



# MADDEN NFL 13

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## WHAT'S NEW IN *MADDEN NFL 13*

### CONNECTED CAREERS

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.

### 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! Visit [www.easports.com/gameface](http://www.easports.com/gameface) to get started now!

### NEW PASSING ENGINE

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 click on the receiver and make a play on the ball. Press **○** with the ball in the air to switch to the intended receiver and get in a better position to make the catch.

#### PRIMA® PRO TIP

Hold **△** rather than just tapping it to give yourself a longer catch window.

### SOCIAL INTEGRATION

Link your profile to Facebook® and Twitter™ for a truly social *Madden* experience. Post the score from your latest game and stay connected within the *Madden Universe*! To remove the association of your Facebook account with *Madden NFL 13*, log in to your account at Facebook.com, go to Privacy Settings, and remove the *Madden NFL 13* app.

### GRIDIRON CLUB

Get all the latest *Madden* features in one place, including *Madden Moments Live*, *Pro Game Tip Videos*, updated rosters that match the real NFL Season, *NFL.com Fantasy Football*, and *Loyalty Awards*!

## COMPLETE CONTROLS

### 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 Play Calling styles.

# OFFENSE

## PRE-PLAY OFFENSE

Motion player	left stick
Snap ball	⊗
Switch player	⊙
Flip play	⊞ + R2
Call audible	⊞
Fake snap	R1
Show play art	R2
Pre-play menu	R3
Switch direction of run play	right stick ←/→
Quiet crowd	right stick ↓
Hot route	↑ button
Offensive line shift	↓ button

## THE PASSER

Throw the ball	⊞/⊗/⊙/△/R1 (tap button for lob pass/hold button for a bullet)
Total Control Passing	left stick in any direction + ⊞/⊗/⊙/△/R1
Pump fake	L1
Pump fake to specific receiver	L1 + ⊞/⊗/⊙/△/R1
Play Action Abort	R2
Throw ball away	R3
QB scramble (behind the line of scrimmage)	R2 + right stick
QB avoidance (when in the pocket)	right stick

## THE RECEIVER

Switch to receiver	⊙
Catch ball	△ (hold)
Dive for ball	⊞ (hold)
Make sharp cuts (only in CC and OTP)	right stick

## THE BALL CARRIER

Stiff arm	⊗
Spin	⊙
Showboat	⊙ (hold when running inside the opponent's 10 yard line on a breakaway touchdown)
Jump/hurdle	△
Dive/QB slide	⊞ (tap to slide/hold to dive)
Protect ball	R1
Pitch ball	L1
Juke	right stick ←/→
Truck	right stick ↑
Fake pitch	right stick ↓
Sprint (when auto sprint is turned off)	R2

## HURRY UP OFFENSE

You can call a no huddle offense at the conclusion of the previous play by holding △. This rushes everyone to the line to repeat the previous play. Holding ⊙ after the play rushes everyone to the line to spike the ball and stop the game clock.

## HOW TO HOT ROUTE

Press the ↑ button to bring up the receiver buttons, and then press the corresponding receiver button and move the right stick or press the directional buttons in the appropriate direction using the on-screen callouts.

## QUICK LINKS

Enabling Quick Links turns the Strategy Pad off and allows you to make pre-play adjustments without using the directional buttons. Quick Links are turned off by default, so you must manually enable them.

## HOW TO USE MOTION

Press ⊙ to highlight an eligible player, and then move the left stick/press the ←/→ buttons to send that player in motion.

## NEW FADED RECEIVER ICONS

The receiver icons 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 five 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 LINE SHIFTS

Press R3 and bring up the Pre-Play menu, and then press the ←/→ buttons to open the menu to shift your defensive line or linebackers.

## BLUFFING PLAY CALL

To bluff your playcalling during multiplayer games, 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 FLIP PLAYS

To flip a play, press **Ⓜ** and then **R2**.

## HOW TO CALL AN AUDIBLE

Press **Ⓜ** and then the button that corresponds to the audible you wish to call. See more audibles by pressing **Ⓜ** again and selecting an audible with **ⓧ**.

