# Madden NFL '99 FAQ Final

by ASO Updated on Jul 11, 2002

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Madden 99 Guide/FAQ for Nintendo 64 Written by ASO (JlASO23@aol.com)

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Last Update- 7/11/02

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# VERSION HISTORY

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

- 1.2 (6/19/02)-Added the artwork at the end of this guide. Added to the FAQ, Tips, and Credits sections. Redid the User Profiles section. Revised the guide.
- 1.1 (6/17/01)-Added to the FAQ section. Changed the legal information section.
- 1.0 (6/12/01)-Revised the Guide/FAQ. Redid my Madden 99 Artwork. Added the controller pak, all-time records, and the team ratings sections.
- 0.5 (1/4/01)-Added the Game Shark Codes section. Finished the Author's Note/Thanks section.

- 0.4 (1/2/01)-Completed my Madden 99 art work. Did the legal stuff section.
- 0.3 (1/1/01)-Finished the cheats, codes, and secrets section. Updated the FAQ and credits section. Completed the tips section.
- 0.2 (12/30/00)-Added the game style and options section. Added the front office and user profiles sections. Started the cheats, codes, and secrets section.
- $0.1 \ (12/29/00)$ -Guide is under construction. Completed the controls and modes of game play sections.

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- 2.) Modes of Game Play
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- 8.) Cheats, Codes, and Secrets
- 9.) Game Shark Codes
- 10.) Team Ratings
- 11.) All-Time Records
- 12.) FAQ
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- 14.) Credits
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## 1.) CONTROLS

# \*General\*

Pause the game Start

Timeout  $\hbox{R and Z at the same time} \\ \hbox{Hurry up offense (no huddle)} \\ \hbox{Hold A as soon as the play is}$ 

over

\*Offense\*

Before the Snap

-----

Look at the receivers and defense Z/L and R
Fake snap C-Down

Snap the ball

Call an Audible

B- then B, A, or C-Down

C-Left cancels

Passing

Bring up receiver symbols

Throw the ball to receiver A, B, C-Down, C-Left, C-Right

Fake a pass Hold Z and hit button of

receiver to fake to

Throw the ball away C-Up

Receiving

Control nearest receiver to ball

Α

Dive for the ball B
Jump for the ball C-Up

Running

Move the player Control Pad or Analog Stick

Dive for extra yards B Burst of speed and power A Jump C-Up

Stiff Arm C-Left and C-Right

Spin  $$C{\ -}Down$$  Juke Move \$Z\$ Lateral ball to nearest teammate \$L\$

\*Defense\*

Before the Snap

Control a different player A
Shift your players Z
Switch coverage R

Call and Audible B then B, A, C-Down C-Left cancels

After the Snap

Move your player Control Pad or Analog Stick

Control player closest to ball A

Dive for a tackle B

Jump to block or intercept a pass C-Up

Swim move C-Right

Speed or power burst C-Left

\*Kicking\*

Start the kick meter A

Aim the kick left or right Control Pad Left or Right

Kick the ball A

\*Receive the Kick\*

Catch the ball Automatic as long as you don't

move the return man prior to

this happening

Run with the ball See running under Offense

Fair Catch on punts only C-Up (Must have control of return man)

2.) MODES OF GAME PLAY

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

SEASON- You can see through the eyes of an NFL coach and try to lead your

team to the Super Bowl. Play any game or simulate them through the 17-week schedule. You can trade players and sign free agents on your quest to be the best team in the NFL. After the regular season and playoffs are over, you can play the Pro Bowl.

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

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

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

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

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

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# 3.) GAME STYLE AND OPTIONS

\*Game Style\*

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

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

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

\*Options\*

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

SKILL LEVEL- Chose from Pro (easy), All-Pro (Medium), or Madden (Hard). I've

heard of Madden difficulty called knock your --- down mode, but that's only if you're inexperienced.

INJURIES- You can have this on or off. When on, players from either team can get hurt. When this happens, if the injury is bad, an ambulance will drive out onto the field and take the injured player off the field. This is kind of cool. The computer automatically substitutes a back up in for the injured player.

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

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

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

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

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

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

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

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# 4.) FRONT OFFICE

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

# \*Trade Players\*

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

\*Sign/Release Players\*

Say you can't find the right player to fill a position in your roster on the

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

## \*Reorder Roster\*

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

# \*Create Player\*

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

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# 5.) USER PROFILES

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

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

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# 6.) CONTROLLER PAK

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

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

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

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

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

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

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

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

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

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

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

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

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## 8.) CHEATS, CODES, AND SECRETS

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

#### \*Teams\*

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

## \*Stadiums\*

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

# \*Misc.\*

Faster Running Backs TURBOTIME
Tomato Quarterback SPLAT
(Have not gotten to work)

# DANCING REFEREE

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

# HIGH STEP INTO THE END ZONE

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

# AUTOMATIC PASS

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

## ALWAYS WIN COIN TOSS

As soon as the coin toss screen comes up, repeatedly press start. The coin toss and kicking/receiving and which side to defend are all skipped. Instead you go immediately to the kickoff with your team receiving the ball. A few times I have tried this and had to kick off. But more times than not, this works.

