

# WHAT'S NEW IN MADDEN NFL 19

**Real Player Motion:** Built from the ground up, Real Player Motion transforms the way you play Madden by delivering game-changing control and precision on the field. Realistic character movements give smooth, immersive animations and adaptive, believable player motion unique to player position and body type. Watch your favorite players become true-to-life from snap to whistle.

## ALL-NEW GAMEPLAY CONCEPTS

### *One-Cut*

One-Cut lets you make a sharp cut on a direction change when you're not using an Acceleration Burst. If you activate the Acceleration Burst during the One-Cut animation you will get an Acceleration Burst on a direction change.

### *Hit the Hole*

Hit the Hole allows your ball carrier to find an open lane, maneuver around your opponent, and seamlessly run through the lane for extra yardage.

### *Push the Pile*

Power through defenders at the line of scrimmage for that critical inch to get a first down or touchdown.

### *Zone Coverage AI*

Authentic NFL zone coverage principles better equip defenders with necessary intelligence and techniques to counter offenses more effectively.

## Presentation

### *Signature Styles*

NFL superstars move and react like their real-life counterparts, showcasing their unique personality and mannerisms in-game.

### *User-Controlled Celebrations*

Celebrate your way with a full collection of fan-favorite signature celebrations to bring the swagger of today's NFL.

## Player Development

### *Positional Archetypes*

Your scheme determines which archetype is best for each position. Every positional archetype comes with strengths and weaknesses, which make your decisions about who to build your team around much

more important. Choose from up to four archetypes for each position on offense and defense to fit within your selected schemes.

#### *Skill Points System*

A new Skill Points system provides a more seamless and balanced method for player development. Earn XP on the field to unlock Skill Points that boosts a player's OVR. Each Skill Point upgrade permanently raises multiple ratings related to the selected archetype.

#### *Custom Draft Class Editor*

Create, share, and import custom draft classes inspired by your favorite players from the past, present, and future.

## COMPLETE CONTROLS

### **KEYBOARD AND MOUSE CONTROLS (PC ONLY)**

Madden 19 on PC fully supports the Xbox One Wireless Controller and offers a new control scheme for the keyboard and mouse. By itself, the keyboard can be used to navigate all menus and play the game, with the mouse adding additional control over both menu navigation and gameplay. For gameplay, the mouse controls a "Virtual Thumbstick" (displayed in the UI) that allows for precise control over player movement. For help learning gameplay controls, head to the Skills Trainer. For more control information, check out the Settings menu. NOTE: The controls listed throughout the manual assume that you are using an Xbox One Wireless Controller.

### **PLAY CALLING**

Adjust play call settings at any time by visiting **SETTINGS > VISUAL FEEDBACK > PLAY CALL STYLE**, or set it in the options that appear before each game:

**Quick** Shows you one play from Coach Suggestions—press **q** to cycle through more options. Press **s** and **o** to cycle to Strategy Suggestions, Community Suggestions, and Frequently Run Plays. You can also back out of this option and return to the full playbook.

**Enhanced** Gives you three suggestions at a time from a full range of options, including Coach Suggestions, Formation, Concept, Play Type, Personnel, and Recent Plays.

**Slim** This option has all the same choices as Enhanced while showcasing the beautiful broadcast presentation of Madden NFL 19.

Change the Tempo setting to fine-tune how you compete against the clock:

**Normal** The default option.

No Huddle      Your offense automatically goes into the No Huddle offense when it gets tackled in bounds while the clock is running.

Chew              Clock This runs the play clock down to 10 seconds—a great option late in the game when you're looking to deplete the game clock!

## **GAME CONTROLS**

### **PRE-PLAY OFFENSE**

- Snap ball (Hurry to Line): SPACEBAR or left mouse button
- Fake snap: ALT
- Show Play Art (Coach Cam): SHIFT or right mouse button
- Pre-play matchups: SHIFT (hold) + W/A/S/D or right mouse button + mouse movement
- Switch player: F or middle mouse button
- Select player: F or middle mouse button (hold) + arrow keys
- Motion player left: left arrow
- Motion player right: right arrow
- Player lock: Z
- Show/hide pre-play menu: TAB
- Flip run left: left arrow
- Flip run right: right arrow
- Quiet crowd: Q
- Zoom in gameplay camera: PAGE UP or mouse scroll wheel up
- Zoom out gameplay camera: PAGE DOWN or mouse scroll wheel down
- Audible: A
- Audible 1: 1
- Audible 2: 2
- Audible 3: 3
- Audible 4: 4
- Reset play: R
- Flip play: F
- Change audible formation: left / right arrow
- Change audible highlight: up / down arrow
- Select highlighted audible: SPACEBAR
- Hot routes: H
- Cancel hot route (in rec select): C
- Select receiver to hot route (in rec select): receiver key
- Hot route option 1: 1
- Hot route option 2: 2
- Hot route option 3: 3
- Hot route options 4-7: W/A/S/D
- Hot route options 8-11: arrow keys
- Pass protection: P
- ID the mike: 1 then W/A/S/D then 1

- Reset protection: R
- Slide left / Max protect / Slide right / Pinch: arrow keys
- Snap ball (hurry to line): SPACEBAR or left mouse button

## **PRE-PLAY OFFENSE**

- Skip cutscene: SPACEBAR or left mouse button
- No huddle: 1 or right mouse button
- Spike the ball: 2 or middle mouse button

