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|           |
|   GameFAQs.com   |
|   GameSpot.com   |
|   Neoseeker.com  |
|           |
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-The following is a list of sites that MAY NOT host this FAQ. This is because they have been known (supposedly) to steal FAQs without permission.

- 911 Codes <http://911codes.com>
- 9 Lives <http://www.9lives.ru/eng/>
- Bean's PlayStation Dimension <http://www.bean.dk/psx/index.htm>
- Cheat Code Central <http://www.cheatcc.com>
- Cheat Index <http://cheatindex.com>
- Cheat Matrix <http://cheatmatrix.com>
- Cheat Search <http://cheatsearch.com>
- Cheatstop <http://www.panstudio.com/cheatstop/>
- CNET Gamecenter <http://games.netscape.com/Faqs/>
- Console Domain <http://www.consoledomain.co.uk>
- Dirty Little Helper <http://dlh.net>
- Dark Station <http://www.darkstation.com/>
- Dreamland <http://kirby.pokep.net>
- Games Domain <http://www.gamesdomain.com>
- Game Express <http://www.gameexpress.com>
- Games Over <http://www.gamesover.com/>
- Mega Games <http://www.megagames.com>
- Ultimate System <http://www.flatbedexpress.com>
- VideoGaming.net <http://www.videogaming.net/>

---> If anyone sees any of these sites is using this guide, please notify me immediately. Thank you for your cooperation.

Thank you to SinirothX for his info on these backhanded sites.

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                        Contact Info
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```

You can reach me at the e-mail provided to the below. If you wish to submit information not already found in the FAQ, send it in, and you shall receive full credit.

```
-----
E-Mail: Sole.Control@gmail.com
-----
```

Guidelines:

In order for me to answer your e-mails just make sure it's:

- Not junk.
 - Written with decent grammar. (XD)
 - Put the words "GameFAQs" or something similar in the main topic.
- So I do not mistake it for spam.

Thanks.

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                        Game Info
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+-----+
|      Name: Madden 64      |
|   Developed: EA Sports   |
|  ESRB Rated: E(Everyone) |
| Number of Players: 1-4   |
|      (C) to EA, Inc.     |
+-----+
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*****
                Version Updates
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-----
I. Version: 1.0 - Updated When: 10/7/03- KB: 8
-----
```

-Just started the FAQ format, got all the legal info taken care of.

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-----
II. Version: 1.1 - Updated When: 11/21/03- KB: 12
-----
```

-Update, Controls, Types of Gameplay added, some reformatting etc.

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III. Version: 1.2 - Updated When: 11/25/03- KB: 15
-----
```

-Update, Playmakers and Top Teams started, special thanks added.

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IV. Version: 1.3 - Updated When: 12/7/03- KB: 26
-----
```

-Big reformatting, finished a few sections. I probably have one more update in me for this FAQ.

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V. Version: 1.4 - Updated When: 12/10/03- KB: 30
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```

-Finished the top teams section, fixed any previous errors.

-One this I actually TOOK OUT was the top plays section because every situation can call for a unique play, so stating the "top plays" is not a very good idea because there are not "top plays" that work for tons of situations.

-This should be the last update unless I notice any errors.

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VI. Version 1.5 - Updated When: 12/15/03- KB: 30
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-Fixed just a few grammatical/format errors.

VII. Version 1.6 - Updated When: 12/21/03- KB: 30

-YAY! An Update! Too bad I just was fixing errors I saw...Doh!

VIII. Version: 1.7 - Updated When: 7/6/04- KB: 31

Wow, I finally found this again, and after a clean sweep, I pronounce it really, really close to being error free!

X. Version: 1.8 - Updated When: 2/22/05- KB: 32

Just updated my contact info, and made the snotty and boring legal section shorter.

XI. Version: 1.9 - Updated When: 1/19/06- KB: 32

Contact info update, and fixed some layout problems. Shout outs to everyone who still pays this!

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I. About This FAQ

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1. Why Make It?

I've always been a gaming fan, and GameFAQs has helped me out with a lot of things: it is always a reliable source for codes, it has reviews by the gamers, for other gamers, and best of all, has "homemade" FAQs submitted by gamers for free. I'm sure like most of you, GameFAQs has saved me a bundle of time and money, for if I get stuck on an area, no longer must I search the Internet through the fake crap or go out and buy a \$15 strategy guide. So what I'm saying is, I "owe" GameFAQs, and this is my way of paying it back.

2. Misc. Questions

Any questions you have for me that are NOT about this or one of my other FAQs can be answering by emailing me with the topic of the email being "Misc. Ques". I will help out with whatever I can, but remember, if there's a FAQ on it, check there first.

II. Getting Started

1. Controls

As with any football game, the controls are very important. You should try to familiarize yourself with these controls so that you have a knowledge of what each button does.

