



MADDEN 13

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WHAT'S NEW IN MADDEN NFL 13

THE CONNECTED CAREER EXPERIENCE

You've never played a career mode like this. Connected Careers gives you an unprecedented level of control over your career as a coach or a player. Get ready for the deepest *Madden NFL* experience ever.

TOUCH SCREEN PLAY CALLING

Call your plays by using the Touch Screen on the GamePad for even more control and privacy!

TOUCH SCREEN PRE-PLAY ADJUSTMENTS

Make Hot Route adjustments during pre-play on both Offense and Defense using the Touch Screen.

DETACHED MODE

As much fun as it is to play *Madden NFL 13* on the big screen, sometimes you have to share the television with others. On those occasions simply activate Detached Mode by pressing and holding the - Button for three seconds, and continue your game right on the Wii U GamePad. The Touch Screen is disabled while in Detached mode, and changing the Touch Screen features and Playcall Location settings will have no effect on game play.

GAME FACE

You've played the game, now get in the game. Take a digital photo of your face and use it as your created player's profile photo!

www.easports.com/gameface

TOTAL PASSING CONTROL

Lead receivers and put the ball exactly where it needs to be with the revamped and updated Total Control Passing mechanic.

PLAY-ACTION ABORT

For the first time ever, you can abort out of a play action animation in the face of a blitz, allowing your QB to throw a quick pass.

NEW USER CATCH FUNCTIONALITY

Madden NFL 13 makes it easier than ever to select the receiver and make a play on the ball.

GRIDIRON CLUB

Get all the latest Madden features in one place, including Madden Moments Live, and updated rosters that match the real NFL Season.

GENERAL MENU NAVIGATION

NOTE: The Nunchuk is required when using the Wii Remote. Controls specific to the Nunchuk will not function when it is not connected to an active Wii Remote. If the Nunchuk is removed or disconnected from any active Wii Remote, the game will display an icon representing the missing Nunchuk. Plug the Nunchuk back into the Wii Remote to dismiss this icon.

	Wii U GAMEPAD/ Wii U PRO CONTROLLER	Wii REMOTE & NUNCHUK
Progress or select	A Button	A Button
Back or cancel	B Button	B Button
Right Filter (spreadsheets)	ZR Button	C Button
Left Filter (spreadsheets)	ZL Button	Z Button
Toggle Page Headings	L/R Buttons	+Control Pad left/right

In certain situations, the Wii Remote and Nunchuk navigation controls may vary from what is displayed here. Please consult the on-screen commands for further clarification in these instances.

PLAY CALLING

NOTE: that all control descriptions in this manual assume the presence of a GamePad. For Wii Remote and Nunchuk controls, please consult the controls tables on the following pages.

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 Play Calling styles. You can filter your plays by Formation or Play Type, or view the most recently called plays. You can also make substitutions, flip plays and change Personnel Packages within the Conventional Play Calling style.

OFFENSE

PRE-PLAY OFFENSE		
	Wii U GAMEPAD/ Wii U PRO CONTROLLER	Wii REMOTE & NUNCHUK
Motion player	Left Stick left/right	Control Stick left/right
Snap ball	A Button	A Button
Switch player	B Button	B Button
Call audible	Y Button	C Button
Fake snap	R Button	n/a
Show play art	Hold ZR Button + Right Stick up	Z Button (hold) + Control Stick up
Switch direction of run play	Right Stick left/right	Control Stick left/right
Quiet crowd	Press the Left Stick	2 Button
Hot route	Up on the +Control Pad	+Control Pad up
Offensive line shift	Down on the +Control Pad	+Control Pad down
Pre-play Menu	Press the Right Stick	1 Button

