

Final update.

=01/06/05= v Final

The only football game to ever motivate me to absolutely love football is being submitted as a final version FAQ. Still own this game, and has continued to be a top favorite amongst my collection.

=02/03/04= v1.0

Finished the FAQ. All the basics, strategies, and mode walkthroughs have been established. Even codes have been listed, along with Gameshark codes. One of my favorite football games has finally been FAQed. Will submit today.

=02/01/04= v1.0

Started the FAQ. Probably going to take at least one week before I can post something on GameFAQs. Despite previously writing a Madden 2004 guide, Madden 2000 for the N64 is actually fairly different than the modern counterparts.

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=====
- 1) Introduction -
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The Madden games are basically a long established series of football games produced by EA Sports. Originally released around 1993, EA Sports patented the series after a famous coach, John Madden, who won numerous superbows with the Raiders. Several years later, Madden has become one of the biggest game crazes across the world as a sports leader. Players can compete against others online, manage their own professional franchise, coach a team to the playoffs, and make financial decisions that affect how your team performs. Surprisingly, many of these roots still go back to one of the years, Madden 2000. Madden 2000 for the Nintendo 64 is a sequel to Madden 99' (which was a sequel to the original Madden 64). Each year, new features are added, including more details

- Pads - moves cursor, toggles options
- A - selects option
- START - game mode
- L - brings up help menu, hold down to keep menu up

/Passing/

- Pads - moves quarterback in certain direction, affects sensitivity on ball
- Up C - throws ball away
- A - brings up passing icons
- Left C - passing route
- Down C - passing route
- Right C - passing route
- B - passing route
- R - passing route
- Z/L - pump fake

- Holding the passing route button down will force for a *BULLET* speed pass, while simply tapping the button causes for a lob throw. The buttons are not pressure sensitive, so hold it down if you truly want some zip. Statistics such as Throwing Power, and Throwing Accuracy of your quarterback affect the velocity and accuracy of the ball. Sometimes lobs can be very inaccurate with a poor quarterback.

- Throwing the ball away forces the quarterback to toss the ball out of bounds, usually out of reach of other players. If you are within a tackle box when you throw a ball out of bounds, or there are no receivers nearby, you can get flagged for intentional grounding. Make sure you scramble outside the pocket before throwing it away.

- The pump fake is fairly effective in stalling defenders and oncoming rushers. Simply fake a throw to have them leap (which gives you more time to throw the ball). DO NOT pump fake if you're about to be sacked, as it increases the chance of a fumble.

/Rushing/

- Pads - moves rusher in designated direction
- Up C - laterals to a player behind you
- Left C - hurdles, jumps
- Down C - spins
- Right C - stiff arm
- B - dives
- A - speed bursts
- R - jukes right
- Z/L - jukes left

- Laterals can only be performed if there is a player behind you to toss to. If there isn't, your player will simply hold onto the ball.

- Spins are fairly slow, and ineffective compared to modern Madden games. Avoid using them, unless you're in a one-on-one situation. In most cases, jukes are much more effective for evading oncoming defenders.

- Speed bursts occur in timed intervals. Once you press the button, your player will charge ahead for a second. Keep pressing it every second or so to keep your player at a constant fast speed. Don't overdo it though; you cannot turn when speed bursting.

/Receiving/

- Pads - moves receiver in designated direction
- Up C - jumps/catches the ball
 - A - gives you control of receiver closest to ball
 - B - dives

- Avoid diving unless the ball is an extreme distance away from the player. Manually catching is extremely easy to do in Madden 2000. When the ball is coming towards your receiver, simply turn towards it and press Up C. Thanks to the partial non-3D atmosphere, you can make amazing grabs over your head by simply jumping up at the correct time. Be quick though, most passes are zipped bullets.

/Defense/

- Pads - moves player in designated direction
- Up C - jumps/intercepts the ball
 - A - gives you control of defender closest to ball
- Left C - power tackle
- Down C - swim move
 - B - dive tackle

- You do not necessarily have to dive or power tackle in order to bring a player down. You can simply run into them to cause them to be auto-tackled. A player can break free from a dive tackle based on the angle of impact. A power tackle increases the chance of fumbles, but also gives the defender less mobility when the move is performed.

- The swim move is primarily designed for defensive linemen. It's sort of like a shake N' bake move where the defender pretends to go one way, then shifts his arm around the other way. Its primary use is to get around offensive linemen to sack the quarterback. If performed at the wrong time, an offensive linemen can easily pancake the pass rusher.

- Intercepting the ball is fairly hard to do. In most cases, mediocre players will simply tip it when they go for the leap. However, based on the player's catch rating, your % of intercepting increases as well.

/Pre-Play Offense/

- Up C - hot route
- Down C - fakes snap
- Right C - quiets crowd
 - B - calls an audible
 - A - snaps the ball, starts play
 - R - views rightmost part of field
- Z/L - views leftmost part of field

- Hot routes are special custom routes (for receivers) that can be assigned by the player before a play is snapped. Simply press Up C, then the receiver's route button (B, R, C buttons), and then press a direction on the control pad. So for example, let's say you wanted to take your third receiver and have him move straight up for a bomb pass. To do so, press:

Up C + Left C (third receiver's button) + Up (on the analog pad)

Then, your third receiver will change his previous route, and this time, go for the deep Hail Mary pass. It's useful for exploiting a blitz that you know is coming to catch the defense off guard.

- Fake snaps are useful in drawing the defense offside. They may also cause for your offensive line to false start as well. Use them sparingly. Quieting the crowd helps improve your momentum (unless you're the away team). Viewing both sides of the field is useful to see what coverage schemes the defense is planning to use. It also helps exploit if you have 1-on-1 coverage, to give you pre-snap knowledge on where to throw. Play audibles are a way to change the current play on the field. Simply press the audible button, then one of the pre-designated audible buttons assigned in the settings menu. To change your audibles, simply press START, and assign new plays.

/Pre-Play Defense/

- Left C - selects previous player
- Right C - excites the crowd
 - B - calls an audible
 - A - selects next player
- Z/L - shifts your defensive line
 - R - plays bump coverage, brings an extra man in the "box"

- Exciting the crowd brings more momentum to the defensive side of the ball (unless you're the away team). Calling an audible is similar to above, as you can change your defensive play on the field.