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## 9.) GAME SHARK CODES

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

## \*Miscellaneous\*

Infinite Time Outs Home Team	8005CF89	0003
No Time Outs Home Team	8005CF89	0000
Home Team Scores 50	8005CF87	0032
Home Team Score Modifier	8005CF87	0033
Infinite Time Outs Away Team	8005FA49	0003
No Time Outs Away Team	8005FA49	0000
Away Team Scores 50	8005FA47	0032
Away Team Score Modifier	8005FA47	0033
Unlock AFC Team	8004ADD0	OOFF
Unlock NFC Team	8004ADD1	OOFF
Unlock Madden 1998 Team	8004ADD2	OOFF
Unlock Madden All-Time Team	8004ADD2	OOFF
Unlock All-Time Stats Leaders Team	8004ADD3	OOFF
Unlock 75th Anniversary Team	8004ADD	4 00FF
Unlock Equipment Managers Team	8004ADD6	OOFF
Unlock All 60's Team	8004ADD7	OOFF
Unlock All 70's Team	8004ADD8	OOFF
Unlock All 80's Team	8004ADD9	OOFF
Unlock All 90's Team	8004ADDA	OOFF
Unlock Tiburon Team	8004ADDB	OOFF
Unlock EA Sports Team	8004ADDC	OOFF
Unlock '99 Browns Team	8004ADDD	OOFF
Unlock Hidden Teams	8104ADD0	FFFF
	8104ADD2	FFFF
	8104ADD4	FFFF
	8104ADD6	FFFF
	8104ADD8	FFFF
	8104ADDA	FFFF
	8104ADDC	FFFF
Unlock '76 Raiders Stadium	8004A7F0	OOFF
Unlock '72 Dolphins Stadium	8004A7F1	OOFF
Unlock EA Sports Stadium	8004A7F2	OOFF
Unlock '64 Browns Stadium	8004A7F3	OOFF
Unlock '80 Oilers Stadium	8004A7F4	OOFF
Unlock Tiburon Stadium	8004A7F5	OOFF
Unlock '91 Redskins Stadium	8004A7F6	OOFF
Unlock '79 Bucs Stadium	8004A7F7	OOFF
Unlock Hidden Stadiums	8104A7F0	FFFF
	8104A7F2	FFFF

# 8104A7F4 FFFF 8104A7F6 FFFF

\*Character Creation Codes\*

Max	1st	Position	Attribute	8	883FFEFF	0063
Max	2nd	Position	Attribute	8	883FFF01	0063
Max	3rd	Position	Attribute	8	883FFF03	0063
Max	4th	Position	Attribute	8	883FFF05	0063
Max	5th	Position	Attribute	8	883FFF07	0063
Max	Str			88	83FFF17	0063
Max	Acc			88	83FFF1D	0063
Max	Awr			88	83FFF23	0063
Max	Thp			88	83FFF25	0063
Max	Tha			88	83FFF27	0063
Max	Kpw			88	83FFF29	0063
Max	Kac			88	83FFF2B	0063
Max	Tak			88	83FFF2D	0063
Max	Imp			88	83FFF2F	0063
Max	Pbk			88	83FFF31	0063
Max	Rbk			88	83FFF33	0063
Max	Inj			88	83FFF37	0063

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

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## 10.) TEAM RATINGS

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

\*Current NFL Teams\*

(Excluding the Browns and Titans but including the Oilers)

# Bears

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Overall 76
Offense 69
Defense 78
Special Teams 89

# Bengals

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Overall 76
Offense 80
Defense 70
Special Teams 82

# Bills

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Overall 79
Offense 71
Defense 84
Special Teams 86