THE PASSER		
	Wii U GAMEPAD/ Wii U PRO CONTROLLER	Wii REMOTE & NUNCHUK
Throw the ball	R Button/A Button/ B Button/X Button/ Y Button	A Button/+Control Pad up/down/left/right
Lead Receiver	Left Stick when throwing	Control Stick when throwing
Pump fake	L Button	n/a
Pump fake to specific receiver	L Button + receiver button	n/a
Throw ball away	Press the Right Stick	C Button
QB scramble (behind the line of scrimmage)	ZR Button	B Button (hold)

THE RECEIVER		
	Wii U GAMEPAD/ Wii U PRO CONTROLLER	Wii REMOTE & NUNCHUK
Switch to receiver	A Button	A Button
Catch ball	X Button	C Button
Dive for ball	Y Button (hold)	C Button (hold)

THE BALL CARRIER		
	Wii U GAMEPAD/ Wii U PRO CONTROLLER	Wii REMOTE & NUNCHUK
Stiff arm	B Button (hold)	n/a
Spin	A Button	A Button
Showboat	A Button (hold)	A Button (hold)
Jump/hurdle	X Button	Z Button + +Control Pad up
Dive	Y Button (hold)	C Button (hold)
Protect ball	R Button (hold)	Z Button + +Control Pad down (hold)
Pitch ball	L Button	Z Button + +Control Pad right
Juke	Right Stick left/right	+Control Pad left/right
Truck	Right Stick up	+Control Pad up
Fake pitch (only during Option plays)	Right Stick down	Z Button (hold) + +Control Pad right
Slide	Y Button	C Button
Double Juke	Right Stick left or right, and then Right Stick in the opposite direction	n/a

HURRY UP OFFENSE

You can call a no huddle offense at the conclusion of the previous play by holding the X Button on the GamePad. This will rush everyone to the line to repeat the previous play. Holding the A Button on the GamePad after the play will rush everyone to the line to spike the ball and stop the game clock.

HOW TO HOT ROUTE ON OFFENSE

In order to call a hot route on Offense, press Up on the +Control Pad to bring up the receiver buttons. Once you've chosen a receiver whose route needs adjusting, press the corresponding receiver button and then press the Right Stick on the GamePad in the direction that indicates the route you want that receiver to run, as shown by the on-screen callouts.

HOW TO USE TOUCH SCREEN OFFENSIVE HOT ROUTES

During Pre-Play, you may tap and hold on an eligible receiver and then draw them a new route. Eligible receivers feature a rotating icon around their body.

HOW TO PUT A PLAYER IN MOTION

Press the A Button to highlight an eligible player, and then move the Left Stick right or left to send that player in motion.

STRATEGY PAD QUICK LINKS

With the Strategy Pad Quick Link setting enabled, you can make preplay adjustments without using the +Control Pad. Strategy Pad Quick Links defaults off but can be turned on in Game Options. This feature will not work with the Wii Remote and Nunchuk controller.

HOW TO FLIP PLAYS

To flip a play after it is called, press the Y Button and then the ZR Button.

RECEIVER AWARENESS

The receiver icons will appear faded for the first few moments of the receiver's route. This indicates the awareness of the receiver. The receiver won't be looking to catch the ball within the first 5 yards of a long streak pattern, for example. Wait for the icon to be fully lit before attempting to pass to be sure that your receiver is actually ready to receive the pass.

HOW TO USE BLUFF PLAYCALLING

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.

DEFENSE

	THE PASSER	
	Wii U GAMEPAD/ Wii U PRO CONTROLLER	Wii REMOTE & NUNCHUK
Defensive Assist	B Button	1 Button
Switch player	A Button	A Button
Dive	Y Button	C Button (hold)
Strip ball	L Button	+Control Pad left/right
Strafe	ZL Button	n/a
Hit Stick	Right Stick up/down	C Button + +Control Pad up/down

	AGAINST THE RECEIVER	
	Wii U GAMEPAD/ Wii U PRO CONTROLLER	Wii REMOTE & NUNCHUK
Defensive Assist	B Button	1 Button
Switch player	A Button	A Button
Hands up/bat ball	Tap X Button	+Control Pad up (tap)
Go for Interception	Hold X Button	+Control Pad up (hold)
Swat Ball	L/R Buttons	+Control Pad down