## **PASSING**

- Player movement: arrow keys OR mouse movement
- Throw to receiver (1): Q
- Lob to receiver (1): Q (tap)
- Bullet pass to receiver (1): Q (hold)
- Touch pass to receiver (1): Q (double tap)
- Throw to receiver (2): E
- Lob to receiver (2): E (tap)
- Bullet pass to receiver (2): E (hold)
- Touch pass to receiver (2): E (double tap)
- Throw to receiver (3): F
- Lob to receiver (3): F (tap)
- Bullet pass to receiver (3): F (hold)
- Touch pass to receiver (3): F (double tap)
- Throw to receiver (4): R
- Lob to receiver (4): R (tap)
- Bullet pass to receiver (4): R (hold)
- Touch pass to receiver (4): R (double tap)
- Throw to receiver (5): SPACEBAR
- Lob to receiver (5): SPACEBAR (tap)
- Bullet pass to receiver (5): SPACEBAR (hold)
- Touch pass to receiver (5): SPACEBAR (double tap)
- Total control passing (after pass): arrow keys or mouse movement (when passing)
- High throw: ALT or middle mouse button + receiver key
- Low throw: CTRL or left mouse button + receiver key
- Pump fake: Z
- Throw ball away: X
- Playmaker closest receiver: W/A/S/D
- Check out of play action/scramble: SHIFT or right mouse button

## **BALL CARRIER**

- Sprint: SHIFT or right mouse button

- Precision modifier: CTRL or left mouse button (hold)
- Hesi: CTRL or left mouse button (tap)
- Protect ball: SPACEBAR (hold)
- Switch ball hand: SPACEBAR (tap)
- Stiff arm punch: E
- Stiff arm hold: E (hold)
- Precision stiff arm: CTRL or left mouse button (hold) + E
- Sprint spin: SHIFT or right mouse button (hold up to 1/2 sec) + F
- Standard spin: F
- Precision spin: CTRL or left mouse button (hold) + F
- Precision spin: CTRL or left mouse button (hold) + S then A or S then D
- Spin: S then A or S then D
- Dive for yards / QB slide past LOS: Q
- Dive low: SHIFT or right mouse button (hold) + Q
- Dive over the line: CTRL or left mouse button (hold) + Q
- Ball carrier give-up: SHIFT + CTRL (hold) or left mouse button + right mouse button (hold) + Q Hurdle R
- Sprint hurdle: SHIFT or right mouse button (hold up to 1/2 sec) + R
- Precision hurdle: CTRL or left mouse button (hold) + R
- Juke A or D
- Sprint juke: SHIFT or right mouse button (hold up to 1/2 sec) + A or D Precision juke CTRL or left mouse button (hold) + A or D
- Back juke: S
- Speed back juke: SHIFT or right mouse button (hold up to 1/2 sec) + S
- Precision back juke: CTRL or left mouse button (hold) + S
- Juke left, juke right combo: A then D
- Precision juke left, juke right combo: CTRL or left mouse button (hold) + A then D
- Juke right, juke left combo: D then A
- Precision juke right, juke left combo: CTRL or left mouse button (hold) + D then A
- Truck W
- Precision truck: CTRL or left mouse button (hold) + W
- Speed truck: SHIFT or right mouse button (hold up to 1/2 sec) + W
- Pitch ball: ALT
- Lunge for yards: W (with stumble recovery icon active)
- Stumble recovery: S (with stumble recovery icon active)
- Celebrate (in open field): SHIFT + CTRL (hold) or left mouse button + right mouse button (hold) + E
- Precision modifier: CTRL or left mouse button (hold)

## **BALL IN AIR OFFENSE**

- Player movement: arrow keys or mouse movement
- Acceleration burst: SHIFT or right mouse button
- Strafe: CTRL (hold) or left mouse button
- Switch player: F or middle mouse button
- RAC catch: Q

- Possession catch: E
- Aggressive catch: R
- Auto play / Defensive assist: ALT (hold)

## **PLAYER LOCKED RECEIVER**

- Player movement: arrow keys or mouse movement
- Switch player (pre-snap): F or middle mouse button
- Acceleration burst: SHIFT or right mouse button
- Go in motion (pre-snap): left / right arrow
- Conservative change-up: E
- Conservative change-up release (avoid press): E + arrow key or mouse movement (at snap)
- Aggressive footfire (in place for half-second): Q
- Aggressive footfire release (avoid press): Q + arrow key or mouse movement (at snap)
- Just-go release (speed boost): SHIFT + arrow key or right mouse button + mouse movement (at snap)
- Cut out of press: A or D (while pressed)
- Lock running direction: SPACEBAR
- Cut moves while route-running: SPACEBAR + W or A or S or D
- Cut-moves while route-running (alternate): SPACEBAR (hold) then arrow keys or mouse movement then SPACEBAR (release)

## **BLOCKING MECHANICS**

- Switch players (pre-play): F or middle mouse button
- Player lock (pre-play): Z
- Player movement / Block on collision: arrow keys or mouse movement
- Aggressive impact block: W or mouse scroll wheel up
- Aggressive cut block: S or mouse scroll wheel down

## **DEFENSE**

### **PRE-PLAY DEFENSE**

- Player movement arrow keys: or mouse movement
- Individual adjustment: I
- Play zone (options 1-4): W or A or S or D
- Individual coverage (options 1-4): arrow keys
- Switch player: F or middle mouse button
- Select player: F or middle mouse button (hold) + arrow keys
- Audible menu A
- Audible 1: 1
- Audible 2: 2
- Audible 3: 3