- Shifting your defensive line sometimes causes for a change in defensive line pressure, or how the blitz will occur. If you press the button once, your defensive linemen will all shift down about three feet each. This is useful for getting a fast defensive end on the outside corner to blitz, or have an extra blitzer come in on an open hole. Bump coverage has your cornerbacks wrestle the receivers within the first 5 yards. It's useful for keeping the quarterback with few options to throw to, and hopefully gives your defense enough time to blitz. You can get "burnt" on bump coverage though since most receivers are wide open after they break free from the cornerback. Bump coverage also brings in an extra safety next to the linebackers. This means you have one more player to help stop the run. Use it often if you have a skilled secondary, or need help stopping the run.

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=====
- 3) Teams -
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Pretty much the entire National Football League is based around teams. Teams are the organizations where owners reap in profits, fans go to give support, and the players perform entertainment each week. Thankfully, in Madden 2000, the NFL had 31 teams. This brings in plenty of interest from people around the United States. Most franchises are based around populated cities giving a sense of football to each and every person in the country. The following section will give a brief summary of each team, name franchise players, and rate them accordingly. Note that these rosters are from Madden 2000, so there are no Houston Texans (weren't established yet), nor any modern superstars. Also, teams are organized according to divisions.

/AFC East/

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```
0`.....0`.....
|Buffalo Bills| Key Players: { B. Smith (98) =RE=
0-----0          { S. Gash (92) =FB=
|                  { E. Moulds (87) =WR=
0                  { D. Flutie (86) =QB=
/.....
/RATINGS          | Solid defense as well as players on the offensive
/ Offense: ****   | side of the ball. Age is starting to bring down some
/ Defense: ***    | of the playmakers, but a playoff worthy team.
/ Special: *****|
=====
```

```
0`.....0`.....
|Miami Dolphins| Key Players: { Z. Thomas (97) =RILB=
0-----0          { D. Marino (90) =QB=
|                  { S. Madison (88) =RCB=
0
/.....
/RATINGS          | Nice stable offense with an excellent quarterback
/ Offense: ***    | and decent receivers. Lacks a running game. Amazing
/ Defense: *****| defense, playoff caliber. Young talent as well.
/ Special: ****   |
=====
```

```
0`.....0`.....
|New England Patriots| Key Players: { T. Law (92) =RCB=
0-----0          { T. Glenn (91) =WR=
|                  { L. Milloy (90) =SS=
0
/.....
/RATINGS          | One of the best secondaries in the game. Has a very
/ Offense: ***    | stable offense with Drew Bledsoe at the helm, and
/ Defense: *****| a good set of receivers. Playoff caliber.
/ Special: ****   |
=====
```

```
0`.....0`.....
|New York Jets| Key Players: { K. Mawae (94) =C=
0-----0          { K. Johnson (94) =WR=
|                  { C. Martin (84) =HB=
0
/.....
/RATINGS          | Fairly young team with playmakers like Keyshawn and
/ Offense: ***    | excellent safeties. Old on a few edges, but most of
/ Defense: ****   | it can be shaded off in the draft. Near playoff
/ Special: *****| caliber.
=====
```

```
0`.....0`.....
|Indianapolis Colts| Key Players: { M. Vanderjagt (90) =K=
0-----0          { P. Manning (87) =QB=
|                  { E. James (85) =HB=
0
/.....
/RATINGS          | Excellent young offense that prospers into one of the
/ Offense: ***    | best in the game. Marvin Harrison is on the team, but
/ Defense: **     | not quite the superstar yet. Suffers on the defensive
/ Special: **     | side of the ball.
```

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/AFC Central/
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0`.....0`.....
|Jacksonville Jaguars| Key Players: { T. Boselli (98) =LT=
0-----0 { L. Searcy (95) =RT=
| { J. Smith (94) =WR=
0 { F. Taylor (90) =HB=
/.....
/RATINGS | Superb offense with one of the best offensive lines
/ Offense: ***** | you'll ever see. Mark Brunell is an excellent QB, along
/ Defense: *** | with the two other weapons (Taylor & Smith). If their
/ Special: **** | defense was slightly better, they could be superbowl
=====| caliber.

0`.....0`.....
|Baltimore Ravens| Key Players: { R. Lewis (92) =LILB=
0-----0 { M. McCrary (93) =RE=
| { J. Ogden (90) =LT=
0
/.....
/RATINGS | Young team with plenty of potential. Has the best
/ Offense: * | linebacker core in the game. Offense is very drab,
/ Defense: **** | however, rising stars Jamal Lewis (and Priest Holmes)
/ Special: **** | help out in the long run.
=====|

0`.....0`.....
|Cincinnati Bengals| Key Players: { C. Pickens (87) =WR=
0-----0 { T. Spikes (85) =RILB=
| { C. Dillon (79) =HB=
0
/.....
/RATINGS | One of the worst teams in the game, but young and
/ Offense: ** | zestful. Dillon becomes a monster, and Akili Smith
/ Defense: * | has a powerful arm. Weak secondary, but linebacker
/ Special: * | core is fairly strong.
=====|

0`.....0`.....
|Tennessee Titans| Key Players: { C. Hentrich (96) =P=
0-----0 { E. George (89) =HB=
| { B. Bishop (90) =SS=
0
/.....
/RATINGS | Another playoff caliber team. McNair and George run
/ Offense: *** | as an excellent pair. Defense is very physical, and
/ Defense: **** | perfect to compete in the playoffs. Just a playmaker
/ Special: **** | or 2 short from perfection.
=====|

0`.....0`.....
|Pittsburgh Steelers| Key Players: { D. Dawson (99) =C=
0-----0 { L. Kirkland (97) =LILB=
| { J. Bettis (88) =HB=
0
/.....