I'm going to separate the controls into your basic Menu, General Gameplay, Offensive controls, Defensive controls and finally kicking.

Left + C, Up + C, etc, mean the C buttons located on the right side of the Controller.

Menu Controls

Control Pad: Highlight items and changes highlighted items.

A/Start: Select highlighted item.

B: Return to previous screen/Close menu.

Down + C: Toggle between top/bottom of screen.

Hold Left + C: Activate Help pop-up screen.

General Gameplay

Start: Pause game

Control pad: Move player/Take control of highlighted player.

B: Dive (To tackle/for yards).

Left + C: Jump/attempt pass block or intercept.

(Z or L) + R: Call timeout before snap.

=====
Offensive Controls
=====

Before the Snap

B, then B + A, or Down just Down + C: Call Audible.

Z or L/R: View receivers to left/right.

Control Pad Left or Right: Start player in motion

Down + C: Fake snap signal

A: Snap the Ball

Running

A: Boost forward.

Down + C: Spin move.

B: Dive for extra yardage.

Left + C: Jump/Hurdle.

Z or L/R: Stiff-arm Left/Right.

Right + C: Lateral to closest player.

Passing

A: Call up passing symbols.

Any button after calling up passing symbols: Throw to player that button corresponds to. (Ex, if you press A after calling up passing symbols, you will throw to the player with A over his head.)

Left + C: Throw ball away.

Touch Passing: The longer you hold the pass button, the harder/straighter the ball will go, short tap for lobs, held down for bullets.

Receiving

A: Take control of receiver closest to ball.

B: Dive for a low pass.

Left + C: Jump and raise hands for ball.

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Defensive Controls
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Before the Snap

B, than B + A, or just Down + C: Call Audible.

A: Control a different player.

R: Call bump coverage/return to normal coverage

After the Snap

A: Control defender closest to the ball.

Down + C: Power move/tackle.

B: Dive tackle

Left + C: Jump to block or catch pass.

Right + C: "Swim" move to get past offensive line.

=====
Kicking Controls
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Kicking

B, then B + A, or just Down + C: Call audible.

A: Start kick meter/kick ball.

Control Pad Left/Right: Aim kick Left/Right.

Receive Kick

B, than B + A, or just Down + C: Call audible.

Control Pad: Control kick receiver.

Left + C: Fair catch (punt return only).

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2. Types of Gameplay

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This will just describe what each type of Gameplay is.

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Exhibition

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Manual Description

An exhibition game between any two teams.

My Description

Probably my used Gameplay type, just good ol' 1v1 (or 2 players vs. 2 players) in a single match. A real good way to settle old rivalries...

=====

Normal Season

=====

Manual Description

Start a new season (play, trade, sign, and release players like in a real season).

My Description

This is a lot of fun. Taking your favorite team to the top (no matter how bad they may be) is as challenging as it is entertaining.

=====

Custom Season

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Manual Description

Realign the divisions using current and classic teams before starting a season.

My Description

Pretty fun, I don't play this as much as the others, but good for variety.

=====

Tournament

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Manual Description

Play an 8- or 16-team tournament.

My Description

Pretty fun mode, although not too many options, a double elimination would have been nice, but still good for when you have multiple players.

=====

Fantasy Draft

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Play an 4- or 8-team tournament using custom lineups.

My Description

Very fun mode, basically a small round robin tourney with custom lineups. This not only shows your playing skill, but drafting skills as well.

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III. General Tips

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In this section, I will give my wisdom on how to play effective offense and defense.

1. Offensive Tips

-Start off with running plays for short yard gains. Don't pass unless the other team has a strong defensive line or if you have a good passing QB with a few weapons (receivers). Passing is much more risky as you have a greater chance of throwing an interception than fumbling on a run.

-If the other team seems to have "called your play" or picked a defensive formation that seems to counter your play, call and audible. For example, if the formation suggests a blitz, audible to a short passing play.

-Don't punt unless you have to. In real football, you almost always punt, but in Madden 64 it is a little easier to gain yards. Four yards to go on the Fourth? Go for it! UNLESS it is a close game, those are the games when you don't want to take any chances.

-When running, use your controls. Don't just get tackled, throw out a stiff arm or use your burst of speed. In other words, don't give up until your down.

-It is best to take control of the receiver on a pass play when the ball is relatively close to them, that way, you will be able to see them clearly and be able to see the point where the ball should go.

-Remember, this game has touch passing, so you don't want to fire a Dan Marino bullet to a guy 20 feet away.

-Watch out for the playmakers. The Dion Sanders' and the Reggie White's should be a priority of yours to look out for.