- Audible 4: 4
- Reset play / Cancel receiver spotlight: R
- Flip play: F
- Change audible formation: left / right arrow
- Change audible highlight: up / down arrow
- Select highlighted audible: SPACEBAR
- Coverage audibles: C
- Individual adjust: I
- Quick adjust: C
- Sticks: 1
- Man align: 2
- Show blitz / Give cushion / Base align / Press: W / A / S / D
- Inside / Overtop / Outside / Underneath: up / left / down / right arrow
- Defensive line audibles: D
- Quick adjust: D
- Clear shift: R
- D-line shift / Spread / Pinch options: W / A / S / D
- D-line point of attack options: arrow keys
- Linebacker audibles: L
- Clear shift: R
- Quick adjust: L
- LB shift / Spread / Pinch options: W / A / S / D
- LB zone / Blitz options: arrow keys
- Defensive keys: K
- Option QB: 1
- Option RB: 2
- QB contain: 3
- Defense shift / Spread / Pinch options: W / A / S / D
- Defense guess options: arrow keys
- Off the line: SHIFT or right mouse button (at snap)
- Show Play Art: SHIFT or right mouse button (hold)
- Show strong/weak side gap assignment: SHIFT (hold) + A or D (hold)
- Zoom in gameplay camera: PAGE UP / mouse scroll wheel up
- Zoom out in gameplay camera: PAGE DOWN / mouse scroll wheel down
- Show/hide pre-play menu: TAB
- Excite crowd: E
- Player lock: Z
- Select player for quick adjust (in quick adjust): defender key
- Cancel quick adjust (in quick adjust): C
- Select player for individual adjust (in individual adjust): receiver key
- Cancel individual adjust (in individual adjust): C

## **DEFENSIVE (ENGAGED)**

- Switch player: F or middle mouse button
- Pass rush finesse move / Shed block (vs. Run) / Reach tackle: E

- Pass rush power move (vs. pass): Q
- Hands up / Bat ball: R
- Directional block shed: arrow keys + E
- Blitz QB spy or nearest zone defender: Z

## **DEFENSIVE (PURSUIT)**

- Switch player: F or middle mouse button
- Auto play / Defensive assist: ALT
- Strafe: CTRL (hold) or left mouse button
- Conservative tackle: E
- Precision breakdown tackle: CTRL (hold) + E
- Aggressive tackle (close) / Dive tackle (far): Q
- Strip ball: SPACEBAR
- Acceleration burst: SHIFT or right mouse button
- Hit stick vs. ball carrier or blocker: W or mouse scroll wheel up
- Cut stick vs. ball carrier or blocker: S or mouse scroll wheel down
- Blitz QB spy or nearest zone defender: Z

## **BALL IN AIR DEFENSE**

- Switch player: F or middle mouse button
- Acceleration burst: SHIFT or right mouse button
- Strafe: CTRL (hold) or left mouse button
- Auto play / Defensive assist: ALT
- Play receiver: E
- Swat ball: Q
- Play ball / Ball hawk: R
- Hit stick vs. ball carrier or blocker: W
- Cut stick vs. ball carrier or block: S

## **DEFENSIVE COVERAGE MECHANICS**

- Switch player (pre-play): F or middle mouse button
- Player lock (pre-play): Z
- Player movement: arrow keys or mouse movement
- Press/hold receiver: A or S or D (at snap)
- Carry, deliver & follow receiver out of press: S then A or S then D (during press)

## **SPECIAL TEAMS**

### **SPECIAL TEAMS OFFENSE-PRE-PLAY**

- Snap / Set kick power / Set kick accuracy: SPACEBAR or left mouse button
- Fake snap: ALT
- Aim kick: arrow keys or mouse movement



- Sky kick: 1
- Normal: 2
- Backspin / Squib: 3
- Switch player (squads only): F or middle mouse button
- Audible: A
- Fair catch: R

## **SPECIAL TEAMS DEFENSE-PRE-PLAY**

- Switch player: F or middle mouse button
- Audible: A
- Show Play Art: SHIFT or right mouse button (hold)
- Off the line: SHIFT or right mouse button (at snap)

## **SPECIAL TEAMS DEFENSE-GAMEPLAY**

- Switch player: F or middle mouse button
- Diving block attempt: Q
- Conservative tackle: E
- Jumping block attempt: R

## **MISC**

- Pause game menu: ESC
- Timeout: T

## **XBOX ONE WIRELESS CONTROLLER**

### **PRE-PLAY OFFENSE**

- Snap ball (Hurry to Line): A
- Switch player: B
- Motion player: B + left stick Left-stick move left or Left-stick move right
- Hot route: Y
- Pass protection: LB + right stick
- Fake snap: RB
- Show Play Art: RT
- Player Lock: left-stick tap (double tap)
- Switch 'Primary Read' receiver for Target Passing: RT + LT + receiver button (hold)
- Show or Hide Pre-Play menu: right-stick tap
- Quiet Crowd: Right stick move down
- Zoom in gameplay camera: dpad up
- Zoom out gameplay camera: dpad down
- Motion selected player left: dpad left
- Motion selected player right: dpad right

## **PASSING**

- Throw to receiver (2): A
- Lob to receiver (2): A (tap)
- Touch pass to receiver (2): A (double tap)
- Bullet pass to receiver (2): A (hold)
- Throw to receiver (3): B
- Lob to receiver (3): B (tap)
- Bullet pass to receiver (3): B (hold)
- Touch pass to receiver (3): B (double tap)
- Throw to receiver (1): X
- Lob to receiver (1): X(tap)
- Bullet pass to receiver (1): X (hold)
- Touch pass to receiver (1): X (double tap)
- Throw to receiver (4): Y
- Lob to receiver (4): Y (tap)
- Bullet pass to receiver (4): Y (hold)
- Touch pass to receiver (4): Y (double tap)
- Throw to receiver (5): RB
- Lob to receiver (5): RB (tap)
- Bullet pass to receiver (5): RB (hold)
- Touch pass to receiver (5): RB (double tap)
- High throw: LB + pass button
- Activate Target Passing: LT (hold)
- Move Target Passing Indicator: LT (hold) + left stick + direction
- Throw Target Pass to Selected Receiver: LT (hold) + receiver button
- Playmaker Closest Receiver: right stick (flick directional)
- Low throw: LT + pass button
- Check out of play action or scramble: RT
- Pump fake: left-stick tap
- Throw ball away: right-stick tap
- Total control passing: left stick + direction when throwing