```
/RATINGS          | Excellent mediocre aged defense. Has a strong secondary
/ Offense: ***    | and linebacker core. Offense is developed primarily for
/ Defense: ****   | the run. More talent can be acquired in the draft.
/ Special: ***    |
=====|
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0`.....0`.....
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|Cleveland Browns| Key Players: { C. Gardocki (93) =P=
0-----0          { J. Miller (86) =ROLB=
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|
0
/`.....
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/RATINGS          | Easily compared to the Bengals. Lacks playmakers on
/ Offense: *      | offensive side of ball. Defense has some ups, but is
/ Defense: **     | aging at a quick rate. Tim Couch is a young QB that can
/ Special: **     | be developed.
=====|
```

/AFC West/

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0`.....0`.....
```

```
|Denver Broncos| Key Players: { S. Sharpe (98) =TE=
0-----0          { T. Davis (97) =HB=
|                  { J. Elam (96) =K=
0                  { R. Smith (93) =WR=
```

```
/`.....
```

```
/RATINGS          | Defending back-to-back Superbowl champions. Clearly the
/ Offense: ***** | best team in the game. Has top rated players at nearly
/ Defense: ***** | every position, and a partial majority are young
/ Special: ****    | players.
=====|
```

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0`.....0`.....
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```
|Oakland Raiders| Key Players: { D. Russell (94) =DT=
0-----0          { C. Woodson (94) =LCB=
|                  { T. Brown (89) =WR=
```

```
0
/`.....
```

```
/RATINGS          | Playoff caliber team that simply "needs" a QB.
/ Offense: **      | They also have some aging problems at most positions,
/ Defense: ***** | which means the draft is their next best friend.
/ Special: ****    |
=====|
```

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0`.....0`.....
```

```
|San Diego Chargers| Key Players: { J. Seau (96) =LOLB=
0-----0          { R. Harrison (96) =SS=
|                  { J. Carney (93) =K=
0                  { D. Bennett (91) =P=
```

```
/`.....
```

```
/RATINGS          | Few steps from being one of the good teams in the game.
/ Offense: **      | Needs a better QB, and preferably a runningback. Other
/ Defense: ****    | than that though, their defense is very skilled.
/ Special: ***     |
=====|
```

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0`.....0`.....
```

```
|Seattle Seahawks| Key Players: { C. Brown (94) =ROLB=
```

```

0-----0                { J. Galloway (94) =WR=
|                          { S. Springs (92) =LCB=
0
/.....
/RATINGS                | Another nice team to start out with. Partially capable
/ Offense: ***          | of making the playoffs, and has some young talent on
/ Defense: ****        | their side of the ball. Just takes a bit to develop
/ Special: ***         | to perfection.
=====|

```

```

0.....0.....
|Kansas City Chiefs| Key Players: { D. Szott (91) =LG=
0-----0                { D. Thomas (88) =ROLB=
|                          { D. Alexander (87) =WR=
0
/.....
/RATINGS                | No Priest, and an underdeveloped Tony Gonzalez hurts
/ Offense: **          | their offense greatly. Perhaps more playmakers, and
/ Defense: ***         | younger age on the defense can help in the long run.
/ Special: *****    |
=====|

```


/NFC East/

```

0.....0.....
|Washington Redskins| Key Players: { M. Turk (99) =P=
0-----0                { D. Green (94) =RCB=
|                          { C. Bailey (84) =LCB=
0
/.....
/RATINGS                | Mediocre offense, and lack of a running game hurts
/ Offense: **          | their chances in the long run. Defense is a beautiful
/ Defense: ***         | mix of power and speed, and has many years to develop.
/ Special: ****        |
=====|

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0.....0.....
|Dallas Cowboys| Key Players: { D. Sanders (100) =RCB=
0-----0                { L. Allen (95) =LG=
|                          { D. Woodson (94) =SS=
0                          { M. Irvin (91) =WR=
/.....
/RATINGS                | One of the definite superbowl contenders. Has an
/ Offense: *****    | amazing trio with Aikman, Irvin, and Smith. Defense
/ Defense: ****        | is also strong in certain areas. Unfortunately, after
/ Special: ****        | year one, most of the talent fades away.
=====|

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0.....0.....
|Arizona Cardinals| Key Players: { E. Swann (98) =DT=
0-----0                { A. Williams (97) =LCB=
|                          { A. Wadsworth (93) =LE=
0                          { J. Plummer (89) =QB=
/.....
/RATINGS                | Surprisingly a decent team for their horrible
/ Offense: ***         | reputation. Young talent offensively, but a lack of
/ Defense: ****        | playmakers. Defense is primed for action.
/ Special: ***         |

```



```
/RATINGS          | Probably too late to upgrade to an offensive threat.
/ Offense: ***    | Barry retires quickly, and most of their offense is
/ Defense: **     | fragile in certain areas. Needs vast improvement.
/ Special: ***    |
=====|
```

```
0`.....0`.....
|Tampa Bay Buccaneers| Key Players: { M. Alstott (100) =FB=
0-----0          { W. Sapp (98) =DT=
|                  { D. Brooks (90) =ROLB=
0                  { J. Lynch (90) =SS=
/.....|
```

```
/RATINGS          | If anything, they're a defensive powerhouse.
/ Offense: ***    | Playmakers at nearly every position, however, their
/ Defense: *****| offense is a tad more faulty. Could use some younger
/ Special: **     | talent in the draft, or a wide receiver.
=====|
```

```
0`.....0`.....
|Chicago Bears| Key Players: { J. Flanigan (86) =DT=
0-----0          { Brockermeyer (85) =LT=
|                  { C. Conway (82) =WR=
0
/.....|
```

```
/RATINGS          | Worst team in the game if you ask me. Lack of talent in
/ Offense: *      | nearly all positions, except for the defense. Requires
/ Defense: **     | some sort of playmaker (something they don't have). The
/ Special: ***    | real challenge is in this team.
=====|
```

/NFC West/

```
0`.....0`.....
|San Francisco 49ers| Key Players: { B. Young (97) =DT=
0-----0          { S. Young (93) =QB=
|                  { T. Owens (91) =WR=
0                  { J. Rice (90) =WR=
/.....|
```

```
/RATINGS          | The one two punch between Steve Young and Jerry Rice
/ Offense: *****| is simply unstoppable. They also have a bright and
/ Defense: ****   | young defense to layer the candy stick. Excellent
/ Special: **     | team, possibly superbowl caliber.
=====|
```

```
0`.....0`.....
|St. Louis Rams| Key Players: { M. Faulk (89) =HB=
0-----0          { I. Bruce (89) =WR=
|                  { K. Lyle (89) =FS=
0                  { K. Carter (88) =LE=
/.....|
```

