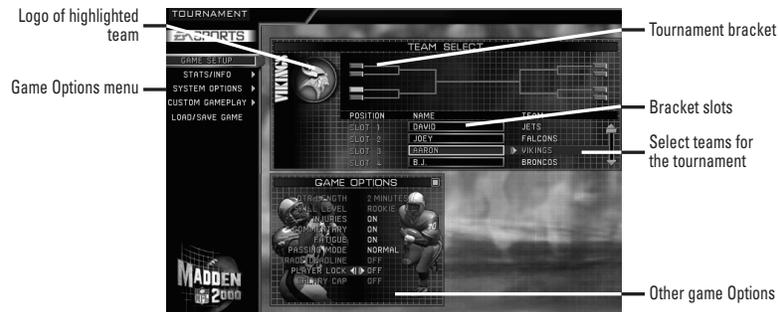
#### TOURNAMENT SETUP MENU

The Setup menu in Tournament mode has two additional options.

**NUMBER PLAYERS** Play an 8- or 16-team tournament.

**POINT MARGIN** Invoke a mercy rule by setting a point margin differential anywhere from 1 to 99 points. The computer default sets the game without a point margin.

### SINGLE ELIMINATION TOURNAMENT



#### To Start a Single Elimination Tournament:

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

## FANTASY DRAFT



### To Run a Fantasy League Draft:

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

## PRACTICE

Brush up on your playing skills or master a team's playbook.

### PRACTICE SETUP MENU

<b>TEAM</b>	Select a team to control.
<b>PLAYBOOK</b>	Choose a playbook from any of the 31 current NFL teams.
<b>PROFILE</b>	Practicing with a player profile is optional.
<b>CONTROL</b>	Control the <b>OFFENSE</b> , <b>DEFENSE</b> , <b>KICKOFF</b> , or <b>KICK RETURN</b> teams.
<b>PLAY INFO</b>	Display the play selection for both the offensive and defensive teams or turn the play info off for a full view of the field. The default is <b>OFF</b> .
<b>DEFENSE</b>	When controlling the offense, you have the option of running your plays with or without a defense on the field.

## PRACTICE GAME SCREEN



Press Button 8 to call a new play  
Press Button 7 to re-spot the ball  
Run a play, press Button 2.

## PAUSE MENU

⇒ Press **START** during practice to reach the Pause menu for a list of options. From here, you can change game settings, choose a new play, substitute players and more.

## SITUATION

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

### SITUATION SETUP

Create the situation that you want to be in.

#### To set up the game situation:

1. Select the teams, the field position, the score, the quarter and the number of timeouts, then press **START** for the Controller Select screen.
2. Press **START** to get to the field.

### Great Games

Make history by replaying 10 great NFL games. *Madden NFL 2000* puts you in the middle of a crucial situation and lets you determine the outcome.

Your first game pits the Chargers against the Dolphins in their classic 1982 playoff battle.

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

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

## COACH & CLICK MODE

With Coach & Click™ mode, you control all of the action on the field with the mouse. Coach & Click games are well suited to Internet gameplay, especially if you're experiencing significant lag times.

**NOTE:** In Coach & Click mode you control the action on the field with the mouse. This is completely different from Coach mode (► p. 22) in which you call the plays then sit back and watch as the computer controls the action on the field. Coach Mode must be OFF to run a game in Coach & Click mode.

- ⇒ To set up a Coach & Click game, place the mouse icon under a team in the Controller Select screen (► p. 12), then press the Space bar to get to the coin-toss.

### COACH & CLICK PLAYCALLING

#### OFFENSE

- ⇒ To snap the ball, click.
- ⇒ To control the highlighted player after the snap, command-click and hold (an arrow appears under the player you control) and move the mouse in the direction you want the player to move.

#### Running Plays

After the snap, the QB hands the ball to the running back. Let the running back run the ball on his own, or take control of him by command-clicking and holding the button as you move the mouse in the direction you want to run.

- ⇒ To perform moves, command-click while running the ball. The more you click, the more moves he performs.

#### Passing Plays

After the snap, the QB drops back to pass. Let him complete the pass on his own or make the throw when you think it's time.



⇒ To throw the ball, click after the QB drops back. He throws it to the best receiver.

For advanced Coach & Click games, you can select the receiver that the QB throws to. Select Directional Passing from the Passing Mode menu (► p. 21) to activate Directional Passing in Coach & Click mode. Use command-click and hold to choose your receiver, then pass with the click.

#### DEFENSE

- ⇒ To cycle the defensive players, click before the snap.
- ⇒ To control the highlighted player after the snap, command-click and hold (an arrow appears under the player you control) and move the mouse in the direction you want the player to move.
- ⇒ To perform special moves on defense, click after the snap.

#### KICKING GAME

- ⇒ To start the kick meter, click, then click again when you want to kick the ball.