## **BALL CARRIER**

- Stiff arm punch: A +RT
- Stiff arm hold (near defender): A (hold)
- Precision Stiff Arm: A +LT
- Celebrate (in open field): LT (hold)+RT (hold) + A (hold)
- Sprint Spin: B + RT (hold up to ½ sec.)
- Standard Spin: B or right stick (half circle)
- Precision Spin: B + LT
- Spin: RT (half circle)
- Dive low: X+RT
- Dive for yards: X
- Dive over the line: X+LT

- Ball Carrier Give-Up/QB slide: LT+RT + right-stick tap
- QB Slide past LOS: X
- Sprint Hurdle: Y + RT (hold up to ½ sec.)
- Hurdle: Y + RT
- Precision Hurdle: Y + LT
- Pitch ball: LB
- Switch ball hand: RB (tap)
- Protect ball: RB (hold)
- Precision modifier (decelerate): LT
- Hesi: LT (tap)
- Precision spin: LT + B or LT + right stick (half circle)
- Acceleration burst: RT
- Sprint juke: RT (hold up to ½ sec.) + right stick left or right (flick)
- Juke: right stick move right or right stick move left
- Precision juke: LT + dpad left or dpad right
- Speed back juke: RT (hold up to ½ sec.) + right stick down (flick)
- Back juke: right stick down
- Precision back juke: LT (hold) + right stick down
- Speed truck: RT (hold up to ½ sec.) + RS up (flick)
- Truck: right stick up
- Precision truck: LT (hold) + RS up
- Lunge for yards: right stick up, with stumble recovery icon active
- Stumble recovery: right stick down
- Juke left, spin left combo: right stick half circle, start left, then up then right
- Precision juke left, spin left combo: LT + right stick half circle, start left, then up, then right
- Juke left, juke right combo: right stick left, right stick right
- Precision juke left, juke right combo: LT + right stick left, right stick right
- Juke right, juke left combo: right stick right, right stick left
- Precision juke right, juke left combo: LT + right stick right, right stick left

## **BALL IN AIR OFFENSE**

- Possession catch: A
- Switch player: B
- RAC Catch: X
- Aggressive Catch: Y (hold)
- Auto play or Defensive assist: LB
- Strafe: LT
- Acceleration burst: RT

## **SPECIAL TEAMS OFFENSE**

- Snap/Set kick power/Set kick accuracy: A
- Switch player: B
- Auidible: X

- Flip play: X + RT
- Fake snap: RB

## **DEFENSE**

### **PRE-PLAY DEFENSE**

- Individual adjustment: A
- Switch player: B
- Select player: B (hold) + left stick
- Audible menu: X
- Coverage audible: Y
- Defensive line audible: LB
- Linebacker audible: RB
- Defensive keys: LT
- Off the line: RT (tap)
- Show Play Art: RT (hold)
- Show strong/weak side gap assignment: RT + A + B
- Zoom in gameplay camera: dpad up
- Zoom out gameplay camera: dpad down
- Defensive player lock camera: dpad left
- Defensive camera: dpad right
- Show/hide pre-play menu: right-stick tap
- Pump up crowd: right stick up

### **DEFENSIVE (ENGAGED)**

- Pass rush finesse move: A (vs. Pass)
- Shed Block: A (vs. Run)
- Block Sheds: left stick + A
- Switch player: B
- Pass rush power move: X (vs. Pass)
- Hands up/Bat ball: Y
- Auto-Assist (non-engaged): LB (hold)
- Reach Tackle Left: LB
- Reach Tackle Right: RB
- Directional block sheds: LT + A

### **DEFENSIVE (PURSUIT)**

- Conservative tackle: A
- Precision breakdown tackle: LT+A
- Switch player: B
- Aggressive tackle (close) or Dive tackle (far): X
- Auto play/Defensive assist: LB (hold)
- Strip ball: RB

- Strafe: LT
- Acceleration burst: RT
- Hit stick vs. Ball Carrier or Blocker: right stick up (flick)
- Cut Stick vs. Ball Carrier or Blocker: right stick down (flick)

## **BALL IN AIR DEFENSE**

- Play receiver: A (hold)
- Switch player: B
- Swat ball: X (hold)
- Play ball/Ball hawk: Y (hold)
- Strafe: LT
- Acceleration burst: RT
- Hit stick: RB (flick)

## **SPECIAL TEAMS DEFENSE**

- Conservative tackle: A
- Switch player: B
- Audible: X
- Jumping block attempt: Y
- Diving block attempt: X
- Flip play: RT + X
- Show play art/Jump the snap: RT

## **PLAYER LOCKED RECEIVER**

- Switch players (pre-play): B
- Player lock (pre-play): left-stick tap
- Conservative change-up release (avoid press): A + left stick + directional at snap
- Go in motion: right stick left or right
- Aggressive footfire release (avoid press): X + left stick + directional at snap
- Just-Go release (speed boost): RT+ left stick + directional at snap
- Cut out of press: right-stick tap (flick when pressed)
- Cut moves while route-running: RB + right stick (flick)
- Route-running or Move player: left stick
- Alternate cut-moves while route-running: RB (hold) + left-stick tap (hold), then release RB

## **DEFENSIVE COVERAGE MECHANICS**

- Switch players (pre-play): B
- Player lock (pre-play): left-stick tap
- Press/Hold receiver: right stick + directional at snap
- Player movement: left stick

- Carry, deliver, and follow receiver out of press: right stick + directional roll during press

## **BLOCKING MECHANICS**

- Switch players (pre-play): B
- Player lock (pre-play): left-stick tap
- Player movement/block on collision: left stick
- Conservative engage defender: A
- Aggressive impact block: right stick + up (flick)
- Aggressive cut block: right stick + down (flick)

# NEW GAMEPLAY

## **PUSH THE PILE**

Use the right stick to power through defenders at the line of scrimmage for that critical inch to get a first down or touchdown.