```
/RATINGS          | Very balanced team that has room for improvement.
/ Offense: ***    | Unfortunately, there was no miracle Kurt Warner at
/ Defense: ***    | this time, so you're stuck with Trent Green. Aside
/ Special: ***    | from that though, Faulk is an excellent back for your
=====| franchise.
```

```
0`.....0`.....
|Atlanta Falcons| Key Players: { J. Anderson (96) =HB=
```


(4 quarters per game)

--> For realistic results, use 9 minute quarters, and select your plays relatively fast. For quick matchups to test out your skills, just use the default five minute quarters. You may also use 15 minute quarters, but I HIGHLY recommend turning on the Accelerated Clock under the game settings.

+ Tutorial /-/ helps players by providing pop-up hints

+ Modified Rosters /-/ allows you to use custom edited rosters

--> You must load the rosters from your controller pak, otherwise this option appears gray.

- Once you've picked your settings, press A to continue forth with the settings you selected.

/Exhibition/

=====

This is pretty much your typical matchup between two teams. You may select any of the 31 official teams in the NFL, or may also pair the AFC/NFC Pro Bowl teams into the mix. If you've managed to unlock any hidden teams, you can use them as well. Exhibition is highly recommended if you want to gain Madden Challenge points, increase your profile record, or simply play a quick matchup without any waste of time. You do not have to take role of only one team, and there is no roster management involved. Once you pick the team, you may then select the stadium. Press Left C to enter the options menu to find the Stadium select.

- As far as I'm aware, you may pick any one of the 31 stadiums of the teams in the NFL. There is also an additional Hawaii Pro Players Stadium (Pro Bowl), and the official Superbowl XXXIV Dome (Atlanta Falcons stadium). Plus, if you manage to unlock any other ones, you can use them as well.

!!! Weather conditions may be altered for the stadium you select. Press Down C and then toggle the weather options by pressing left or right. You can get some interesting mixes in non-dome stadiums.

/Season/

=====

Unlike franchise or exhibition mode, Season mode allows you to play a complete NFL season with as many teams as you desire. Start off by selecting the mode and pressing A. You'll then be brought to a selection screen. Check off any one of the 31 teams to play on their official schedules. You'll play through a complete 17 week schedule in which all stats are kept track of. After the season ends (Super Bowl & Pro Bowl are over), the game will ask you if you want to start another season with a random schedule. If you'd like to do so, hit yes, and select any new teams you'd like to play as.

- Basically, season mode is like a watered down franchise mode. You don't have to take care of any roster problems, but rather, simply play games. After Year 1 is over, it basically repeats with the same players. It's just that you can have a new schedule after you complete the first year.

/Franchise/

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This is the pride and joy of every Madden fan out there. Franchise mode is exclusive to EA Sports as it allows you to take, and manage a professional NFL

Key decisions must be made by you - the franchise owner.

{*}{*} KEY FEATURES {*}{*}

- capable of lasting 30 NFL seasons
- Player retirements
- Free Agency Signing Period
- CPU proposes trades during a certain period of time
- NFL Draft (4 rounds, 31 picks per round)
 >> The Playstation version has 7 rounds.
- Coaches get fired, and can switch to vacant teams
- Player Progression
- Saving a franchise requires 123 free memory pages (almost 85% of a memory card)

/Adding a New Coach/

=====

Before you can actually engage on an NFL conquest to the Superbowl, you must first add a coach to the league. After you enter franchise mode, you'll be brought to a screen that requests coaching changes. Start off by pressing A to create a new coach. Type out their name. In most cases, you may want to make it a real person who could possibly be an actual coach, or simply yourself. Make sure you format the name like "F. Last"

- Most Madden names in the game begin with a first initial, and fully spelled last name. After you've made the coach, press A to add him to the list. Then press START to move on. You may also create additional coaches to give you more users in a franchise than one. After the screen advances, give the coach a team by scrolling left or right through the teams menu. Once you have a team selected, press START.

/Year 1/

=====

Congratulations, you've successfully taken control of an NFL franchise. Madden 2000 automatically places you right in the action starting off with Week 1. There is no preseason, so you don't have to worry about that. From here on, I recommend you check out the options menu by pressing Left C.

/Options Menu/

=====

The options menu pretty much allows you to manage every aspect of your franchise. All of the key features that you look for are listed in this category. The following descriptions will tell you what each function in the menu does.

^^\##/^^ COACH MANAGEMENT ^^ \##/^^

[[Coach Setup >> let's you add to the list of current user-controlled coaches

[[Coaching Positions >> allows the coach to take a new job with another team

[[Coach Rating >> shows your current rating out of 100 possible points, basically your efficiency rating as a coach, also shows history, record, and game stats as a coach

^^\##/^^ GAME SETUP ^^ \##/^^

[[Play Week >> brings you to the current play week in your schedule

[[Game Options >> permits you to change quarter length, difficulty, and other game affecting standards

[[Game Settings >> includes the ability to edit game sliders, penalty sliders, and CPU coaching decisions

^^\##/^^ MANAGE ROSTERS ^^ \##/^^

[[View Roster >> brings up a menu that displays rosters of all current teams, can be sorted via ratings, position, or category

[[Roster Breakdown >> shows how many positions each team has out of the required amount active

[[Trade >> allows you to trade players between teams, CPU will decide if offer is fair, great for acquiring draft picks - the trading deadline is Week 6, so make sure any trades are made before the games start

[[Re-Sign Player >> permits you to restructure a current player's contract to a new amount, and length of years

[[Sign Player >> gives you the ability to sign players from the current free agent list to your team - uses same contract details as re-sign players menu

[[Release Player >> gives you the option to cut players currently enlisted to your team, you may take a Cap Penalty, which is a 5-10% (of the player's overall salary) decrease in your cap salary next season

[[Depth Chart >> let's you assign the order of players for each position, you can basically assign your #1 QB, #2, and so on - capable of being performed at each position

^^\##/^^ STATS/INFO ^^ \##/^^

[[Team Schedule >> shows the current team's 17 week schedule, who they play, and the game time

[[Team Standings >> lists each of the teams in their respective divisions along with playoff competitors

[[Team Stats >> totals stats in specific categories so you may see your overall output