## MAIN MENU GAME OPTIONS

Customize your game any way you want.

### USER PROFILES

#### USER PROFILE MENU

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

- MANAGE PROFILE** Create, select, or edit a User Profile.
- SET AUDIBLES** Set up all of your audibles.
- SUBSTITUTIONS** Make all player substitutions.
- LOAD/SAVE/DEL** Load, update, or erase a User Profile.

#### USER PROFILE EXIT MENU

Before you leave the User Profile menu, an Exit menu appears.

- HARD DRIVE** Save your User Profile to the hard drive.
- CURRENT PROFILE** The User Profile is temporarily saved in the computer. However, all data will be lost when the user quits *Madden NFL 2000*.
- DISCARD PROFILE** Erase the created User Profile.

#### USER PROFILE SCREEN

This screen can be reached from the Controller Select menu by pressing Button 2.

- PLAYBOOKS** Select a playbook from any of the 31 NFL teams.
- USER PROFILES** Choose a created User Profile for the upcoming game.
- CREATE PROFILE** Create a new profile.
- LOAD/SAVE/DEL** Load, update, or erase a User Profile.
- CONTROLLER CONFIG.** Adjust the controller with optional button assignments.

### MANAGE ROSTERS

Trade, sign, or release players to and from your roster or create, edit or delete a player. You can also re-arrange your depth chart and draft new players to your team.

- ROSTER INFO** View information about managing a team roster.
- LOAD/SAVE/DELETE** Load, update, or erase a Roster File.

## MANAGE ROSTERS

- These changes take effect when you load a saved roster.

VIEW ROSTER	View a team's current roster or edit a player.
TRADE PLAYER	Make a one-on-one trade between any two teams.
SIGN PLAYER	Sign a player from the free agent pool.
RELEASE PLAYER	Release a player to the free agent pool.
DEPTH CHART	Re-arrange the order of a depth chart.
CREATE PLAYER	Create custom players and add them to the free agent list or to a specific team. If you edit a current player, this counts as one custom player.
DELETE PLAYER	Delete a created player.

## RATING ABBREVIATIONS

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

## PLAY EDITOR

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

**To design a custom play for your User Profile team:**

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 gold highlight under the first player.
3. Select the type of assignment from the available choices.
4. Select the play assignment. A diagram appears for each available assignment.
5. To accept the highlighted player's assignment, press Button 2 and move the gold highlight to the next player.
6. Repeat until each player has an assignment and press **START**. The Play Editor menu appears.
  - ⇒ To Practice the new play, select RUN CURRENT PLAY.

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

**PLAY EDIT INFO**      Create plays and add them to your custom playbook.

## MADDEN CHALLENGE

In the Madden Challenge you can receive up to 2,000 points for fulfilling 100 pre-determined goals and correctly answering 200 trivia questions during gameplay. For example, if you complete a pass for more than 30 yards, Madden Challenge bonus points are awarded. You can receive a different amount of points in a number of different categories. Points vary by difficulty level. Activate the Madden Challenge from the Main menu or from the Controller Select screen.

- After points are tallied, the computer gives you codes that allow you to unlock the mysteries of *Madden NFL 2000*. For more information, ► *Enter Codes* on p. 23.
- In order to gain all 2,000 points, you must complete all the tasks in the All-Madden level, and answer all 200 trivia questions correctly.
- If you complete a 30-yard pass in the rookie level, the point total is lower than if you completed the same pass in the All-Madden level.
- You can complete the same task once at every game level. The points do vary with the maximum points rewarded at the All-Madden level.

## MADDEN CHALLENGE MENU

**CHALLENGE CONTROL**      Toggle Madden Challenge ON/OFF.

**CHALLENGE INFO**      Read the list of the Madden Challenge tasks.

**CHALLENGE SCORE**      View point summaries for all User Profiles.

**CHALLENGE CODES**      Get the codes after successfully completing Madden Challenge tasks.

- The codes appear after reaching various point totals, so be sure to check here from time to time.

**LOAD/SAVE/DEL**      Load, save or delete a user's Madden Challenge information.

**NOTE:** Your User Profile must be loaded in order to take the Madden Challenge.

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

## ADDITIONAL GAME OPTIONS

Additional game options not found on the Main menu are available from the Options menu in most game modes.

### LOAD/SAVE GAME

You can save any type of game in Madden NFL 2000. You can also save your Instant Replays.

#### To Save a Game (any Game Mode):

⇒ When you quit a game you are prompted to save that game.

**NOTE:** When you quit and save a game in progress in Season, Custom Season, Franchise, Fantasy Draft, or Tournament mode, you save the game at the exact spot in that game that you left (e.g., if you leave the game in the middle of the 1st quarter, that's where you'll pick up the action when you reload that saved data). If you don't want to save that game in progress but want to save your Season, Custom Season, Franchise, etc., don't save the game when you exit but return to the Options menu for the game mode and save the game from the Save/Load option.