## **HIT THE HOLE**

This feature instinctively routes your ball carrier through small gaps in the line of scrimmage, so you can break into full stride. Long gone are the days of getting stuck on your blocker!

## **ONE CUT**

This powerful new locomotion mechanic lets you change direction with a flick of the left stick so you can avoid defenders without precision movement. Prepare to make sharp cuts just like the most dynamic runners in the NFL!

## **THE HESI**

Think of this locomotion like a handbrake. When running down field, pull the left trigger to make an engage with a quick stutter animation to try to get the defender off-balance.

# PLAYING THE GAME

## **GAME SCREEN**

An image with arrows that points out where each of the following is located (posted here for completeness):

- 1. Away team
- 2. Home team

- 3. Possession
- 4. Score
- 5. Timeouts remaining
- 6. Play Art
- 7. Quarter
- 8. Time Remaining
- 9. Down and distance
- 10. Starting line
- 11. Play clock
- 12. Receiver icons

## **MAIN MENU**

### **Home Panel**

Jump into your last game mode or choose something new.

### **Play Panel**

Choose which game mode you want to play today. Whether you want to immerse yourself in the story of Longshot, manage a Franchise, create your Ultimate Team, or head to Open Practice for a little training, all the main Madden NFL 19 modes are here.

### **Customize Panel**

Customize your rosters, playbooks, settings, and more in the Customize panel.

# GAME MODES

## **LONGSHOT: Homecoming**

Longshot's saga continues! Experience the next chapter for former Longshot contestants, Devin Wade and best friend Cruise, in their NFL journey. Play as both characters as they vie for a spot in the NFL while dealing with challenges back home in Mathis.

## **PLAY NOW LIVE**

Looking for a more authentic Franchise experience? In Play Now Live you can jump into any week of a team's season using their up-to-date stats and rosters. You can also take this live matchup team into Franchise mode and continue their journey with their up-to-date stats. Or, create a Cloud Franchise of any previous real-life week by selecting Real-Life Roster in Cloud league.

## **FRANCHISE**

Franchise is where gridiron legends are made. Take control of an active NFL Player, Coach, or Owner, or create your own character as you aim for the Hall of Fame. All the excitement and drama of the NFL can be found—and lived—through Franchise.

## NEW TO FRANCHISE

### **Coach Scheme Boosts**

Since each coach has a preferred offensive and defensive scheme, looking for players who fit their schemes is your best chance at success. Each position group has a preferred archetype per scheme, and each player has an archetype they are best at based on their OVR. If the player's archetype matches the coach's preferred archetype, the player will earn XP at a faster rate.

### **Depth Chart Positions**

Designate players for roles that best fit your scheme on both sides of the ball and special teams.

### **Custom Captains**

Select up to 6 players to wear the captain's patch on their uniform. Captains have a special indicator on the field, so you can see where the teams' captains line up.

### **Snapshots**

Show off your best Franchise plays with the new Snapshots feature. In Instant Replay or Highlights, you can take Snapshots while connected to the EA Servers. Up to 5 custom Snapshots can be taken per game, and another 5 will be generated for you based on the biggest moments of the game. Snapshots appear in the 3D Franchise Hub, as well as within the Snapshots Gallery.

### **Starting Your Franchise**

Choose Online (Cloud) or Offline, and then select and customize your team. You'll start in the regular season by default, but you can easily switch to Preseason from the Starting Point.

### **Play the Moment & Other Ways to Play**

Before loading into your weekly game, choose one of four ways to play. Play the Moment mode lets you jump in at the most crucial moments of a game, so you can lead your team to victory in the most efficient way possible. You can also play Offense Only or Defense Only if you prefer to stick to one side of the ball—and play the game twice as fast! Jump in and out of any of these modes of play at any time—just select the Custom Play options from the



Supersim options menu. You can also adjust the speed of the game in Supersim. Use Fast Mode to jump through the game or choose Slow Mode for a true Sunday experience.

## **Setting Your Season Goal**

When you reach the regular season, the first Big Decision you'll make is your Season Goal. As coach you can set how many wins you anticipate for the season. The more wins you set, the more risk you take: if you miss your goal, you could be fired. As a Player, you choose between various stats based on your position.

## **Upgrade Player Archetypes**

After certain Franchise games, you can upgrade eligible players on your roster by spending Skill Points. Acquire XP to earn Skill Points by completing Coach goals, Milestone goals, and performing well in games. As a Coach or Owner, you control the path your players take on-the-field. As a Player, control your own destiny to work towards making the Hall of Fame.

## **Hub**

Your roster is right at your fingertips on the Team Panel, located next to your Things To Do. Select any player on your team to see a quick overview of his attributes, view his goals and stats, or even upgrade your Player by applying skill points he has earned. You can also quickly interact with your league members on the new Members panels when playing Cloud Franchise. Check their game status and whether they're online. As a commissioner, you can also toggle Auto Pilot, clear cap penalties, or remove them from the league.

## **Improving Your Team**

Improving your team has never been easier when you use the Improve Your Team option from the Things To Do menu. All the free agents and trade block players are organized in one place, so you can compare your players to the available ones. The higher your grade, the better you are at that position!

## **Scouting**

Starting as a Coach or Owner in Week 3, there will be a Things To Do item that teaches you how to Scout. Spend Scouting Points on a player, learn more about their abilities, and decide if you want to draft them in the upcoming NFL Draft. Scouting Points unlock the player's top three attributes, with the third unlock providing their true draft value. Additionally, you can find "Diamonds" and "Overvalued" players in the draft class by spending Scouting Points on them before the NFL Draft.

## **Weekly Training & Gameplanning**

Great teams are developed on the practice field! Spend time in training each week to prepare for your upcoming opponent and improve your team.