[[Team Rankings >> shows how your entire team ranks in specific categories when compared to other teams in the league

[[Individual Stats >> probably one of the most useful stat options in the game, you may look at statistics for each player at their respective positions, along with league leaders

[[Player Awards >> shows the offensive/defensive player of the week

[[Yearly Awards >> after the regular season is over, you may see who won offensive/defensive MVP honors, along with rookie of the year mentions, and even Pro Bowl selections

[[Injury Report >> shows a team's status when it comes to injuries, and the severity of the wound

[[Playoff Tree >> shows a Tournament-like tree with all playoffs teams, and what future matchups may wait ahead

[[League News >> updates possible coach firings, vacancies, along with team transactions

/The Grueling Weeks/

Once you've finished sorting through your depth chart, and getting ready for the big games, it's time to actually play them. You may pass through the weeks by pressing left or right on the control pad. Based on how many coaches you have in the league, there will be checkboxes next to teams you are currently coaching. If you uncheck the box, you will not play the game, and it shall be simulated. However, to play a game, simply check the box, and then press START to enter the game. Make sure you're selected to play for the correct team. NFL schedules last approximately 17 weeks, with only 16 games. However, since there is an odd amount of teams in the league (31), there is usually a bye week for a new team each week.

As you pass through each week, you'll eventually compile up a record. Your record at the end of the season determines whether or not you make the playoffs, and the NFL rookie draft order. There are two ways of making the playoffs. You may win your division (three divisions per conference), or win a wild card spot. There are three wild card spots in each conference, and three division winners. The top team with the best divisional record holds the home team advantage, or will basically play all playoff games at their home stadium. Wild card winners play in the first week, while the top 2 division record teams get bye weeks in the first week of the playoffs. So it rewards you to have a better record.

Once two clear cut winners have been decided from each conference, they duel off in the Super Bowl. One week after the Super Bowl is the Pro Bowl game, where all elected players compete on conference-based teams. After this ends, you may progress to the "End of Season" mode.

/End of Season/

After the official NFL season is over, Madden 2000 advances to the End of Season mode. This is basically where all off-season activities take place. Each of the processes go in a specific order, and must be followed according to plan.

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/Player Progression/

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- Each player in Madden 2000 has specific ratings that correlate to how well

they perform on the field. Players with better ratings are usually superstars, while lower rated players are backups. Based on the stats, or how well a player performs during the year, their attributes may boost or decrease. Reduced playing time, injuries, or a lackluster season can all contribute to decreased ratings. Players are increased/decreased in specific ratings, and the total averages out to affect your OVERALL player rating. The following table briefly lists what each attribute stands for:

* - denotes high importance

^ - denotes importance to position-related skill (aka WR needs catching)

/ Attribute	Initial	Description	\
Overall*	OVR	overall rating of a player's abilities	
Strength	STR	affects situations involving blocks,	
...	...	contact with other players	
Agility	AGI	affects quickness on spin, jukes	
Speed*	SPD	how fast a player can move at maximum	
Acceleration	ACC	determines how fast a player will boost	
Awareness*	AWR	affects ability to make smart decisions	
Catch^	CTH	determines ability of hands, catching	
Carry^	CAR	how well a player holds the ball, less	
...	...	fumbling percentage	
Throwing Power^	THP	velocity of a thrown ball	
Throwing Accuracy^	THA	accuracy of thrown ball	
Kicking Power^	KPW	how far a ball may be kicked	
Kicking Accuracy^	KAC	increases accuracy wideness on kicking	
...	...	bar	
Break Tackle	BTK	ability to break out of a tackle	
Tackle^	TAK	defensive player's ability to tackle	
Importance	IMP	affects value of player in trades, or	
...	...	impact as a franchise player	
Pass Blocking^	PBK	ability of a blocker to defend against	
...	...	pass rush	
Run Blocking^	RBK	ability of a blocker to block for	
...	...	rushing plays	
Injury	...	determines resistance against injuries	

/Retired Players/

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- As players begin to age, the effects of old age start to weigh upon them. Players in Madden 2000 automatically retire based upon two combining elements. Their amount of experience (years in the NFL), along with their current age. Certain players have pre-set retirements that only span them with short careers. Other players may retire due to a career-ending injury, or simply old age. Retirement is unavoidable, and cannot be revoked. However, the player's contract is free money given back to your salary cap. It's an easy way of getting rid of old declining veterans. Browse the list, then press START to move onto the next step.

/Re-Signing/

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- Once a player's contract runs out in the NFL, it comes time to do something

about that player. Since the player last worked for your team, you're always given first rights to "resign" the player, otherwise, send him out to free agency. Players can be resigned at any time, or any period in their contract. However, players who have 0 years on their contract left must either be negotiated with a new offer, or sent home packing. Browse through your players, and look for anyone who has 0 years left on their contract. If you want them back around next year, send them a lengthy offer for less money. Make decisions that help your team. Remember, talent can be replaced through the draft, or trades if possible.

>> Salaries are organized based upon their:

- Salary (per year)
- Length (of the total contract)

For example, giving a 2.20 million dollar contract for 4 years would mean that you'd spend 2.20 million dollars each year, for the next four years. The amount is NOT the total amount spent on the player.

/Trades/
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- Afterwards, you're given the ability to propose your own trades. This is exactly like the trading option listed under Roster Management, however, it occurs during the off-season. If you do not want to propose any trades, simply press START to move on.

/Proposed Trades/
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- Nearly each year, you will receive random offers from various teams around the league. You may view the offers, and decide on whether to accept, reject, or leave them pending. Accepting an offer will take place immediately. Detailed information is listed including the team's salary cap space, statistics of the player, and youth information. You may also trade for draft picks this way.

/Create Player (Optional)/