	RUSHING THE PASSER	
	Wii U GAMEPAD/ Wii U PRO CONTROLLER	Wii REMOTE & NUNCHUK
Swim move	Right Stick left/right	C Button + +Control Pad up (hold)
Bull Rush	Right Stick down	C Button + +Control Pad down (hold)

	PRE-PLAY DEFENSE	
	Wii U GAMEPAD/ Wii U PRO CONTROLLER	Wii REMOTE & NUNCHUK
Choose a player to control	A Button/B Button	A Button/B Button
Show play art	ZR Button + Right Stick up	Z Button (hold) + Control Stick up
Pump up crowd	Press the Left Stick	2 Button
Line shifts	Left on the +Control Pad	+Control Pad left
Linebacker shifts	Right on the +Control Pad	+Control Pad right
Hot Route	Down on the +Control Pad	+Control Pad down
Coverage audible	Up on the +Control Pad	+Control Pad up
Show/hide pre-play menu	Press the Right Stick	1 Button

BALL HAWK

Going for an interception or swatting the ball out of the air is a great way to prevent the offense from gaining ground. After a pass has been thrown, press the **A** Button to switch to the defensive player closest to the ball. Once you're in control of the defender, hold the **X** Button to go for an interception or press the **R** Button or **L** Button to make an aggressive attempt to swat the ball. Be careful when using Ball Hawk! Your defender will take the most aggressive path to the football. If he is late, the receiver may have an open field!

HOW TO USE 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. You can access the Hot Route menu on defense by pressing Up on the **+Control Pad**. Press the direction on the **+Control Pad** or the Right Stick that represents the assignments you want to change. You can also press the **A** Button to go into Individual Coverage and change the assignment of a specific player. You can 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.

HOW TO USE TOUCH SCREEN DEFENSIVE HOT ROUTES

During pre-play preparations, tap and hold on a defender to activate a cursor. Drag the cursor around the field, into different zones, or onto offensive players in order to change your defender's assignment.

SPECIAL TEAMS

ON THE KICKING TEAM

Move the Right Stick down on the GamePad to start filling the kick meter. Move the Right Stick up on the GamePad while the indicator is at the top of the gauge for maximum power. To achieve the perfect kick, make sure that the Right Stick remains centered while performing the motion.

ON THE RETURN TEAM

The receiving team can call for a fair catch by tapping the **X** Button on the GamePad when the kick is in the air, 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.

SUPERSIM

Supersim allows you to simulate any part of the current matchup at any time. This option is available from the Pause Menu or from the Playcall Screen. You may cancel Supersim at anytime.

USER INTERFACE

MAIN MENU

MAIN

The main screen is a grid of quick links to all the different areas of *Madden NFL 13*. Anything from Play Now, to Connected Career, to Madden Moments Live can all easily be accessed from here. Always be on the lookout for the dynamic messaging tiles on the right for the most up-to-date news and information.

PLAY NOW

Take part in an exhibition game.

ONLINE

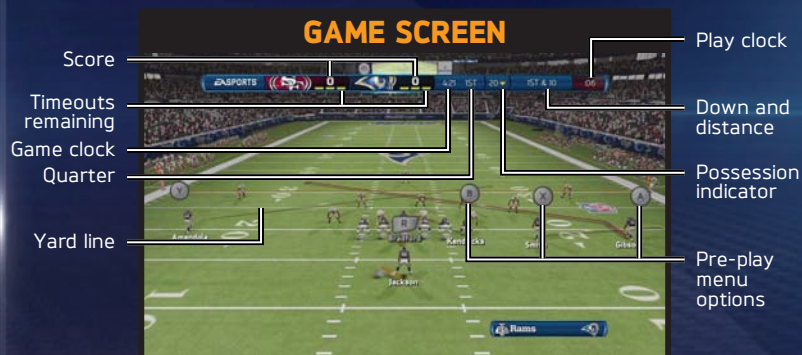
Take part in online Head to Head matches and more.