## Broncos

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Overall 92

Offense	94
Defense	91
Special Teams	92
Special reams	72
Buccaneers	
	0.5
Overall	85
Offense	81
Defense	88
Special Teams	93
Cardinals	
Overall	73
Offense	69
Defense	75
Special Teams	76
Special reams	, 0
Chargers	
chargers	
	77
Overall	77
Offense	73
Defense	79
Special Teams	81
Chiefs	
Overall	85
Offense	82
Defense	83
Special Teams	97
opeciai icams	<i>J</i> 1
Col+a	
Colts	
	7.7
 Overall	77
Overall Offense	76
Overall Offense Defense	
Overall Offense	76
Overall Offense Defense	76 74
Overall Offense Defense	76 74
Overall Offense Defense Special Teams	76 74
Overall Offense Defense Special Teams Cowboys	76 74
Overall Offense Defense Special Teams Cowboys	76 74 87
Overall Offense Defense Special Teams Cowboys Overall	76 74 87
Overall Offense Defense Special Teams  Cowboys Overall Offense Defense	76 74 87 87
Overall Offense Defense Special Teams  Cowboys Overall Offense	76 74 87 87 89 87
Overall Offense Defense Special Teams  Cowboys Overall Offense Defense Special Teams	76 74 87 87 89 87
Overall Offense Defense Special Teams  Cowboys Overall Offense Defense	76 74 87 87 89 87
Overall Offense Defense Special Teams  Cowboys Overall Offense Defense Special Teams  Dolphins	76 74 87 87 89 87 81
Overall Offense Defense Special Teams  Cowboys Overall Offense Defense Special Teams  Dolphins Overall	76 74 87 87 89 87 81
Overall Offense Defense Special Teams  Cowboys Overall Offense Defense Special Teams  Dolphins Overall Offense	76 74 87 87 89 87 81
Overall Offense Defense Special Teams  Cowboys Overall Offense Defense Special Teams  Dolphins Overall Offense	76 74 87 87 89 87 81 70 76 63
Overall Offense Defense Special Teams  Cowboys Overall Offense Defense Special Teams  Dolphins Overall Offense	76 74 87 87 89 87 81
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Overall Offense Defense Special Teams  Cowboys Overall Offense Defense Special Teams  Dolphins Overall Offense Defense Special Teams  Eagles	76 74 87 87 89 87 81 70 76 63
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Overall Offense Defense Special Teams  Cowboys Overall Offense Defense Special Teams  Dolphins Overall Offense Defense Special Teams  Eagles Overall Offense	76 74 87 87 89 87 81 70 76 63 70

Falcons		
Overall		79
Offense		73
Defense		82
Special	Teams	91
49ers		
Overall		88
Offense		85
Defense		97
Special	Tooms	71
Special	reams	/ 1
0'		
Giants		
Overall		80
Offense		72
Defense		86
Special	Teams	88
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Taguare		
Jaguars		
Overall		86
Offense		89
Defense		79
Special	Teams	95
Jets		
Overall		70
Offense		69
Defense		65
Special	Teams	87
Lions		
Overall		86
Offense		92
Defense		82
Special	Teams	83
Oilers		
Overall		85
Offense		85
Defense		83
Special	Теате	88
ppcciai	reams	00
Packers		
		90
Overall		89
Offense		95
Defense		86
Special	Teams	80
Panthers	3	
	_	
Overall		79
Offense		66
JC110C		

Defense	87
Special Teams	94
orecome	-
Patriots	
	0.1
Overall	91
Offense	86
Defense	94
Special Teams	100
Raiders	
Overall	83
Offense	82
Defense	84
Special Teams	86
special reams	00
Rams	
RaillS	
	7.0
Overall	79
Offense	66
Defense	92
Special Teams	80
Ravens	
Overall	84
Offense	82
Defense	92
Special Teams	
special reams	<i>J</i> 1
Redskins	
	7.0
Overall	79
Offense	67
Defense	
	89
Special Teams	
Special Teams Saints	
Special Teams	
Special Teams Saints	
Special Teams Saints	88
Special Teams Saints Overall	88
Special Teams  Saints Overall Offense	68 62 69
Special Teams  Saints Overall Offense Defense	68 62 69
Special Teams  Saints Overall Offense Defense	68 62 69
Special Teams  Saints Overall Offense Defense Special Teams	68 62 69
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks	68 62 69 86
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall	68 62 69 86
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall Offense	68 62 69 86
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall Offense Defense	88 68 62 69 86 87 86 85
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall Offense	68 62 69 86
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall Offense Defense Special Teams	88 68 62 69 86 87 86 85
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall Offense Defense Special Teams  Steelers	88 68 62 69 86 87 86 85
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Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall Offense Defense Special Teams  Steelers Overall	88 62 69 86 87 86 85 94
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall Offense Defense Special Teams  Steelers	88 62 69 86 87 86 85 94
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall Offense Defense Special Teams  Steelers Overall	88 62 69 86 87 86 85 94
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall Offense Defense Special Teams  Steelers Overall Offense	88 62 69 86 87 86 85 94
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall Offense Defense Special Teams  Steelers Overall Offense Defense Defense	88 62 69 86 87 86 85 94
Special Teams  Saints Overall Offense Defense Special Teams  Seahawks Overall Offense Defense Special Teams  Steelers Overall Offense Defense Defense	88 62 69 86 87 86 85 94