## DEFENSE

### AGAINST THE BALL CARRIER

Defensive Assist	ⓧ
Switch player	Ⓞ
Dive	Ⓜ
Strip ball	L1
Strafe	L2
Hit Stick	right stick

### AGAINST THE RECEIVER

Defensive Assist	ⓧ (hold before the snap and throughout the play)
Switch player	Ⓞ
Hands up/bat ball	△

### RUSHING THE PASSER

Swim move	right stick ←/→
Bull Rush	right stick ↓

### PRE-PLAY DEFENSE

Choose a player to control	Ⓞ/ⓧ (tap to change players one by one or hold Ⓞ/ⓧ and move the left stick/press the directional buttons to scroll through defenders)
Defensive adjustments	L2
Show play art	R2
Show/hide pre-play menu	R3
Pump up crowd	right stick ↑
Line shifts	← button
Linebacker shifts	→ button
Hot Route	↓ button
Coverage audible	↑ button

## 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.

## BALL HAWK

Ball Hawk is the most effective way to attempt manually to intercept or swat the ball away from the intended receiver. After the pass has been thrown, simply click on the defensive player and hold **△** for an aggressive attempt at an interception, or hold **R1** to try for a swat. Be warned, your defensive player is risking it by taking the most aggressive path to the ball in the air. If you're late getting to the spot and the receiver comes away with the catch, he may have an open field in front of him!

## HOW TO USE DEFENSIVE HOT ROUTES

Defensive Hot Routes are great for making coverage decisions with pinpoint accuracy. 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.

## SPECIAL TEAMS

### ON THE KICKING TEAM

Move the right stick ↓ to start filling the kick meter. Move the right stick ↑ 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 pressing **△** 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, than 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. In addition, you can watch the CPU play out the down by selecting WATCH PLAY.

# USER INTERFACE

## MAIN MENU

### HOME

The home screen is a grid of quick links to all the different areas of *Madden NFL 13*. Anything from Play Now, to Connected Careers, 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 and Team Play matches, join Communities, view Pro Gamer Tips, take part in NFL.com Fantasy play, and more.

### CONNECTED CAREERS

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

### GRIDIRON

Here's where all your live content is located, including roster updates, Madden Moments Live, and Madden On-Demand.

### ULTIMATE

Visit the Madden Ultimate Team hub.

### MY MADDEN

Press **Ⓜ** at the main menu to enter My Madden. This menu allows you to fully customize your *Madden NFL 13* experience.

## GAME SCREEN



# 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.

## SETTINGS

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

## CONTROLLER SELECT

Up to six 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.

## MANUAL

View the in-game manual.

## QUIT GAME

Return to the main menu, losing any unsaved progress.

# CAREER

## CAREER CREATION AND STARTUP

### 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.

### CHOOSE STARTING POINT/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 choose to begin your Career as a new player, then you can choose your position. After that, it's off to team selection. Press the directional buttons to cycle through teams and view their Offense and Defense ranking, Record, and Salary Cap Room. The team's overall rank is also shown.

### 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 allows you to buy packages that 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 four tiers of goals you can earn that get progressively harder, but earn you more XP.

## TEAM GOALS

Team Goals are available when playing Connected Careers 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 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 is 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 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.

## MORE

Go deeper into Connected Careers by navigating to the following areas:

<b>Personnel</b>	Make any roster moves or view the injury report.
<b>My Career</b>	Check out the Hall of Fame, buy packages, retire, or demand your outright release.
<b>Statistics</b>	View all team stats, coach stats, career stats, season stats, and the league standings.
<b>Strategy</b>	Make adjustments to the audibles, scheme, or auto-sub.
<b>History</b>	View yearly awards, weekly awards, Pro Bowl voting, and NFL records.
<b>My League</b>	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 need to bolster your roster to account for players whose contracts have expired or been traded. 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 even use Trey Wingo to break down the rookie's long path to the draft.

If you are in an online Connected Careers with multiple users, the Draft is treated as a real time event, so everyone needs 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 gains 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 making 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 toward 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:

Take control of your Career from the web by visiting [www.MaddenCareer.com](http://www.MaddenCareer.com). A more detailed breakdown of the Connected Careers website is coming soon!

## GAME FACE

Take photos of yourself or your friends, and create a digital double that plays in *Madden NFL 13*. Use a digital camera to take the photos, and use [www.easports.com/gameface](http://www.easports.com/gameface) to create your image. You may use Game Face to create profile pictures of created players or coaches. You can only link one Game Face to your Online ID.

## EA ONLINE

### LINKING YOUR PLAYSTATION®3 ONLINE ID TO AN ORIGIN ACCOUNT (EA)

Once you've connected online within the game, your Online ID acts as your user profile, a unique on-screen player identifier separating you from the rest of the field. Your Online ID can also be linked to your Origin Account (EA) enabling you to socialize with Origin (EA) friends, seek technical support, view game information, and much more.