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- Creating a player is another nifty way of adding yourself to the game. You're given the option of creating any player you desire by customizing certain options, and setting detailed attributes otherwise uneditable. Here are the options you may modify of a created player:

- | | |
|------------------------------|------------------------------|
| + Position | + Weight |
| + Team (usually free agency) | + Skin |
| + Jersey Number | + Color |
| + Age | + Handed (left or right) |
| + Years Pro in the NFL | + Potential |
| + Height | + Rest of default attributes |

- The higher you increase a player's abilities, the more he costs to sign in free agency. Numbers exceed original players' salaries in the game by about 50%.

/Free Agent Signing/

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- Every year, there's a specific free agent signing period in which teams may offer contracts to unsigned players around the league. The best part about free agency is that superstars can often interchange between teams, while receiving the benefit of newly guaranteed money. Unfortunately, Madden 2000 isn't exactly 100% accurate. The free agency period normally occurs after the NFL Draft, but it was placed before to let gamers "know" who they could sign out there. It lasts approximately 45 days. Whenever you go to the free agency signing menu, the timer will countdown. It's usually a minute or so before a day passes by.

- Players are sorted by their OVR, but you may also sort them via positions, or other ratings. Free agency tends to increase contracts up to 25% more than what you'd normally pay. Most free agents are also willing to sign to long offers (especially veterans). Try signing aging veterans with 5 year contracts, but reduce the money. They'll eventually retire.

/NFL Draft/

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- Again, the NFL Draft in Madden 2000 is fairly cheap. Unlike future versions which actually let you "scout" players before seeing their ratings, you are simply given all ratings of rookies in the draft. This is fairly cheap as you know what talent is available, and there are really "NO" draft busts. A Draft Preview menu pops up before the draft takes place to let you view the available talent in the draft.

- Also, most rookies in the game are ACTUALLY good, unlike future versions of the Madden games. Top first round picks range from the 80-85 OVR ratings. Great for replacing veterans on your team, as it's almost an instant increase in output.

>> The NFL Draft in Madden 2000 only lasts 4 rounds, not 7 like the traditional draft. It has been limited to make draft picks more worthy. Avoid trading your picks unless you're confident the newly arrived player is worth the risk.

*** Make sure you check the individual ratings of players as well. There are amazing QBs out there who may be 82 OVR, but have horrible AWR (low 30s). You also may discover a few players that have awesome speed, but horrible CAR ratings. Check individual attributes out before drafting.***

/Sign Draft Picks/

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- Even though you may be able to draft the next rookie superstar, it all comes down to the money. Before a rookie is officially a player on your roster, it becomes necessary to sign them to a contract, much like any other player. Signing rookies uses the same contract methods as any other player. They are paid per year, and in a length of the total contract. Rookies however usually provide a -25% decrease in contract negotiations, making them much cheaper to sign. Unfortunately, high draft picks tend to request just about the right money, so expect to pay a few mil for the next franchise quarterback.

/Re-Ordering Depth Charts/

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(the destination of the football). If you must, slowly trot to the location, but do it in a brisk fashion to NOT let the defender get on top of you. Hold steadily UNTIL you see the football break the top of the screen. I highly recommend using Madden Classic mode for best accuracy. Once you see the football plummet and come from the top of the TV screen, quickly press Up C to leap up for the ball. If performed correctly, you should be able to manually catch the ball, which is almost a guaranteed 70% catch every time. The only affecting factors are strength, and if the defender interferes with your catch. He may also get flagged for defensive pass interference, which will help your offensive drive as well.

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    }}}= Runningback Tips =[[{{
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Another fairly useful tip when the moment is right. If you're rushing the ball, mix up your rushing plays constantly. Attempt an outside pitch every once and while to catch the defense off-guard. However, one of the most useful tactics in gaining an edge on your opponent is constantly pounding the inside running game. Avoid draw plays on All-Madden mode as you'll mostly get stuffed. DO NOT hit the speed burst until you hit the hole. Yes, many Madden players say this, but they don't actually do it. Speed bursting doesn't let you shift your angle of attack when you're running forward. However, one of the most useful moves is passing to your halfback, then juking up the sidelines.

-- Run a play that has your halfback go on the flat route. This is a route where he'll run towards the sideline, then quickly curl up. Right off the bat, take a three step drop with your QB, and toss the ball to your HB. Perform it lightly by tapping the button, NOT holding it down. Once he has the ball, here comes the key step:

S	^		<-- As you can see, quickly screen the
I			football over to your halfback. Once
D		O	he has possession, move up field,
E	<	<	then quickly juke to the PARALLEL
L		^	direction of the pass. If done
I	O		correctly, you can easily juke to the
N		>	right past the first defender, then
E	X* --	* --QB	juke to the opposite side of the next
			one. Great for breaking huge 20 yard
			gains. Fairly cheap as the CPU never
			catches on.

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    }}}= Getting Blitzed? =[[{{
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If you're having a ton of trouble stopping the blitz, simply avoid it. Call out a shotgun formation (if your playbook has it). The shotgun is designed to give the quarterback a few extra seconds in the pocket before the oncoming defensive rush can reach him. The only disadvantage is that you're about 5 yards away from the line of scrimmage. However, those 5 yards can make a difference when you can easily fend off pressure.

- Call out running formations as pass plays. For example, running the I-formation is a great start as it gives you two extra blockers right behind the cornerback (HB, FB). Plus, if the opponent holds back for one play, you can have one of them run a passing route to catch an underneath gain.

- Use Hot Routes if you are CERTAIN the blitz is coming. Did you notice the linebacker covering your tight end looks aggressive at the line? Simply press Up C, then the passing button of your tight end, and then UP on the control pad. Right off the snap of the ball, pass immediately to your tight end and he SHOULD be open. Use hot routes often.