CONNECTED CAREER MODE

Experience the all-new and in-depth Connected Career Mode in *Madden NFL 13*.

MY MADDEN

Enter My Madden from the Main Menu. This menu allows you to fully customize your *Madden NFL 13* experience, as well as access your NFL.com Fantasy Football team!



DEFENSE (GAMEPAD)



OFFENSE (GAMEPAD)



PAUSE MENU

RESUME GAME

Return to the game.

COACHING OPTIONS

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

GAME RECAP

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

GAME CONTROLS

View the controls for *Madden NFL 13*.

SETTINGS

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

CONTROLLER SELECT

Up to five players can play *Madden NFL 13*. 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. *Madden NFL 13* only supports one GamePad.

QUIT GAME

Return to the main menu, losing any unsaved progress.

CONNECTED CAREERS

CAREER CREATION AND STARTUP

CREATE A PLAYER OR COACH

Choose to begin your career as a player or coach. The player option allows you to create a new player, take over as a current NFL star, or play with a NFL Legend of the past. Playing as a coach gives you a chance to control your entire franchise from top to bottom on your quest to craft a Super Bowl championship team.

GAME FACE

Take photos of yourself or your friends and create a digital double that plays in *Madden NFL 13*. Use a digital camera or similar device to take the photos, and upload the image(s) to www.easports.com/gameface/overview and the *Madden NFL 13* software to import your Game Face from the site. You may use Game Face to create profile pictures of created players or coaches. You can only have one GameFace at any one time.

CHOOSE FROM ACTIVE PLAYER/COACH

Before beginning your career, you need to decide your starting point. The Select NFL Player and Select NFL Coach options allow you to resume the career of any NFL player or coach, while the Select NFL Legend and Football Legend options give you a chance to relive the career of an all-time great starting from his rookie season.

SELECT TEAM

If you begin your career as a new player, you'll be able to choose your position and then select a team to play for. Before making your decision, you'll be able to view information about each team, such as their Offense and Defense rankings, overall ranking, previous season record, and how much salary cap room they have.

SELECT BACKSTORY

Determine your player or coach's backstory. There are three backstories to choose from, and each of them gives your player or coach a different personality, in addition to altering how hard you'll have to work to become number one. Your backstory determines your initial ratings and expectations when it comes to XP and goals.

EDIT CAREER/CAREER SETUP

Adjust the career settings before your character takes the field. Highlight any adjustable option to view a description. These settings can have a significant impact on your game. When everything is to your liking, select START CAREER to begin.

GOALS AND XP

PRIMA® PRO TIP

Not meeting your level 2 season goals will get you fired as a coach or cause your ratings to drop as a player, so make sure you work hard to achieve this level!

XP

XP is the currency you earn by achieving your goals and practicing throughout the season. XP will allow you to buy packages that will boost your players' attributes.

BUY PACKAGES

Packages contain attribute boosts that you may add to your player to improve his performance. You may purchase packages with the XP you earn.

WEEKLY GOALS

Goals assigned for that given week. There are three assigned each week.

SEASON GOALS

Goals that are generated based upon your draft status and previous success. There are 4 tiers of goals you can earn that get progressively harder, but earn you more XP.

TEAM GOALS

Team Goals are available when playing CCM as a coach. There are four tiers of goals, each more difficult and rewarding than the last. Keep your team's performance high to complete Team Goals.

MILESTONE GOALS

Work hard to reach long-term milestone goals. These goals will take skill and longevity to reach, but you'll be rewarded with more XP.

CAREER NAVIGATION

NEWS CENTER

No matter who you are, you're going to make the news over the course of your career, whether for accomplishments or trades. To truly stay in control of your career, you must keep on top of the news and rumors.