#### To Load a Game (any Game Mode):

1. Select the type of game you want to load (e.g., SEASON, FRANCHISE, etc.) and press Button 2.
2. Highlight the file of the game you want to load and press Button 2. A setup box appears telling you if the game is loaded correctly.
3. Choose the game type and press Button 2. The Controller Select screen appears.
  - When you load a game that was in progress, (e.g., if you return to a game in Franchise mode that you exited and saved in the 1st quarter), you return to that same point in the game.

### REMOTE PLAY

#### SETTING UP A REMOTE GAME

1. Select **REMOTE GAME** from the Game Options menu. A Set-up box appears with your connection options.
2. Select the type of connection you want, either Local Network (LAN) or Internet.
3. After setting up your connection (regardless of connection type), the Chat screen appears.

## LAN

If you have access to a TCP/IP-based local network, you can host or join network games of up to 8 players on 2 computers (up to 4 players on each computer). When you select this option the LAN connect screen appears.

### To start an LAN game:

- ⇒ Before hosting or joining an LAN game, select NAME and press Button 2 to enter your name.
- ⇒ To **host** an LAN game, select HOST and press Button 2 (you can enter a password to keep unwanted players out of your game). When two players are connected, a chat screen appears.
- ⇒ To **join** an LAN game, highlight the game you want to join. Select JOIN and press Button 2 (enter a password if your host requires it). The Chat screen appears.

## TCP/IP (INTERNET)

If you have an IP address and access to a TCP network, you can link two computers for *Madden NFL 2000* action over the Internet.

**NOTE:** Playing *Madden NFL 2000* over the Internet with full joystick control requires a low-latency connection. If you experience significant lag while playing over the Internet, we recommend that you limit your Internet play to either Coach & Click Mode or standard Coach mode.

### To start a TCP/IP game:

- ⇒ Before hosting or joining a TCP/IP game, select NAME and press Button 2 to enter your name.
- ⇒ To **host** a TCP/IP game, select HOST and press Button 2 (enter a password to keep unwanted players from connecting to your computer). When two users are connected a chat screen appears.
- ⇒ To **join** a TCP/IP game, highlight ADDRESS and press Button 2. Enter the IP address of the player you wish to connect to, then select JOIN and press Button 2 (enter a password if your host requires it). After you connect, the Chat screen appears.

## ADDRESS BOOK

You can store other player's names, passwords, phone numbers and IP addresses in the Address Book.

- ⇒ To enter a new address, highlight **NEW ENTRY** and press **Button 2**. Press **Button 2** again and enter the name of the entry (this is the name of the person who you connect with). After entering the name, press **Button 2** and enter **NAME** (your name), **DEVICE**, **GAME NAME**, **PASSWORD**, and **PHONE** number (phone number of your opponent). After entering this information, click **SAVE** to save your information.
- ⇒ To select an address, highlight **ADDRESS BOOK** and press **Button 2**. Highlight the entry you want to use and press **Button 2**.

## CHAT SCREEN AND REMOTE GAME OPTIONS

For all types of remote games you can use the chat feature to talk to your opponent during setup and gameplay.

- ⇒ To chat with other players, select chat (chat screen appears automatically when connecting game). Type or use D-Pad to select characters and then hit **Button 2** to send.
- One of the options during gameplay is to chat with the other players.

### If you are the host:

- ⇒ If you wish to disconnect from the game before starting, press **Button 4**.
- ⇒ After you are finished setting up the game, press **Button 10/START**. The **Controller Select** screen appears after your opponent has chosen a team.
- ⇒ At the **Controller Select** screen, select your controller just as you would in other game modes (► *Controller Select Screen* on p. 12). The other controlled players in the game are indicated on this screen with a **Remote Play** icon designating his/her team. All players can select their teams from this screen. Your icon indicates the type of controller that you have selected. After you have selected your controller, press **Button 10/START**. The game begins.

### If you are the guest:

- ⇒ If you wish to disconnect from the game before starting, press **Button 4**.
- ⇒ At the **Controller Select** screen, select your controller just as you would in other game modes (► *Controller Select Screen* on p. 12). The other controlled players in the game are indicated on this screen with a **Remote Play** icon designating his/her team. All players can select their teams from this screen. Your icon indicates the type of controller that you have selected. After you have selected your controller, press **Button 10/START**. The game begins.
- After the game the **End Game** menu appears. After checking stats, exit the game. The **Chat** screen appears. Start up another game or disconnect.

## **CONTROLLER SELECT SCREEN**

Choose the team you want to control and select the type of controller you want to use.