## **Creating Your Gameplan**

Your first step in weekly training is setting your offensive and defensive gameplans. Your coaches suggest gameplans based on your opponent's tendencies; you can find in-game drills accompanying each one. The better you do in the drills, the better the medal you will receive (Gold, Silver, or Bronze)—playing well grants you more XP.

When it's game time, your chosen gameplans give you offensive and defensive boosts to certain plays. Check the play call menu to see boosted plays in green.

## **Focus Training**

The second step in weekly training is Focus Training, which boosts players you choose to train this way. Your coaches will recommend focusing your rookies, but you can choose any player for Focus Training. Boost the players you want to develop to make them powerhouses on your team!

## **Free Practice**

In Free Practice, take your team to the field and experiment with plays. This is a great way to see how your team plays and stay ahead of the curve in your league.

## **Confidence Rating**

Your players' in-game performance determines their Confidence. A confident team is more likely to perform well. As a Player, make the most of your on-field opportunities to build your Confidence rating!

## **Multiple Advance Points**

Have you ever wanted to be an armchair General Manager and only worry about the offseason with free agency and the NFL Draft? Or maybe you'd like to go to the playoffs right after you clinch the top seed in your conference. Now you can with multiple advance points! Jump ahead in your season or play standard week-to-week.

## **Commissioner Tools**

Use Commissioner Tools to have more control on your league than ever before.

- **Full Player Editing:** Edit the appearance, contract info, ratings, traits, and more for all the players in the league. Any edits will show up on the Transaction log so the league can monitor their Commissioner's actions.

- **Designate Auto-Pilot Length:** If you know you'll be out of town or unavailable for an extended period of time, you can now set yourself or other users to auto-pilot for multiple weeks. This feature is available for league members and Commissioners.
- **Multiple Commissioners:** Running a multiple-user Online Franchise can be extremely time-consuming, but life can happen at any moment. Franchise understands that. Designate another user as a second Commissioner to make sure your league never needs to worry if you're not available to advance the week. The original Commissioner can add or remove this feature at any time.

## **Owner Mode**

If you choose to start as an owner, you'll need to select a backstory. Backstories provide an identity to your character and have an in-game impact. The three backstories for an owner are:

- **Former Player:** Gives you an advantage with roster happiness and starts you off with \$3 million in available funds.
- **Lifelong Fan:** Gives you an advantage with fans, starting you off with \$3 million in available funds.
- **Financial Mogul:** Gives you an advantage financially as you'll start with \$7 million in funds, but you'll start with no Legacy score and player happiness will be low.

Now, it's time to make those key decisions that influence how your team makes revenue and rakes in wins. Since it's easy to become overwhelmed as an owner, an advisor is available for every aspect of owner mode to help you out and keep you updated on your team.

As you build up your team, set prices for tickets, concessions, and merchandise. Check your Team Value in categories like Fan Happiness, Staff, and Stadium, and adjust when necessary to improve your value. Hire the right staff to keep your players feeling and performing their best. Make sure your roster is in good shape, and don't be afraid to relocate if a change of scenery and a new stadium will boost morale!

## **Roster Building**

To edit your roster, go to MY TEAM > ROSTER under the Manage tab. This is where a truly great team is made.

## **Offseason**

### **Re-Signing Players**

During the regular season, you'll notice pending free agents who want to start negotiations on a new deal. If you decide against negotiating in the middle of the season, you'll have one last opportunity to re-sign your own free agents-to-be at this stage of the offseason.

If you do decide to enter negotiations with one of your players at this stage, make sure it's an offer that suits both you and the player. If the player declines to sign the deal, he'll be off to test the open free agent market. Make your first offer count!

## **Free Agency Bidding**

After having a chance to re-sign your own free agents, you'll have your pick of the litter in free agency. This free-agency period is a time when teams can beef up their roster in a hurry—assuming your team has plenty of salary cap space and that the right free agents are on the market!

You'll first notice each player has a current market value, which essentially tells you what you can expect to pay for the services of that player. You'll also notice the logos of other NFL teams; these represent the teams that have an interest in that player.

## **Contract Offers**

After offering an initial contract to your targeted free agents, you'll need to advance the week for updates. Go back into the free agency screen and sort by My Negotiations for a quick view of all the players you are attempting to sign.

At this point, you'll see if the player has decided to sign with you, accepted another team's offer, or is still deciding. If the player has not decided, you have the option to increase your offer, pull your offer, or keep it as is. Free agency lasts four weeks, so make sure you keep an eye on your negotiations.

## **Draft**

After the free agency period has ended, it's off to the NFL Draft!

From this hub, you'll see the draft order plus a list of actions you can take. While another team is on the clock, you can offer a trade to that team and move up in the draft order, look at the overall draft board, or advance the draft.

You'll see messages start flying in as sports personalities react to the most recent selection. Since some players have branching storylines, their paths to the draft will be told by the voice of Adam Schefter once a player has been selected. However, if you're looking to speed up the process, you can advance to the next user pick to bypass all draft selections by the AI.

## **Signing Rookies**

This task is automatically completed for you, replicating the new way rookie contracts are constructed in the NFL.

## **Playing as a Coach**

## **Spending XP**

Spending XP as a coach is much different than spending it as a player. As a coach, you can spend your XP on packages to decrease the odds of a player retiring, make it easier for you to re-sign a player, boost the amount of XP a position earns, or even increase the amount of Scouting Points you earn each week.

## **Playing as a Player**

### **Creating a Player**

Play as an active NFL player or create your own character.

### **Backstory**

There are three options for a player backstory: Early Draft Pick, Late Round Pick, and Undrafted. Playing as an early draft pick gives you the highest possible ratings for a rookie, but you'll also have much higher on-field expectations than an undrafted rookie.

### **Upgrading Your Player**

You accumulate XP throughout the season based on your on-field performance. Once you have enough XP, you will earn a skill point that you can apply to one of your position's archetypes. That skill point will boost applicable ratings until your player has gone up one OVR point.