The news that appears over the course of your career will be relevant to your current status and future prospects. As you perform in games and gain the attention of the country, you'll appear in the news. Use the news to judge your progress in the eyes of the NFL and the fans. The Twitter feed and Main Menu will have all the latest news on scores, injuries, trades, and more. Check back often to stay abreast of any new developments.

MY CAREER

View a quick snapshot of where you stand in your career. This menu displays your goal status, legacy rank, XP, and statistics.

MY ACTIONS

Use this checklist to keep track of everything you are slated to do. Practices, scheduled games, and advancing the week are all listed in checklist form so that you never accidentally skip a task.

PERSONNEL

Make any roster moves or view the injury report.

MY CAREER

Check out the Hall of Fame, buy packages, retire, or demand your outright release.

STATISTICS

View all team stats, coach stats, career stats, season stats, and the league standings.

STRATEGY

Make adjustments to the audibles, scheme, or auto-sub.

HISTORY

View yearly awards, weekly awards, Pro Bowl voting, and NFL records.

MY LEAGUE

Set your league settings, transfer the commissioner duties, and adjust the league sliders.

PRACTICE

During the season, you'll have the opportunity to practice as your player or with the team. You'll have the option to select from various scenarios based on difficulty. Utilize this time to rack up some much-needed XP and secure your spot on the depth chart.

SCOUTING

Use the Scouting menu to view the players available for scouting in the upcoming draft. You'll have the opportunity to select the exact attributes you want to unlock with your scouting points. The first time you scout an attribute, you'll receive a letter grade. Scout again, and you'll get the true rating of that particular attribute.

Watch closely, as some rookies now contain branching storylines. One week, your top prospect may be on track to win the Heisman, but if he breaks his leg the next week, he may not remain a first round pick.

DRAFT

During the offseason, you will need to bolster your roster to account for players who've been traded or whose contracts have expired. Drafting players is a crucial part of building a franchise, so use your draft picks wisely. Watch as the tweets start flying in when a pick is made or use Trey Wingo to break down a rookie's long path to the draft.

If you are in an online Connected Career with multiple users, the Draft is treated as a real time event, so everyone will need to be in the Draft Hub ready to go all at once.

OFF-SEASON FREE AGENCY

Free agency is a key period during the off-season that should be used to improve your roster. Select the player you want to target carefully as you make your initial offer. After the first week, you'll find out if the free agent accepted your offer, took an offer from another team, or still hasn't made a decision. At this point, you'll have the chance to increase your offer, stay put, or pull your offer off the table.

PLAYER PROGRESSION

As you play games, your player will gain XP according to his performance. Spend your XP here to build up your player's attributes and customize his strengths.

COACH PROGRESSION

The XP you earn as a coach can go a long way into make your job easier. Buy packages that help your scouting department, make a player more interested in resigning with you, and much more.

In the hub, you'll also have the choice of how you want to progress the players on your team. You can choose to have this done automatically for you or do it manually.

RETIREMENT

You have the option to retire your character at any point in your career. By doing this, you'll also have the option to select a new player or coach and pick up at the same exact point in the season or year in which you left.

LEGACY SCORE

Every award, from MVP titles to Super Bowl championships, counts towards your legacy score. The legacy score measures your performance against the legendary players and coaches of the past. You'll need a high legacy score to end up in the Hall of Fame.

HALL OF FAME

The Hall of Fame is the greatest single achievement for a professional player or coach. Earn a legacy score worthy of being inducted into the Hall of Fame before you retire. You'll also be able to compare yourself to other users that have made the Hall of Fame for the ultimate bragging rights.

CONNECTED CAREERS WEBSITE

Visit www.maddencareer.com and take control of your career from the web!

EA ONLINE

You must have an online-enabled Nintendo Network ID to access any of the online features of *Madden NFL 13*. Join a quick match for a ranked game against a random opponent where the stats will be recorded. Play with a friend in a Head to Head game. Results of unranked matches are not counted and stats are not recorded.

