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01/28/00

# NOTE #- This Roster includes adjusted rosters and player abilities including performance during the NFL playoffs. Each week the roster file will be updated to denote player performance in each eligible teams playoff game. All teams that have been eliminated will remain unchanged, but available for use.

Summary:

This update brings the Madden NFL(TM) 2000 Rosters into alignment with the actual NFL team rosters. All Rosters are current as of 01/28/2000.

\*\*\*All prior roster changes that were made by the user will be lost if you update to this roster, this includes created players, trades, and free agent signings. This roster reflects the real NFL rosters, this is why these changes occur.

\*\*\*\*\* For those players that choose to play with the Pittsburgh Steelers, they will find Kordell Stewart located at 3rd String wide out (slot). He has retained some of the attributes of the quarterback position, but to a lesser degree. For those players who wish to use Kordell at QB, a global roster substitution will do the trick. Kordell was not left at the QB position because of position inflexability.

How to use the Roster Update:

Exhibition

- 1.Copy the roster update file into your Madden2000\Roster directory.
- 2.Once you are in the game, go to the Manage roster option and choose the Load/Save/Del option.
- 3.Choose LOAD and choose the updated roster file. ex(EAWeek12.DAT).
- 4.The game will display all changes that have been made.

Season

- 1.If you are continuing a Season, and have loaded the new roster you will be prompted that your roster is different from the one used to start the season, would you like to update to the new roster. Choose to update the roster.

Franchise:

The roster update will not affect a Franchise that was started using the original roster file, it however can be used to start a new Franchise season.

Profiles:

Profiles with substitutions will not work with this roster update due to the possibility of the player being substituted not being on the roster anymore.

Multiplayer Games:

Both players must have the same version of the roster loaded to be able to connect and succesfully complete a multiplayer game(Modem,Internet,LAN).