Overall	79
Offense	88
Defense	71
Special Teams	73
-	
*Classic Teams	3*
64 Browns	
	= 0
Overall	70
Offense	80
Defense	54
Special Teams	86
66 Chiefs	
	0.0
Overall	83
Offense	82
Defense	86
Special Teams	78
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Offense	99
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Special Teams	87
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Special Teams	81
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Special Teams	70
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Offense	81
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Defense	100
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Special Teams	77
70 Colts	
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Offense	88
Defense	100
Special Teams	71
71 Cowboys	
Overall	95
Offense	94
Defense	100
Special Teams	81
72 Dolphins	
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72 Redskins	
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Special Teams	63
79 Steelers	
Overall	99
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Special Teams	81
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Special Teams	81
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83 Raiders	
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Special Teams	82
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Overall	88
Offense	96
Defense	83
Special Teams	77
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Special Teams	73
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Defense	95
Special Teams	57
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Overall	93
Offense	97
Defense	96
Special Teams	73
92 Cowboys	
Overall	99
Offense	100
Defense	99
Special Teams	93
93 Oilers	
Overall	96
Offense	100
Defense	100
Special Teams	75
94 Chargers	
Overall	90
Offense	94
Defense	92
Special Teams	75
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Overall	96
Offense	100
Defense	98
Special Teams	76
94 Lions	
Overall	74
Offense	83
Defense	64
Special Teams	77
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Overall	97
Offense	100
Defense	97
Special Teams	91
95 Steelers	
Overall	89
Offense	84
Defense	100
Special Teams	73
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Overall	82
Offense	83
Defense	79
Special Teams	91
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Overall
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Offense
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Defense
Special Teams 87
96 Panthers
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Overall
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Special Teams 69
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Offense
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Special Teams 100
97 Broncos
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Overall
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Offense
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Defense
Special Teams 83
97 Packers
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Defense 100
Special Teams 97
*Secret Teams*
(Look in the Cheats, Codes, and Secrets section on how to unlock these.)
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Offense
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Defense 100
Special Teams 95
80's Greats
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Offense
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Special Teams 100
70's Greats
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Special Teams 100
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60's Greats	
Overall	100
Offense	99
Defense	100
Special Teams	
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Offense	100
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Special Teams	100
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Overall	100
Offense	100
Defense	100
Special Teams	
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Offense	100
Defense	100
Special Teams	99
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Special Teams	
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1999 Cleveland	
Overall	100
Offense	100
Defense	100
Special Teams	100
EA Sports Team	
Overall	100
Offense	100
Defense	100
Special Teams	
Hall of Fame	
Overall	100
Offense	100
Defense	100
Special Teams	
Special reams	
NFC Pro Bowl	
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Defense	100
Special Teams	100
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Overall	100
Offense	100
Defense	100
Special Teams	100
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Overall	100
Offense	100
Defense	100
Special Teams	100

## 11.) ALL-TIME RECORDS

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

Category			Record		Team		Player	
	Longest Pass		76 yds		MIA		Dan Marino	
Longest Rush			62 yds		DET		Barry Sanders	
	Longest Field Goal		48 yds		DEN	1	Jason Elam	-
	Longest Punt		50 yds		BUF		C. Mohr	
	Longest Punt Returns		65 yds		DAL		Deion Sanders	
	Longest Kick Returns		72 yds		OAK		Desmond Howard	
	Most Pass Yards		374 yds		SF	1	Steve Young	
	Most Rush Yards		216 yds		DEN	1	Terrel Davis	
	Most Rec. Yards		165 yds		SF	1	Jerry Rice	
	Most Interceptions		3		NYG	1	Jason Sehorn	
	Most Sacks		4		SF	1	Bryant Young	
	Most Field Goals		5		CAR	1	John Kasay	
	Most Tackles		9		MIA	1	R. Jones	
	Highest QB Rating		89		SF	1	Steve Young	

\_\_\_\_\_\_

# 12.) FAQ

If you have any questions you can e-mail me at JlASO23@aol.com and I will try to answer them.

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

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

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

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

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

\_\_\_\_\_

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

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

\_\_\_\_\_

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

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

\_\_\_\_\_\_

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

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

\_\_\_\_\_

Yes you can but it is very difficult.

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

\_\_\_\_\_\_

## 13.) CONTACTING ME

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

E-mails that are OK to send:

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

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

- Hate or flames mail.
- Advertisements.

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

\_\_\_\_\_\_

## 14.) CREDITS

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

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

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

\_\_\_\_\_\_

## 15.) Legal Stuff

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

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This guide created by:

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