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2. Defensive Tips

-When selecting someone to chose on defense, DO NOT pick the defensive ends until the QB throws the ball, for you will not be able to see the receiver as the camera is focused on the QB. I usually pick the person who is blitzing or a defensive lineman in order to put pressure on the QB, and then switch to defensive back when the ball gets close to the receiver in order to try and pick it off.

-When the offense sees you called their play, they usually have few options left. If they call an audible, you should call one, nothing too focused on running or passing, something right in the middle, for your positioning should already give them trouble no matter what play they chose.

-Select plays according to the opposing teams strength. If they pass a lot, call defensive plays focus on picking off/blocking the pass. Don't worry too much about a QB sneak, most of the QB's are really slow.

-Watch out for the run! I know passes are dangerous, but it's also very dangerous when you called an all out pass block and you see Barry Sanders come barging through your defensive line. Ouch, that hurts just thinking about it. Many good HB's will go straight to the endzone after they get past the defensive line.

-Keep pressure on the QB, especially ones who like to pass. This will throw their game WAY off, EXTRA ESPECIALLY if it is a human player.

-Watch out for those dangerous players, the playmakers. The Brett Favre's and the Terrell Davis's should be on your top concern.

IV. The Play Makers

This (HUGE) section lists the top five players in their respective categories by their "Overall" rating. Reminder, these are the playmakers, and although anyone and score at anytime, these are the guys you should especially watch out for. Also, I included some tips on what your priority should be when picking players. The shortened form is in parenthesis.

1. The Players

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Players Ratings
=====

Quarterback (QB)

- B.Farve 180
- S.Young 177
- J.Elway 173
- M.Brunell 173
- T.Aikman 172

Halfbacks (HB)

-B.Sanders	185
-T.Davis	184
-R.Watters	183
-C.Martin	181
-E.Smith	181

Fullbacks (FB)

-L.Centers	169
-K.Anders	162
-C.Heyward	125
-W.Henderson	120
-W.Floyd	118

Wide Receiver (WR)

-J.Rice	189
-H.Moore	186
-C.Pickens	184
-M.Irvin	184
-C.Carter	183

Tight End (TE)

-S.Sharpe	171
-B.Coates	171
-W.Walls	166
-M.Chumura	139
-T.Asher	135

Left Tackle (LT)

-W.Roaf	180
-T.Boselli	179
-R.Webb	177
-C.Brown	176
-B.Armstrong	172

Left Guard (LG)

-R.McDaniel	181
-R.Brown	178
-N.Newton	169
-Diaz Infante	158
-D.Szott	158

Center (C)

-D.Dawson	181
-Stepnowski	179

-F.Winters	169
-K.Glover	168
-S.Everitt	165

Right Guard (RG)

-W.Shields	179
-L.Allen	169
-B.Stai	149
-G.Skrepenak	146
-B.Habib	142

Right Tackle (RT)

-E.Williams	166
-L.Scarcy	152
-J.Strzelcyk	148
-J.Atkins	142
-J.Williams	136

Left End (LE)

-R.White	182
-W.Fuller	163
-N.Smith	150
-P.Hangen	136
-T.Tolbert	134

Right End (RE)

-B.Smith	181
-W.McGinest	164
-M.McCrary	129
-S.Rice	126
-T.Bennet	125

Defensive TE (DT)

-B.Young	177
-J.Randle	166
-E.Swann	165
-McGlockton	164
-C.Kennedy	162

Left OLB (LOLB)

-C.Brown	173
-K.Harvey	171
-K.Greene	170
-C.Bennet	164
-B.Paup	159

Left ILB (LILB)

-H.Nickerson	179
-J.Seau	178
-Z.Thomas	173
-S.Mills	166
-B.Cox	165

Right ILB (RILB)

-T.Wooden	158
-K.Gouveia	147
-M.Barrow	139
-J.Cain	134
-L.Jines	114

Right OLB (ROLB)

-D.Thomas	175
-R.Phiifer	165
-W.Thomas	164
-L.Lethon	161
-Romanowski	159

Left CB (LCB)

-D.Green	164
-A.Williams	162
-T.Carter	144
-D.Lewis	139
-W.Williams	139

Right CB (RCB)

-D.Sanders	179
-R.Woodson	153
-D.Carter	148
-T.McDaniel	147
-T.Lyght	137

Free Safety (FS)

-S.Atwater	142
-D.Thomas	141
-M.Hanks	137
-W.Clay	135
-D.Perry	132

Strong Safety (SS)

-D.Woodson	143
-T.Braxton	139
-B.Bishop	135
-L.Butler	133
-V.Green	125

Kicker (K)

-M.Anderson 138
-J.Kasas 136
-C.Blanchard 135
-C.Boniol 131
-A.Vinatieri 130

Punter (P)

-T.Tupa 166
-D.Bennet 136
-M.Turk 135
-C.Gardocki 134
-L.Johnson 132

=====

2. Choosing Players

=====

This is just what positions I think are most crucial for a win.