A color-coded controller icon appears for each controller connected to your computer. During the game the player that you control is indicated by a same-colored control symbol.

# CREDITS

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**Assistant Producer:** Brian Movalson, Richard Beresh, Scott Slaby, Chuck Park  
**Production Assistant:** Steve Jones, Vu Thai Dang  
**Project Manager:** James Bailey  
**Motion Capture:** Electronic Arts Canada  
**Motion Processing:** Electronic Arts Canada  
**Player and Roster Ratings:** Pro Sports Xchange  
**Video Producer:** Ernest Adams  
**Video Specialist:** Eric Kornblum  
**Video Operations Manager:** Jerry Newton  
**Audio Director:** David Whittaker  
**Sound Effects:** Fred McGinn, Ken Felton, Marc Farly  
**Surround Sound:** Dolby Laboratories  
**Play by Play:** Pat Summerall  
**EA Studio Host:** James Brown  
**Guest Referee:** Red Cashion  
**Product Manager:** Erik Whiteford  
**Assistant Product Manager:** Randy Shoemaker  
**Player Relations:** Sandy Sandoval  
**Public Relations:** Charlie Scibetta  
**Documentation:** Gabe Leon  
**Documentation Layout:** Golden VizComm  
**Sr. Project Manager:** Cole Bronn  
**Package Art Direction:** Creative Services  
**Package Design:** POPGUN Design  
**Package Cover Photography:** Henrik Kam  
**QB Audibles:** Steve Bono  
**Motion Capture Talent:** Jamal Anderson, Terrell Owens, Shane Collins, Jon Baker, Mark Butterfield, David Kempfert  
**Mastering:** Michael Yasko, Yuri Green, Yakim Hayuk  
**Testing Supervisor:** Joe Adams  
**Lead Tester:** Doug Doine, Cedric Carty  
**Testers:** Jason Estebez, Andy Young, Oliver Ng, Jesse Waco, Andrew Patania, Steven Fleming, Meir Wasserman, Jamie Lau, Rodney Moye, Daniel Polinsky, Bob Feldman  
**Stadium/Website Approvals:** Brian Movalson

**Customer Quality Control:** Shane Ferguson, Ben Crick, Jacob Fernandez, Justin Mason, Dave Knudson  
**Lead Software Engineer:** Scott Rich, Deon DuPlessis, Jeremy Paulding, Marek Telgarsky  
**Software Engineer:** Stuart Riffe, Icer Addis, Jim Hejl, Shu Chiun Cheah, Brian Hixon, Mike Coker, James Talton, Daniel Martin, Ryan Ingram, Erik Parker, Lance Jackson, Rob Murphy, Isaac Burns, Ryan Burnside, Pranas Pauliukonis  
**Technologist:** Dave Swanson, James Brookes  
**Development Director:** Scott Taylor, Dale Jackson  
**Player Models & Texture Artist:** Don Barnes, Luke Mosling  
**Player Motion Artist:** Gordon Chen, Eric Kohler  
**Interface Artist:** Mike Nakfoor, David Northcutt  
**Cinematic Artist:** Jason Hayes, Donnie Worley  
**Stadium Artist:** Christian Holmes, Matt Flewelling  
**Fields & Texture Artist:** Joe Vance  
**Teamart & Player Texture Artist:** Lenny Williams  
**Hi-res Modeling & Texture Artist:** Greg Jobs  
**Technical Artist & Tools Support:** Jim Spoto  
**Motion Capture Direction:** Steve Waller  
**PlayArt:** Leong Chun-Chong, Ben Yu  
**Lead Artist, Interface:** Jorge Rosado  
**Lead Artist, Stadiums:** Sergio Vanelli  
**Lead Artist/Designer, Interface:** Holly Ruark  
**Art Manager/Art Direction:** John Turk  
**Additional Sound Programming:** Dave O'Neal  
**Sound Programming:** Ian Schmidt  
**Audio Technical Director:** Rob Hubbard  
**Musical Producer:** Jermaine Dupri  
**Lyrics and Intro Performance:** Lyrics Written and Performed by Ludacris. For information contact: Dr. William Ashborne at (404) 696-5009 or Chaka Zulu at (212) 665-9634  
**Additional Menu Music:** © and (P) 1999 Bughead. [www.bughead.com](http://www.bughead.com)  
**Menu Music Scoring:** Written by Don Veca. © 1999 Electronic Arts Music Publishing Inc. (ASCAP) (P) 1999 Electronic Arts Inc.  
**Cinematic & Menu Music Scoring:** Darryl S. Duncan  
**Additional Tools and Libraries:** Dave Mercier, Curtis Patzer, Frank Barchard, James Fairweather, Kaz Okuda, Patrick Ratto  
**Tools Programmer:** Mike Weilbacher, Stephen Shelton  
**Central Services Manager:** John Rotolo

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