- ▶ If you don't have an Origin Account (EA) you can create one from the account creation screen on the Origin (EA) web site or client. Your Online ID will be linked as part of the creation process.
- ▶ If you already have an Origin Account (EA) but have yet to link your Online ID to it, access the Confirm Your Account Info screen and enter your Origin Account (EA) details.
- ▶ To manage your Origin Account (EA) on the web visit [profile.ea.com](http://profile.ea.com). If you need help regarding your Origin Account (EA), please visit [help.ea.com/en/origin](http://help.ea.com/en/origin).

### EASPORTS.COM

Extend your *Madden NFL 13* experience on [EASPORTS.com](http://EASPORTS.com). Collect career stats across multiple EA SPORTS titles, build an EA SPORTS Game Face, create a highlight video with EA SPORTS Replay, participate in one of the many online communities, and much more.

- ▶ Creating an [EASPORTS.com](http://EASPORTS.com) account is easy. Simply visit [www.EASPORTS.com](http://www.EASPORTS.com) and log in using your Origin Account (EA) information (email address and password).
- ▶ If you have not linked an Online ID to your Origin Account (EA) you will be prompted to do so upon logging into [EASPORTS.com](http://EASPORTS.com) for the first time.

**NOTE:** Once an email address has been accepted it can't be changed, so be sure to make a note of this so you can use it to access game-specific features on EA web sites.

You must have an online-enabled profile 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 are 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 an 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 EA SPORTS titles. Visit [www.EASPORTS.com](http://www.EASPORTS.com) for more information.

## 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.

## ONLINE GAME MODES

### HEAD TO HEAD

Face off against other users in this one on one competitive game mode. Choose from Head to Head or Play vs. Friend in games ranked on our global leaderboards. Looking for a friendly game? Play unranked games against your friends with custom game settings.

#### PRIMA PRO TIP

Don't be afraid to take your game online. Practice hard and play with confidence.

### TEAM PLAY

*Madden NFL 13*'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.



## COMMUNITIES

### WHAT IS A COMMUNITY?

Communities were built to be a safe haven for you to play *Madden NFL 13* online the way you want to play it. Try creating your own Community with your classmates or coworkers and watch it grow!

### GETTING INTO A COMMUNITY

You can 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, players must a password to join.

### RANKED TEAM PLAY

You and your fellow Community members can team up for 3-on-3 squad-based team play against other Communities. Follow the games of your fellow members via live score updates from inside your Community lobby. Keep track of your Squad Stats and the 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.

### COMMUNITY MANAGEMENT

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

### MANAGE OTHER MEMBERS

Promote members to GM and handle disciplinary issues here.

### MESSAGE BOARD

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

## ULTIMATE TEAM

### WHAT IS ULTIMATE TEAM?

In Ultimate Team, you accumulate cards to create your dream team of current NFL stars and legends of the game. Starting with your free starter team, build your team through auctions, trades, or by adding players through new packs.

### NAMING YOUR ULTIMATE TEAM

When you start your Ultimate Team, you are given a default team name. If you are a returning user, the system attempts to give you your team name from the previous year. Any time after you finish opening your Starter Pack you can go to the Help & Settings panel to rename your team.

### OPENING YOUR STARTER PACK

Kick off your *Madden NFL 13* Ultimate Team by opening your free Starter Pack. First, you must choose the player that you want to captain your initial team. Your Starter Pack contains an exclusive training camp version of that player, and your first uniforms are from that player's NFL team. Your starting players each have 25 contracts, and you can't auction or trade them.

### LOYALTY REWARDS

If you are returning to Ultimate Team from *Madden NFL 12*, you may be eligible for card packs based on your performance the previous year. Check Loyalty Awards in the Gridiron Club Menu to see if you have any available.

### THE HUB

This is your home screen, where you can access everything you need with just a simple click. The hub is where you'll learn about new content releases, new features, and other important news.



## MANAGE YOUR ULTIMATE TEAM

Select the Manage Team panel to manage your starting Lineup, Active cards, Reserve cards, and Packs. The panel indicates your team name, the home uniforms your team is using, and any unopened packs that you have.

## MY LINEUP

On the Lineup screen, you can change your starters and select different coaches, uniforms, a stadium, or playbooks. When you select a position, you are shown the current players in your line up that are eligible to play the selected position. You can flip over cards to compare player stats. You can also access a more detailed view of your current team by going to the Depth Chart view.