ROSTERS & TUNING

DEPTH CHART

Edit your depth chart here to avoid having to make changes once you're in an online match.

DOWNLOAD ROSTER

Download the latest roster update, which is required in order to play online.

DOWNLOAD TUNER

The latest tuner set is required in order to play online. Check here for any updates.

AUTOMATIC DISCONNECTS

This application disconnects after a set period of time with no user input. Any activity such as excessive penalties deemed to be a Grieve during online play will result in an automatic disconnect from the online game. This application disconnects when the user is in the HOME Menu for an extended period of time.

ONLINE GAME MODES

Face off against other players in Head to Head Quick Match games that are ranked on our global Leaderboards. If you're looking for something a bit less competitive, choose Play A Friend and play unranked games against your Friends using your own custom settings.

MY MADDEN

MANAGE NFL ROSTERS

MANAGE PLAYERS

Navigate through the roster of every team in the NFL in order to make trades, releases, or edits.

ORDER DEPTH CHART

Make changes to the depth chart of any team in the NFL.

SIGN FREE AGENTS

Look over the pool of Free Agents and sign any player to a team.

TRADE PLAYERS

Select players to trade from team to team.

TEAM BREAKDOWNS

This displays a breakdown of how many players are active at a specific position, as well as the amount of money that is tied up in that area.

COACHING OPTIONS

CUSTOMIZE PLAYBOOKS

Select a playbook as your base and then make any edits that you want. Remove any plays that don't fit your play style and replace them with your favorite plays, even if they're in another teams' playbook. You may customize both offensive and defensive playbooks.

ASSIGN AUTO SUBS

Here you can set the slider to replace a specific position if their fatigue reaches a certain point. Do you want your starting running back subbed out automatically if he dips below a 75 fatigue rating? This is menu is where you can activate that feature.

OFFENSIVE AUDIBLES

Customize your offensive audibles here. You may select five plays to set as audibles.

DEFENSIVE AUDIBLES

Customize your defensive audibles here. Select five plays to use as audibles.

CREATION CENTER

CREATE PLAYER

Create a player from scratch. Choose everything from the position he plays to his height, weight, equipment, attributes, and more.

IMPORT GAME FACE

Import a game face from www.easports.com/gameface and use it as the portrait and face of a created player.

CREATE/EDIT UNIFORMS

Customize your team's attire. Use the official jersey colors as a foundation, and then adjust the colors to your liking.

DELETE CUSTOM UNIFORMS

Delete any of the custom uniforms that you've created.

MANAGE FILES

Save, load, or delete any *Madden NFL 13* file from here.

CHANGE SETTINGS

This is your hub for customizing your *Madden NFL 13* experience. You can adjust game options, sliders, game controls, and music.

NFL.COM FANTASY FOOTBALL

Sync your NFL.com fantasy team to *Madden NFL 13*. You may also set your roster and track your score.

CREDITS

View the credits of *Madden NFL 13*.

DISCLAIMERS

The following disclaimers apply to this software:

USER GENERATED CONTENT

- ▶ You can name your character. Your character's name can be viewed by others in online CCM.
- ▶ You can use Text chat in lobbies.
- ▶ Do not send Voice or Text that is illegal or could infringe the rights of others. Do not include personal information and make sure you have obtained all necessary rights and permissions from third parties.
- ▶ You can create and name a league, which will be visible to other players.
- ▶ You can create and name a lobby, which will be visible to other players.

AUTOMATIC DISCONNECTS

- ▶ This software disconnects after a set period of time with no user input. Activity such as excessive penalties deemed to be a Grieve during online play will result in an automatic disconnect from the online game.
- ▶ This software disconnects when the user is in the HOME Menu for an extended period of time.

HEADSETS

- ▶ When using headsets connected to Wii U GamePad controller, we recommend using official Nintendo licensed products.

VOICE CHAT

- ▶ Users have open communication through voice chat from the time the session is established in the Matchup screen until either user exits the game/session.