### **Retirement**

You can retire your player at any time. Retirement lets you select a new player, coach, or owner and pick up at the same exact point in the season or year in which you left.

### **Legacy Score**

All awards, from MVP to Super Bowl championships, count toward your Legacy Score. The Legacy Score determines how you're judged against the greatest NFL players in history—you'll need a high Legacy score to end up in the Hall of Fame!

## **Madden Ultimate Team (MUT)**

What is Madden Ultimate Team (MUT)?

Welcome to our largest fantasy football mode where you create your own Madden Ultimate Team (MUT). You'll first receive a team of starter players to begin creating your greatest football team. After that, you will grow and build your team

## **Collect**

Collect players and items in certain game modes or Auctions or find packs available in the Store. Play games to earn Coins (the in-game currency) or spend real cash for Points that are redeemed for packs and bundles.

## **Upgrade**

Upgrade your team with new items you've acquired. Don't forget to use the Auction House to exchange extra or unwanted items with other players for items you need.

## **Dominate**

Dominate on the gridiron in Seasons, MUT Champions, and MUT Squads.

# New to MUT

## **Power-Up Your Player**

Control the progression of the NFL stars you care about most. Upgrade your team's fundamental players by playing games, adding training, or unlocking special abilities throughout the year.

## **Solo Battles**

A new leaderboard-driven reward system lets you compare your weekly performance in unique single player challenges against other top MUT players.

## **MUT Squads vs. CPU**

Team up with friends to take on the toughest challenges curated by MUT Designers.

## **MUT Squads Challenges**

Introducing MUT Squads Challenges, a new way to team up with two friends and play MUT Squads against the CPU. In MUT Squads Challenges, you and your squad mates earn rewards together by defeating the CPU in a variety of challenges. In traditional MUT live-service fashion, new and unique challenges will rollout throughout the year, so keep an eye out all year long. The more Squads Challenges your Squad completes, the more reward tokens you earn at the end of the Series.

## **How Do I Upgrade My Team?**

Use new players from packs or Auctions to update and improve your roster or invest training into the players you already have. You can also earn coins for new player packs by selling items in the Auction or quick-selling an item from your Item Binder.

### **What's a Pack?**

A pack contains several random items you can collect to upgrade your team. Most packs include several player items and a few non-player items, such as playbooks, uniforms, coaches, collectibles, or stadiums. You may earn packs as loyalty rewards or rewards for Sets, Head to Head Events, or Solo Challenges. You can also buy individual packs or bundles of packs in the Store.

### **What's a Tier?**

Tier is the measure of an item's quality. Items from higher tiers are typically more powerful or useful than those of lower tiers. Elite items aren't found in every pack, but sometimes an Elite item replaces a Gold item. A few packs or bundles may include guaranteed Elite items, if noted in their Store description.

### **What's a Program?**

Programs are themed content that we roll out during the year, such as Draft or Playoff. Each program has a special group of items, Solo Challenges, and Sets tied to a central theme. You can filter your item searches by program in the Item Binder, Auctions, and Trades.

### **Live**

From the MUT menu, select the Live tab to find special announcements, objectives, or even check out your MUT level progression. You'll see new programs announced, so check out the new events regularly to find the best players to add to your team.

### **Objectives and Progress**

The Live tab presents helpful Ultimate Team Objectives, and you'll receive a reward for completing all tasks. Make sure to finish them all and be on the lookout for new lists throughout the season

### **Play**

The Play tab allows you to play with your Madden Ultimate Team. Here you can find many ways to play, including MUT Champions, MUT Squads, and MUT Draft, as well as Solo Challenges, Solo Battles, and Seasons. Solo Challenges and Solo Battles are single-player games against teams controlled by the CPU. Seasons contain Head to Head Events, Salary Cap Ranked mode, and Play a Friend mode.

## **Solo Challenges**

There are many categories of Solo Challenges to play, with four levels of difficulty and varying quarter lengths. Select a Solo Challenge to see all the details about it, some of which have entry requirements. You can also continue where you left off from the Live tab using the Continue Solo Challenges tile.

## **Seasons**

### **Head to Head Events**

See how many wins you can achieve in unlimited Head to Head Events! An event ends after you make it to six wins—or if you experience two losses—and receive rewards for your wins. Lock in your lineup and see how far you can go!

### **Salary Cap Ranked Mode**

Craft a team of players that fits within the cap total! Will you pick your Elite quarterback with a high cap value, or use the same amount on two Gold players? This is the most balanced and competitive place to play Madden Ultimate Team.

## **Store**

On the Store tab, you'll find a featured offer along with access to the Store and Auctions.

### **Store**

Purchase items with the coins you've earned from Solo Challenges and Auctions, or with the points you've bought. You'll find several kinds of packs at various prices. Each pack rewards random items, with a chance to find a high-quality Elite player. Some pack bundles provide a bulk discount. Large pack bundles may come with a guaranteed Elite player. Visit the Store often to find limited-time promotions and sales.

### **What Are Points?**

Points can be redeemed for bundles and special items. You can get more Points inside the Store.

### **Auction House**

You can access the Auction House from the Store tab on the Main Menu. There you can buy and sell items with other players. This is a great way to find the items you need or turn unused items into coins. You can search Auctions by type, tier, position, team, chemistry, and OVR. Time remaining in the Auction is displayed for each item, so plan your strategy accordingly. When someone places a bid with a few seconds left, the auction timer will add



more time to the clock. To place one of your items in an Auction, bring up the Item Viewer and choose “Auction”. You can determine the duration, starting price, and buy-it-now price for your item auction. Some items may be assessed with an auction fee. You can examine your posted auctions and active bids from the Auction House.

## **Team**

The Team tab helps you manage all aspects of your team. Here, you can visit your Lineup, adjust your Coaching and Equipment, and rename your team.