## ACTIVE CARDS

The Active Card screen contains the 100 cards assigned to your currently active team. This 100 is divided into up to 55 player cards and up to 45 other cards like Coaches, Uniforms, Stadiums and Playbooks. Only your active cards can be used in your lineup. You can move cards to your Reserves, quick sell them for coins, post them for an auction, or post them for trade.

## RESERVE CARDS

The Reserves area is new this year. This is an area where you can store cards that are not currently part of your team. Think of it as your developmental squad, but a lot bigger. You can store any type of card in your Reserves. The only actions you can take on cards in your Reserves are to send them to your Active cards, or to quick sell them for coins.

## MY PACKS

The My Packs screen is new this year. This screen is where you can see packs that you own, and can choose to open those packs.

## PLAY GAMES

On the Play Game panel, you can choose to use your Ultimate Team in a variety of game formats. Earn coins by playing against other users in Head to Head games and in Solo Challenges. Challenge your friends, or take on NFL teams in CPU games.

## STORE

The Ultimate Team Store is where you go to find card packs, pack bundles, and card deals to improve your team. Rookie packs contain entry-level cards and a rookie tier player. Pro and All-Pro packs contain increasingly better players and coaches. Legendary packs give you a chance at the greatest players ever to have played the game.

This year, you can purchase pack bundles, which provide you discounts when purchasing larger quantities of packs. If you are looking for a specific card to add to your Ultimate Team, players and contracts can often be found in the Card Deals category.



## COLLECTIONS

Gather complete collections in Ultimate Team to get access to new players, coaches, and other rewards. To add a card to a collection, place the card in your Pending Collections bin from the New Cards or Active Cards screens. Then go to the appropriate collection and you can add that card. Collecting some Legends unlocks the ability to begin a career with that player in Connected Careers.



## COINS

You can earn coins by playing games or by having other users win your cards in auctions. Use those coins to buy packs, bundles, or deals in the Ultimate Team store, or to bid on auctions.

## CONTRACTS

Players and coaches have a contract number which decreases as you play games. When that number reaches zero, you must apply a Contract Extension card to the player or coach on the Active Cards screen. Your starting cards have 25 games, and other new cards typically begin with 16 (one season). Contract Extension cards list how many games will be added to the player or coach when applied.

## INJURIES

Players can become injured, and will have to sit out the number of games indicated. Applying an Injury card to the player can shorten that time.

## AUCTIONS

You can post your cards for auction. Set a starting and buyout price, and the length of the time the auction should be available.

Looking for a key addition to your Ultimate Team? You can search for auctions posted by other users.

## TRADES

You can post cards for trade or offer a card in response to another user who has posted a trade. Make sure you monitor your posted trades to see what offers you have waiting.

## ULTIMATE TEAM ON THE WEB

Now you can manage your Ultimate Team on the web. Go to [maddenultimateteam.com](http://maddenultimateteam.com) to update your lineup, track your auctions and trades, buy and open packs, and keep up with the latest deals.

## REDEEMING CODES TO UNLOCK ULTIMATE TEAM CARDS

You can redeem codes by visiting the My Madden menu and selecting REDEEM CODE. Once you have redeemed your code, you can return to Ultimate Team to view your cards. Go to the My Packs area of the Manage Team panel and open the pack containing your new cards.

# GRIDIRON CLUB

## MADDEN MOMENTS LIVE

Relive the top moments from the 2012-13 NFL season and recreate history as you play the same scenarios. Make sure to check back throughout the year for new Madden Moments.

## MADDEN ON-DEMAND VIDEO HUB

Check out the On-Demand Video Hub for up-to-date NFL content, tips and tricks for *Madden NFL 13*, and more throughout the year.

## UPDATE NFL ROSTERS

Check here during the 2012 NFL season to acquire ratings adjustments, updated depth charts, and any other transactions made in the league. You will need up-to-date rosters in order to play online.

## VIEW LOYALTY REWARDS

Track your awards across all EA SPORTS football games.

## EDIT LOYALTY SETTINGS

Customize your game options that will be stored across all EA SPORTS football games. In here you can select your favorite team, playbook, skill level, playcall style, and even quarter length. Save your changes here and you'll never again have to worry about it!

# MY MADDEN

## SHARE VIDEOS

Share highlights videos to [EASports.com](http://EASports.com).

## 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 team's 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](http://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.

## REDEEM CODE

Redeem any code, including your Online Pass, here.

## NFL.COM FANTASY

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*.