/Defense/

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Unfortunately, defense isn't quite the priority as it is in most football games. Madden 2000 tends to be the same, although it seems to place strong thresholds on the running game.

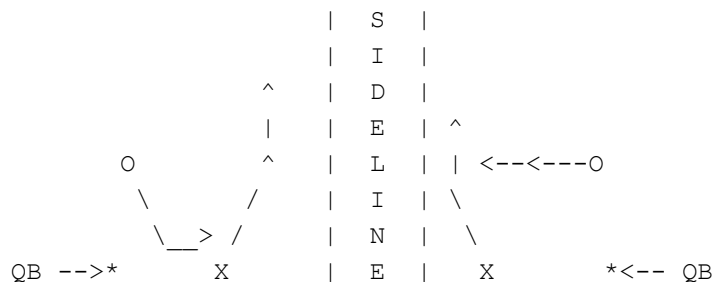
}}]= Manual Tackling =[[{{



Same as manual catching, except this takes a little more practice. Due to the extremely annoying juke move, manual tackling is necessary in certain cases. When you are chasing an opponent, quickly press A to take control of the defender, then press Up + B to dive tackle him from behind. The CPU tends to not tackle opposing players from behind for some reason. Also, near sideline catches, quickly gain control of your defender, then guide him to intertwine with the path of the receiver.

CPU Controlled Defender

User Controlled Defender



}}]= Basic Defensive Formation Meanings =[[{{



Many people don't seem to understand what each of the defensive names mean in the game. This section will quickly sum them up for you:

MAN + has your defenders cover the receivers using their own skills & abilities, higher OVR players tend to perform better when used in man coverage because they have better attributes than most players, great for covering all aspects of the field

- has the possibility of a blown assignment, or giving up a big play lower OVR players will have a tough time defending receivers, and often will give up gained yards

ZONE + has your defenders cover certain "areas" of the field, whenever a player crosses into a defender's zone, the defender will then cover him much like MAN coverage, great for obtaining turnovers, or stopping a certain threat, better suited for low OVR players, less coverage involved

- leaves gaps on the field, your opponent can pick them apart if your defensive line gets no pressure whatsoever, blitzes are often

paired with zone coverage plays to force the QB to throw the ball indecisively

COVER 2 + an excellent defensive scheme, has your 2 safeties drop back to cover the two deep wideouts, has your linebackers move straight up and play zone coverage in the middle of the field, has your cornerbacks play zone coverage close to the line of scrimmage, this causes havoc for QBs as they must pass the ball carefully without throwing an INT to the CBs by the line, or safeties up deep

- you need an amazing defensive line to put pressure on the QB, otherwise, he can pick you apart with slant/timed routes up the middle, huge weakness up the deep middle if a receiver gets past the linebackers

BLITZ + has a defender on your side of the ball charge the offensive zone in an attempt to sack the QB, or stop a running play in the back field, great for putting pressure on QBs, or stopping a play before it starts

- leaves one more man in the receiving core open, also causes for big plays to develop as a certain player can slip through, if the offense goes the other way during a blitz, that's practically a wasted player

/Special Teams/

Probably the most overlooked portion of the game, special teams play a large portion of how games can shift momentum. They're the primary source in determining a team's starting field position, as well as scoring points on the board. It's pretty much offense and defense combined into one element.

}}]= Field Goals =[[{{
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Back in Madden 2000, no "direction" meter existed when it came to kicking the ball. This was the day of hardcore kickers. To kick the ball successfully, simply press the A button to start the power meter, and click it again at the top of the power meter. HOWEVER, while doing this, you must slightly tilt the joystick pad either left/right, or up/down to put some extra spin on the ball. The easiest way to kick field goals is to simply get max power, and tilt it slowly. Do not pull the entire control pad in one direction.

- LEFT - puts a left spin on the ball
- RIGHT - puts a right spin on the ball
- UP - causes the ball to get more height, less distance
- DOWN - causes the ball to go farther, but less hangtime

- The same advice can be given for punts. Here are some recommendations when receiving the punt:

Run a PUNT BLOCK formation if your opponent is pinned on their own 20 (or less), or if your opponent is kicking from your own 40 to 50. The idea is to prevent them from punting it out of bounds pinning you close to your goalline.

- Kick/Punt Returns to the sidelines are only effective if the ball is punted near the sidelines. Other than that, they're fairly useless and do not get good blocks. 80% of the time, simply call default returns up the middle.

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- 7) Special Features -
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EA Sports never let's its customers down when it comes to football. As a matter of fact, Madden 2000 was one of the most advanced football games the genre had seen in quite some time. The graphics were decently good, combined with an extensive franchise mode. Players were amazed with what they could do. Thankfully, EA Sports has been adding new features each and every year to keep their consumers hooked to the product.

/Play Editor/

A new feature in 2000, it allows you to create custom plays, and then add them to playbooks. You may find this feature located under the Options tab in the Main Menu of the game. Before you can actually use the mode, create a profile, or load one you have previously saved. Then you may use the play editor.

- Once there, you have the option of selecting custom formations to add to your playbook. There are 7 offensive formations you may choose from:

- 1) Single Back
- 2) Goal Line
- 3) Shotgun
- 4) Weak I
- 5) Strong I
- 6) I Form
- 7) Pro Form

If you don't want to use these formations, you may create your own by manually placing "dots" onto specific grid locations. Thus, you can effectively form your own formations that may baffle the defense. You're only limited to so many created plays, and they must all be saved on your controller pak. Make sure you have an extra one somewhere. Afterwards, you can select nearly around 81 different plays to add to your playbook, including the ones you just made. There are several created plays available on the internet. Try a search engine.

/Sliders/

These are the only settings in all of Madden 2000 that allow you to correctly customize the AI, without sufficing certain details. Sliders can make your statistics more realistic, while also making the game more challenging at the same time. In most cases, the only way to come up with the "perfect" slider set is to experiment. If you're an excellent passer, but a horrible rusher, try changing the RB sliders, while decreasing your passing sliders.

- Sliders are split into 4 categories: >> Customize AI
 - >> Offense
 - >> Defense
 - >> Special Teams

[CPU COACHING]
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- let's you customize the playcalling of the CPU controlled opponent

--> Offensive Strategy - (Normal, Conservative, or Aggressive)

- > Defensive Strategy - (Normal, Conservative, or Aggressive)
- > Run vs. Pass Playcalling - (10 notches, left favors run, right favors pass)

[Offense]