## **Lineup**

Select “Adjust Lineup” to examine your Lineup. Choose a player to move up and down between specific chart positions and select a player to see possible substitutions. A quick way to get a great lineup is to choose “Best Lineup” to automatically generate an optimal team based on OVR or Chemistry. Page left or right to see other stats of your team such as Offense, Defense, and Specialist.

## **Item Binder**

Use the filters to help sort your items with the drop-down list in the upper right corner. Select an item to view with the Item Viewer, then compare, promote to starter, add to Set, auction, or quicksell that item. Flip through the details pages of each item, including key attributes, chemistry bonus, and description.

## **Sets**

Sets are a great way to earn coins and item rewards from any of the items in your collection. Browse through the different Sets to examine their requirements and rewards. The Item Viewer has an “Add to Set” option, or you can examine the Set to see which of your items can be added. You can also search Auctions to fill the Set, and you’ll automatically receive the reward when the last required item is added.

## **MUT Draft**

Once again, Madden NFL 19 brings the fantasy football experience to life with MUT Draft! Draft your dream team and experience the on-field excitement of playing at their side.

## **Starting your MUT Draft Event**

Select MUT Draft from the MUT main menu to get started. You can view information on the basics of MUT Draft and choose what type of draft you would like to participate in. In MUT Draft Ranked, compete against others for the ultimate reward of becoming the next Madden Champion. In Solo Draft, you compete against the CPU.

## **Draft Functionality**

The draft is set at 20 rounds by default, starting with a chance to pick your coach. This can help define the tone for the rest of your draft picks, depending on how you like to play. Your coach's Playbooks will be automatically selected with them. You can begin drafting players after selecting a coach. On the first page, a player's OVR is displayed. Each selected player is added to your base team in the Lineup, which adjusts your team's OVR. You can review your completed team on the Summary screen.

## **The Hub**

After completing the Draft, you'll enter the MUT Draft HUB. Here, you can customize your lineup further in Adjust Lineup, view your Coaching & Equipment information, or track your status on the Progress screen.

## **How to Succeed in MUT**

Coins are the in-game currency of MUT and act as rewards for winning games and completing Sets. You can use coins to purchase packs in the Store or bid on items in the Auction House. Earn more coins by completing Solo Challenges, finishing Sets, or selling items in the Auction House. You can also quicksell the items you're not currently using to earn a few coins. Now that you have a feel for the mode, it's time to learn about the items you can collect to build your team. Here are a few basic categories:

### **Players**

Players make up the lineup of your Ultimate Team. Over 1,400 players from all 32 NFL teams are available for you to collect, including some legendary players from the past. Players have an OVR, a preferred position, contracts, and other attributes that directly affect their play on the field.

While viewing a single item, you can page through several views to see Key Attributes, the item's Chemistry impact, and other important information.

### **Team Items**

You can also customize your team with a Head Coach, stadium, uniforms, and playbook items. When you change your home uniform, your favorite team will match throughout the Ultimate Team mode.

### **Collectibles**

Collectibles can be used to complete Sets for coin and item rewards. You can quicksell some collectibles for various amounts of coins.

## **Head Coach**

You'll need a Head Coach before your team can take the field. In addition to his OVR, the primary function of your Head Coach is to add Chemistry impact to your team. You'll also see him on the sideline during games!

## **Online Head-to-Head**

If you like the thrill of competing against another person, then Online Head-to-Head is the place for you. Jump into the mix with Quick Match games and a matchmaking system that will keep you competing against people who play like you.

## **Quick Match**

A Quick Match game searches for another person to compete against you in a ranked game. Winning ranked games earns you Ranking Points, which determines your Leaderboard rank. If you want to play a friendlier game but none of your Madden NFL 19 friends are online, you can switch to an unranked game by changing the game type.

## **Play a Friend**

If a friend is online, send an invite and challenge them to a friendly game of Madden NFL 19. This mode allows you to customize the game settings.

## **Leaderboards**

Want to see how your record stacks up against the online Madden Community? Check out the leaderboards and see who's dominating the online gridiron. Choose from four different leaderboards:

### **Top 100**

Shows the top 100 ranked Online Head-to-Head players.

### **My Leaderboard**

If you've achieved a ranking (only the top 100,000 players do), this leaderboard will show the 50 people ranked above you and below you.

### **Friends**

The Friends leaderboard displays how you rank against Friends based on earned Ranking Points.

### **Stats Leaders**

Compare how you rank against other Madden players in a variety of offensive and defensive stat categories.

### **Compare Stats**

The Compare Stats screen allows you to compare a variety of stats between you and another person, scout their playing tendencies, and view the results of your last 20 games.

### **Depth Chart**

If you're not happy with your starters and want to change the team lineup, visit the Depth Chart screen before starting a game. Depth Chart changes made on this screen will automatically save to your "Official" roster file, so you won't have to pause and update your Depth Chart before every online game. Be sure to readdress this after each roster update!

### **Customize**

The Customize sub-menu contains options for updating your roster and online settings.

## SOCIAL FEATURES

Madden Messenger houses all your notifications and social features. The Messenger Inbox is where you'll find all received messages and item rewards—you can even edit your Music List from here. Social Sharing will notify you on your friend's latest achievements and other social messages, like MUT auctions, Online Head-to-Head rankings, or Franchise league updates.

## NEED HELP?

### MADDEN NFL 19 CONTACT INFORMATION

**Online:** [easports.com/madden-nfl](http://easports.com/madden-nfl)

**Twitter:** [twitter.com/EAMaddenNFL](https://twitter.com/EAMaddenNFL)

**Facebook:** [facebook.com/EASportsMaddenNFL](https://facebook.com/EASportsMaddenNFL)

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Twitter & Facebook Support: Need a quick tip? Reach out on Twitter to @EAHelp or post on [facebook.com/EAHelpHub/](https://facebook.com/EAHelpHub/)