



MADDEN 12





MANUAL







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Offense

The Passer







Throw the ball	 ,  ,  ,  , or L1 (tap button for lob pass/press and hold button for a bullet)
Lead the receiver	left stick
Throw ball away	R3
Pump fake	R1
QB scramble (behind the line of scrimmage)	R2 (press and hold)

The Rusher






Dive/QB slide	 (tap to slide/press and hold to dive)
Jump/Hurdle	
Protect ball	R1
Spin	
Stiff arm	
Pitch ball	L2

Defense








Defending the Run

Jump	
Dive	
Defensive assist	
Switch player	
Strip ball	
Strafe	


Defending the Pass

Hands up/Bat	
Switch player	
Power move	right stick 
Finesse move	right stick  / 


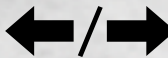
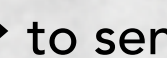
Pre-play Offense

Snap ball	
Switch direction of a running play	right stick  / 
Quiet crowd	
Fake snap	
Call audible	
Pre-play menu	


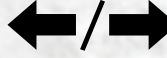

How to Hot Route

Press the directional button  to access the list of receivers. Select the receiver you wish to Hot Route, and move the right stick/press the directional buttons in the appropriate direction.

How to Use Motion

Press  to highlight an eligible player, and then move the left stick/press the directional button / to send that player in motion.




How to Use Line Shifts

Press  and bring up the Pre-Play menu, and then press the directional button / to open the menu to shift your defensive line or linebackers.










How to Use Play Art

To bluff your playcalling during multiplayer games, press and hold the button that corresponds to the play you wish to select. This secretly selects the appropriate play. Continue holding the button while scrolling to other plays in order to bluff your opponent, and then exit the playcalling screen by releasing the button.

How to Call an Audible

Press  and select an audible by pressing . See more audibles by pressing  again and then press the button that corresponds to the audible you wish to call.

Pre-play Defense

Choose a player to control	Tap  or  to change players one by one or press and hold  /  button + move the left stick/press the directional buttons to scroll through defenders
Show player play art	
Show play art	
Pump up crowd	
Call audible	
Pre-play menu	

How to Audible Coverage




Calling a coverage audible allows you to adjust specific aspects of your coverage at the line of scrimmage. After calling a coverage audible, put your defensive backs into press or loose coverage, show blitz, or shift your safeties.

How to Use Defensive Hot Routes


Defensive Hot Routes are great for making coverage decisions with pinpoint accuracy. Give individual players direction on the fly, instructing them to move to a hook or flat zone, blitz, curl to flat, go into deep zone, switch to man coverage, or QB spy/contain.

Special Teams


Kicking off/PATs

1. Press  to start filling the kick meter.
2. Press  again within the red section of the kick meter to determine the kick's power.
3. After determining the kick's strength, press  when the kick meter is in the center of the accuracy meter to achieve the perfect kick.

NEW Onside Kick

To keep your opponents on their toes, use the all-new onside kick feature. After determining the power of the kick, press  for the surprise kick.

Returning Kicks/Punts

The receiving team can call for a fair catch by pressing , meaning that the line of scrimmage is at the point where the receiver catches the incoming ball. If a fair catch is not signaled, then players proceed as normal.

Game clock

Timeouts remaining

Score

Quarter

Down and distance

Play clock

Yard line



To play an exhibition game against the CPU, a local opponent, or a local co-op against the CPU, select PLAY NOW to get to the Team Select screen. Before starting the game, change the game plan, playbooks, skill level, or uniforms. Import a custom team from this screen too.

You must have a PlayStation®Network account to access any of the online features of *Madden NFL 12*. Join a ranked game against a random opponent where the stats will be recorded. Play with a friend in either a Head to Head or an Online Team Play game. Results of unranked matches are not counted and stats are not recorded.

Online Pass

In order to access all online features, you must activate your *Madden NFL 12* Online Pass. Redeem your single use code found on the insert included in the game packaging. If you don't have an access code, or if it has already been redeemed, purchase a new Online Pass or begin a free limited trial.