1. QB/HB
2. RCB (or LCB)/LE (Reggie White or Dion Sanders)
3. WR (If picked HB first) or FB (if picked QB first)
4. LILB/RILB, ROLB/LOLB

The rest is pretty much up to you, but having good players in these main categories should at least give you advantages in major areas.

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V. Weather

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Weather can affect your game big time, so if the situation suggests not to do something, don't do it.

Rain

-Slippery ground means slippery players, which usually means more fumbles. This is a time when passing might actually be better overall, just watch out for the wind that usually accompanies the rain.

Snow

-Trudging through the snow can really slow down your player. Just follow your normal game plan, but expect some complications with the snow around. Again, watch out for the wind that usually accompanies the snow.

Night

-Doesn't effect play.

High Winds

-This can really mess up your passing game. Don't go for many long passes, as the wind will really throw them off. Focus on running the ball.

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                VI. Top Teams
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Want to win? Well, if you do, and you aren't a diehard fan of any one team, I have made a section on the top five teams and given the reasons that they will be the most likely to bring you to victory.

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=====
Green Bay
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Stats

Overall: 95

Offense: 100

Defense: 97

Special Teams: 82

Description

Brett Favre is you main weapon, as well as the excellent receivers he possesses. look out for Antonio Freeman, he can get open fairly easily and has glue-like hands, despite what his only above average rating might say. As essential as passing is to thisteam, remember to not overlook your great offensive line and running game. Start the game off with some effective passes and your opponent will be overly cautious of them, usually leaving a gaping whole for your running game to pierce through. Remember, this is hands down the best team in the game, so use all of the advantages you have and you will see why.

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=====
Oakland
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Stats

Overall: 90

Offense: 92

Defense: 87

Special Teams: 94

Description

Probably overrated, but still does fairly well on their own. Your game should be more focused on a time consuming offense, but also an effective scoring one. Try not to find yourself in a position with time running out on the clock and you on defense. Although this teams defense is not bad, there are teams with a better defense and a lower overall score. Try to score early, but also drain the clock when you are in the lead.

=====

Foxboro

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Stats

Overall: 90

Offense: 100

Defense: 97

Special Teams: 92

Description

This game underrated this team GREATLY. I would put it right next to Green Bay, as the undisputed second best team in the game. Curtis Martin is one of the best running backs, and extremely hard to take down once got going. Drew Bledsoe is also a consistently good quarterback, and although he is not some legend, he can easily get the job done. Focus on throwing a variety of plays, because you can perform effectively in both the ground and air. This teams defense is also second only to San Francisco's, and should have no problem stopping mostly, well, everything.

=====

Philadelphia

=====

Stats

Overall: 90

Offense: 94

Defense: 85

Special Teams: 92

Description

As good as this team is, you will have some rocky games against some of The superior opponents out there. Your only consistently good players are

Ricky Watters and Isaac Bruce, and they are not exactly MVP material either. Still, with no one blaring weakness (besides a sub elite defense) this team can definitely win games.

=====
San Francisco
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Stats

Overall: 90

Offense: 96

Defense: 97

Special Teams: 66

Description

A team truly held back by their special teams. This just does to show that Special teams can make the difference. While this pretty pathetic area will not totally ruin your chance of winning, it will make you rely on your Star players more. Here's a formula for ya': Steve Young + Jerry Rice = touchdowns. Period. I don't care who says anything about them being overrated or whatnot, they > you. XD, well you get my point, besides having Jerry, Steve has some other nice receivers as well as (arguably) the best defense in the game.

=====
Charlotte
=====

Stats

Overall: 90

Offense: 86

Defense: 93

Special Teams: 90

Description

Not too much to say here, they are pretty well rounded, although Mark Brunell is not as good as you may think. Rely more on defense here, although one of this teams real strengths is being well rounded.

=====
Denver
=====

Stats

Overall: 89

Offense: 94

Defense: 93

Special Teams: 72

Description

As with San Francisco, this team is severely underrated because of its low ranking in the special teams category. As long as your special teams does not lose you the whole game, the low scoring in this category will not affect you as much as say a low scoring offense (obviously).

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Special Thanks

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-To CJayC of course, for running GameFAQs.com

-Thanks to Casey B. for correcting my mistake on position names.

-To MO'Conner, for letting me know (not directly) that this great game should deserve another FAQ and to him for making one.

-Madden 64 designers, great game of a great series guys!

-Also, thanks to YOU my good chum, for reading this FAQ. Without my fans, I would be nowhere...err...yeah.

-And last but not least, ME, for writing this FAQ!

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