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- let's you set the abilities of your CPU opponents when it comes to offense
- the following are all 10 notches each

- > QB Accuracy - how accurate the QB is on passes
- > Pass Blocking - how well blockers defend against a pass rush
- > WR Catch - how spectacular receiver's hands are
- > RB Ability - how much a RB's attributes are increased/decreased
- > Run Blocking - how well blockers pancake, or engage in blocks on runs

[Defense]

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- let's you set the abilities of your CPU opponents when it comes to defense
- the following are all 10 notches each

- > Awareness - how smart of decisions they make on the football field
- > Pass Knockdowns - how often passes will be tipped, deflected
- > Interceptions - how often passes will be intercepted
- > Break Block - how often defenders can break away from blocks
- > Defensive Tackling - how well defenders can tackle

[Special Teams]

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- let's you set the abilities of your CPU opponents when it comes to special teams
- the following are all 10 notches each

- > FG Length - how far kickers may kick field goals
- > FG Accuracy - how accurate kickers are on field goals
- > Punt Length - how far kickers may kick punts
- > Punt Accuracy - how accurate kickers are on punts
- > Kickoff Length - how far kickers may kick kickoffs

[Penalty Sliders]

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- let's you set the rate at which each specific penalty will be called during a game
- the following are all 7 notches each
- > Roughing Passer - hitting QB after ball is thrown
- > Roughing Kicker - hitting K after ball is kicked
- > Personal Foul - hitting another player after whistle is blown
- > Face Masking - grabbing another's face mask
- > Def. Pass Interference - a defender obstructs the path of a receiver
- > Off. Pass Interference - a receiver obstructs the path of a defender
- > Fair Catch Interference - the returner is contacted by another player after a fair catch has been called
- > Punt Catch Interference - the returner is hit before successfully catching the punt
- > Holding - another player grabs his uniform to hold him in one position
- > False Start/Encroachment - offensive player moves at line of scrimmage, defensive player crosses line of scrimmage

--> Clipping - player illegally blocks another by tripping

--> Intentional Grounding - QB throws ball near no receivers, and is NOT out of the tackle box

/Madden Challenge Points/

=====

One of the relatively newer features in Madden games are the Madden Challenge Points. It basically allows you to accumulate points by performing special tasks during a game. For example, breaking out with an 80 yard run will complete a certain in-game challenge. Completing each challenge will give you these points, which then unlock codes that you may use in the future. Points are rewarded for completing higher tasks on higher difficulties. You can view the list of challenges by going to Options, then selecting the Madden Challenge Info. Here's just the point values for the separate difficulties:

- Please note that in order to keep track of your Madden Challenge Points, you need a profile loaded, and the profile must be continuously saved to accumulate totals.

/ (Level 1) | (Level 2) | (Level 3) (Level 4) (Level 5) \

=====

Difficulty:	(Level 1)	(Level 2)	(Level 3)	(Level 4)	(Level 5)
Rookie	1	2	3	4	5
Pro	3	4	5	6	7
All Pro	6	8	10	12	14
All Madden	10	15	18	21	26

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- You can find all codes listed in the codes section below.

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- 8) Codes -

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Every football game needs a way to expand past the realistic restraints of the actual sport. Thankfully, EA Sports tossed in a few extra codes which can be unlocked via the Madden Challenge mode, or by simply entering the codes as they appear below. There's a special cheat box that let's you add the codes if you already know the words. The code letterings are listed after the description of the code. I'd like to give credit to:

<http://www.gamewinners.com/>

- for these extremely useful codes.

/.....\

Description	Actual Code
10 point TDs, 7 point FGs	DRBENWAY
100 yard passes	PIGSKINFLY
20 yard first downs	FIRSTIS20
5 yard first downs	POPWARNER
All 60s team	MOJO
All 70s team	SIDEBURNS
All 80s team	REAGANOMICS
All 90s team	TALKSHOWS

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: All Madden team | TEAMMADDEN :
: Ball camera | BETHEBALL :
: Bonus Alpha Blitz Stadium | SNAPTAKLPUNT :
: Bonus Antarctica Stadium | XMASGIFT :
: Bonus Circus Stadium | 3RING :
: Bonus Dodge City Stadium | WILDWEST :
: Bonus EA Sports Stadium | ITSINTHEGAME :
: Bonus Gridiron Stadium | MAXIMILLIAN :
: Bonus Maddenstein Stadium | MADDENSTEIN :
: Bonus Salvage Stadium | WASTELAND :
: Bonus Tiberium Stadium | ETTUMADDEN :
: Bonus Tiburon Stadium | WEPUTITHERE :
: Clowns team | SCARYCLOWN :
: Curved space and time | EMC2 :
: David vs. Goliath | MICEANDMEN :
: EA Sports team | WEARETHEGAME :
: Electronic sidelines | WOOGIEWOOGIE :
: Floating heads | GUILLOTINE :
: Industrials team | INTHEFUTURE :
: Junkyard dogs team | TETANUS :
: Large vs. Small team | MICEANDMEN :
: Madden Millennium team | TIMELESS :
: Madden Millennium team | TIMEWARP :
: Marshall's team | COWBOYS :
: More broken wrap tackles | OLD SCHOOL :
: More fumbles | ROLLERJAM :
: More injuries | PAINFUL :
: More interceptions | PICKEDOFF :
: Mummies team | YOMUMMY :
: Nile Hi Stadium | KINGHUT :
: No Interceptions | VISEGRIPS :
: Players harder to tackle | TEFLON :
: Players tire faster | CHAINSMOKER :
: Players harder to tackle | GREASEDPIG :
: Players have better stiff arms | SMACKDOWN :
: Players jump farther | SPRONG :
: Players run faster | NO2 :
: Praetorians team | WESALUTEYOU :
: QB never gets sacked | QBINTHECLUB :
: Better hands for receivers | FLYPAPER :
: Speed ball | NEEDFORSPEED :
: Sugarbuzz team | PANCAKE :
: Super jumps | MOONBALL :
: Super jumps | SUPERJUMPS :
: Super speed burst | GOTTHEROCK :
: Less Penalties | REFISBLIND :
: Throw ball multiple times during play| MULTIQB :
: Tiburon team | SHARKATTACK :
: Toymakers team | SANTATEAM :
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/Gameshark Codes/

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Again, these are some useful Gameshark codes that are compatible with the Gameshark device on the N64. Some of them are actually fairly neat, as they function as more than simple "player ability boosts." You can actually hit a simple button to give you an automatic first down, and things of that sort.

I'd like to give credit to:

)) EA Sports ((for creating a life long series of perfect football games. I've always loved your series, and will continue to get my football fix off of it.

)) Madden players ((for constantly requiring help, and asking questions. Your motivation to know how to manage the game only causes me to write more football-designated FAQs.

As always (in all of my football FAQs), I'd like to give a Shabooyah out to my Cincinnati Bengals who have had a wonderous year. Keep up the solid work, and the playoffs are only a heartbeat away.

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