EA SPORTS™ Season Ticket

EA SPORTS™ Season Ticket offers you access to discounted downloadable content and early access to all of our EA SPORTS titles. A subscription to EA SPORTS Season Ticket lasts a full year.

Head to Head

Face off against other users in this 1-on-1 competitive game mode. Choose **PLAY NOW** or **PLAY WITH FRIENDS** to play games ranked on our global leaderboards. Looking for a friendly game? Play unranked games against your friends with custom game settings.

Team Play

Madden NFL 12's 3-on-3 cooperative modes allow you to take on the competition through intense squad-based matches. Choose from the QB, RB, or WR squads on offense or DL, LB, or DB squads on defense. If you like to control the whole field, play **ANY** squad.

What is a Community?

Communities are built to be a safe haven for you to play *Madden NFL 12* online the way you want to play it. Try creating your own community at school or work and watch it grow.

Getting Into a Community

Belong to up to five communities at a time. Choose to join an existing community or create a new one and invite your Friends. Select whether your community is PUBLIC or PRIVATE. If your community is private, a password is required to join.

Ranked Team Play

You and your fellow community members team up for 3 vs. 3 squad-based games against other communities. Follow your fellow members' games with live score updates from inside your community lobby and keep track of your squad stats, community's record, and rank on the leaderboards.

Community Head to Head

Set your own game options and sliders for your community's Head to Head games. Do you want to play 15-minute quarters on All-Madden? You got it! All community Head to Head games and stats are tracked on your own private leaderboards.

My Community

Control of your online experience is in the palm of your hands.

Member List

Promote trustworthy members to GM and kick those cheaters out of your community.

Message Board

Post messages to your own private message board and talk about recent results.

You are given a free starter team to begin building your Ultimate Team. Play your Ultimate Team against the CPU, your friends, or other players. Upgrade your team by purchasing packs, taking advantage of weekly deals, trading, bidding in auctions, and earning rewards.

Add Coins

Add additional coins by purchasing them, and earn coins by playing games with your Ultimate Team and completing collections. Spend the coins on packs to continue to improve your team. The better you do in a game, the more coins you earn!

Set Your Lineup

Go to the lineup area to choose your starters at each position. Select **AUTO REORDER** to have the CPU select your highest-rated lineup. Save those selections to bring that lineup into the game.

Contracts

Keep an eye on your player and coach contracts. If a player's or coach's contract reaches zero, they are not be available in the next game. Use contract cards available in packs to extend a player or coach's contract.

Manage Your Roster

Your Ultimate Team has space for 100 cards and roster space is limited to 55 players. The rest of your cards are comprised of coaches, playbooks, stadiums, and uniforms. If you ever have more cards than you can keep, you must choose cards to discard for coins.

Trades

Make trade offers for cards that you need and post cards that you no longer want to the trade block. You set the price. Return there to accept offers from other players.

Auctions

Search for a card that you need, or post cards that you no longer want to the auction block. When searching auctions, only the first 100 cards matching your search is returned, so refine your search for best results.

Collections

Complete collections to earn coin and card rewards. Once a card is committed to a collection, it is no longer available for you to use.

Relive the top moments from the 2011-12 NFL season and recreate history as you play the same scenarios. Make sure to check back throughout the year for new Madden Moments.

This feature is dependent on the 2011-12 NFL season. If there are no games played in the 2011-12 NFL season, it will not be available.

Overview

Start with your favorite teams and their current-day rosters and then try to stay on top for three entire decades. To begin a franchise, choose any number of teams to control and start your season. You're also able to import a custom team for your franchise.

NEW The Preseason and Cut Days

When you start Franchise mode, you begin in the preseason. Expanded rosters allow every team to start the game with 75 players. If the team does not have 75 players, undrafted rookie free agents are added to the teams.

As the preseason progresses, every team needs to cut players to get their rosters down to a predetermined limit. Undrafted rookies will have ratings unlocked each week as you decide whether to cut them or not. Even rookies you draft will still have their ratings locked until they become fully scouted.

Dynamic Player Performance

As the season begins, Dynamic Player Performance changes how you've played Franchise mode for years.

NEW Consistency and Confidence

Two new traits in *Madden NFL 12* are consistency and confidence. Consistency determines how likely a player is going to perform at a level close to their ratings, while confidence determines how much a player's ratings change when their consistency rating is taken into account.

In the offseason, players who have the potential to improve their consistency or other traits have a chance to progress those ratings.

NEW Hot and Cold Streaks

If a player has a great game, they are on a hot streak and have an icon show up next to them on the rosters and stats screens. If they play poorly, they are on a cold streak and display that icon. If they have a decent to good game, they are given a confidence value reflecting that.

Players on a hot or cold streak only stay on those streaks for a maximum of three games. For the fourth game, their confidence is reset to three stars.

NEW Dynamic Player Performance

Players entering a game on a hot or cold streak have their ratings increase or decrease for that game. The amount they change depends on their consistency rating.

NEW Injured Reserve

When a player is out for the season, place him on injured reserve, which opens up a roster spot and no longer counts his salary against your cap.

NEW Practice Mode

Practice mode is now available in Franchise mode, allowing you to check out your team in a non-game situation at any point during the preseason or regular season.

The Offseason

NEW Change Teams

You now have the ability to change the teams you control.

NEW Future Draft Picks

When making trades at any point, next year's draft picks are now available.

NEW Rookie Scouting System

Each time you scout a player, you unlock their ratings. The more you scout them, the more ratings you unlock. Each scouting stage unlocks different ratings, so be sure to scout a player during the combine if you want to know their speed or strength. Rookies do not have their ratings completely unlocked until the preseason.

NEW Free Agent Bidding

Outbid your CPU competitors in this fast paced new feature as you try to win the right to sign some of the best free agents in the league.

NEW Player Roles

Player roles are back this year and they have a huge impact on the game! Some of the roles have in-game impacts on teammates, opponents, and the players themselves. Players earn and lose roles every offseason.

Creating a Superstar

Design all of a player's info, gear, and equipment, and then spend Skill Points to adjust his attributes. Import an NCAA Road to Glory player from *NCAA® Football 12* or select a rookie from the 2011 draft class and guide his entire career.

Skill Points

Skill Points are earned during practice sessions and games. Use them to increase your player's attributes.

Practice Makes Perfect

Practice is a 10-play session that allows the user to gain Skill Points for successfully running plays. A summary screen tells you how many points you earn.

Rosters and Depth Charts

Keep your rosters up to date and your depth charts arranged how you like them. Trade for players you enjoy, sign free agents, and adjust positions to your liking.

NEW Custom Playbooks

Got a favorite play? Do you enjoy a formation that your favorite team doesn't use? Add it to your playbook and go wild on the field.

Custom Gameplanning

Gameplanning allows you to set up your strategy before the game. Fit your plan to over 20 situations and have up to 15 plays per situation.

Settings

Adjust in-game options.

Timeouts

Call a timeout between plays by opening the pause menu.

Challenging a Play

Challenging a play costs one time-out, and can only be done between plays.

Substituting a Player

In order to substitute a player, visit the Coaching Options menu and alter your depth chart between plays.

Ordering the Depth Chart

To re-order the depth chart, select a player and the player you want him to change places with.

Coaching Options

The Coaching Options menu allows you to adjust the depth chart, set audibles, visit the Medical Center, or change defensive assignments.

Saving a Highlight

Save a highlight by pausing the game, entering the Game Recap menu, and then the EA SPORTS Highlights sub-menu. You can create new highlights, watch previous plays, and manage saved highlights.

Viewing Stats

The Game Recap menu holds all of your current stats, sorted by team and player. You may also view the scoring summary.

Modify Settings

Edit in-game options, adjust penalties, change skill levels, and more on the Settings menu.

Controller Select

Visit the Controller Select screen to switch sides or remove a controller from the game. Changes do not take effect until the current play ends.

Play Calling

GameFlow

GameFlow allows players to pick plays like a true NFL coach. By matching plays to situational game plans, plays can be tailor-picked automatically for each down. In the game settings screen you can choose a playcall style: *GameFlow* or *Conventional*.

You can even change your *GameFlow* to be heavy on run plays, heavy on pass plays, or balanced between the two. On defense, you can be conservative, aggressive, or balanced.

Conventional

You may also choose to call plays in the traditional *Madden NFL* manner, or switch back and forth between the two playcalling styles.

General

Each team is comprised of an offense, a defense, and special teams. The offense's job is to move the ball down a 100-yard field by running and throwing it until they cross the goal line into the end zone. The defense's job is to prevent the offense from scoring and to force them to give up possession of the ball. If the defense is successful, the teams switch roles and the offense becomes the defense and vice versa, until all four quarters of play are complete. The special teams' players take the field for kicking plays.

The Field

Every NFL field measures 100 yards in length with lines painted every 10 yards, and hash marks every yard. The end zones are an additional 10 yards and are located at both ends of the field.

Timing

A game is divided into four 15-minute quarters, separated by a halftime break after the second quarter. The teams switch sides of the field after each quarter, and both halves of football begin with a kickoff. If the game is tied at the end of the 4th quarter, a sudden death overtime period begins with possession determined by a coin toss.

First Down

Every play in football is measured in yards, gained or lost. The offense wants to gain as many yards as possible on each play, while the defense wants to prevent the offense from doing so. Each time the offense has the ball, they are given four downs, or tries, to gain 10 yards. Upon doing so, they are awarded a first down and another set of four downs. If the offense fails to get 10 yards in four downs, they lose possession of the ball.

Tackling

A play is over when a defender stops the ball carrier by bringing him to the ground. A player is tackled and a play is over when one or both of his knees touch the ground. In addition, a play is over when a player runs out of bounds.

Moving the Ball

Every offensive play begins with a snap, where the quarterback receives the ball from the center player in the offensive line. From there, the quarterback throws the ball, hands it off, or runs with it.

Running

The running back accepts the hand-off from the quarterback and tries to elude defenders as long as possible before being tackled. The quarterback also has the option of running with the ball.

Passing

The quarterback has a number of receivers he can pass the ball to. Each receiver has a unique assignment and the quarterback's job is to deliver a pass to a spot where only the receiver can make a catch. If the pass is dropped, it is an incomplete pass and the play is over.

Scoring

Touchdown

Crossing the goal line into the end zone with the ball, or catching the ball in the end zone, is the biggest score in football and worth six points.

Extra Point and Two-Point Conversion

After a touchdown, a team elects to either kick an extra point, worth one more point, or go for a two-point conversion. The special teams unit takes the field and the kicker must kick the ball through the goal posts for an extra point. The offense can also score two points by running or throwing the ball across the goal line with only one down available.

Field Goal

If the offense cannot score a touchdown, they can attempt to kick a field goal. Worth three points, a field goal can be attempted from any point on the field and on any down, but is almost always attempted from within the 40-yard line and on 4th down. The kicked ball must go through the goal posts to be successful.

Safety

If an offensive ball carrier is tackled inside their own end zone, the defense is awarded a safety worth two points. Additionally, the defensive team gets possession of the football.

Turnovers

While trying to move the ball, the offense sometimes accidentally loses possession of the football.

Fumble

When the ball carrier drops the football, or has it knocked from their hands, that's called a fumble. Any player on the field can recover the ball and the one who ends up with control is awarded possession.

Interception

When the quarterback throws the football, he must be aware of all the defenders' locations. If a member of the defense catches the pass, he immediately has possession and can attempt to score a touchdown.

Overtime

If a team scores a touchdown, the game is over. However, if they only get a field goal, the other team has one chance to answer back. If the team with the ball first in overtime has to punt or turns over the ball, it goes straight to sudden death.

Rule Changes for the Upcoming Season

Kickoffs

The line of scrimmage for a kickoff is now the 35-yard line. For a safety kick, it is the 20-yard line.

Instant Replay

After the two-minute warning of each half, throughout any overtime period, and after all scoring plays, a referee review is initiated by a replay official from a replay booth.

Coach's Challenge

Attempting to challenge a play when all coaches' challenges have already been used results in a 15-yard penalty.