XBOX 360

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information.**www.xbox.com/support.**

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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WHAT'S NEW IN *MADDEN NFL 25*

CONNECTED FRANCHISE

In the new Connected Franchise mode, you can now choose to play as the owner of a franchise and control every area of the team's performance, in addition to becoming a coach or player. You're in charge of answering media questions, keeping your fan base happy, and winning games.

PRECISION MODIFIED MOVES

Precision Modified Moves overhauls the way the ball carrier runs in *Madden NFL 25*. How the player's foot is planted and their forward momentum matter when it comes to how the player moves, giving you a massive amount of control over the running game.

ONLINE SEASONS

Online Seasons is a new addition to Madden Ultimate Team. Online Seasons is a head-to-head mode that allows you to play through a 10-game season. If you win often enough, you earn a spot in the playoffs. When you reach the playoffs, you'll need to string four wins in a row to take home the Lombardi Trophy.

MADDEN SHARE

Share custom rosters, gameplay sliders, and custom playbooks with the all-new Madden Share feature. Upload your files for others to enjoy or download and rate files from other users.

SKILLS TRAINER

Skills Trainer can turn you from a *Madden NFL 25* newbie to a pro. Take part in goal-oriented training sessions and view instructional videos to improve your skill.

POSITION SPECIFIC HOT ROUTES

Increase the control you have over your playcalling by utilizing hot routes that are specific to a position. Depending on the position, you may have access to new hot routes when calling plays.

AUDIBLE BY SET

Madden NFL 25 takes the next step in authenticity by revamping the audible system. Rather than having five preset audibles, you can now choose audibles for each formation. Plus, you'll only be able to audible from the same personnel grouping and will have the option to preselect these audibles by creating a custom playbook. No more shifting from five WRs down into goal line!

COMPLETE CONTROLS

PLAY CALLING

GAME*FLOW*

Game*Flow* 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: Game*Flow* or Conventional.

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

CONVENTIONAL

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

OFFENSE

PRE-PLAY OFFENSE	
Motion player	L
Snap ball	A
Switch player	B
Flip play	X + RT
Call audible	X
Fake snap	RB
Show play art	RT
Pre-play menu	↓
Switch direction of run play	← R / → R
Quiet crowd	R
Hot route	↑
Offensive line shift	↔

THE PASSER	
Throw the ball	X/A/B/Y/RB (tap button for lob pass/ hold button for a bullet)
Total Control Passing	L in any direction + X/A/B/Y/RB
Pump fake	LB
Pump fake to specific receiver	LB + X/A/B/Y/RB
Play-action abort	RT
Throw ball away	↓
QB scramble (behind the line of scrimmage)	RT + R
QB avoidance (when in the pocket)	R

THE RECEIVER	
Switch to receiver	B
Catch ball	Y (hold)
Dive for ball	X (hold)
Make sharp cuts (only in CC and OTP)	R
Fair catch (receiving a kick only)	Y

THE BALL CARRIER	
Stiff arm	A
Spin	B
Showboat	A (hold when running inside the opponent's 10 yard line on a breakaway touchdown)
Jump/hurdle	Y
Dive/QB slide	X (tap to slide/hold to dive)
Protect ball	RB
Pitch ball	LB
Juke	R/R
Truck	R
Fake pitch	R
Sprint (when auto sprint is turned off)	RT

PRECISION MODIFIED CONTROLS	
Precision stiff arm	LT + A
Precision spin	LT + B
Precision hurdle	LT + Y
Precision dive	LT + X
Precision juke	LT + R/R
Precision truck	LT + R
Precision back juke	LT + R

DEFENSE

AGAINST THE BALL CARRIER	
Defensive assist	A
Switch player	B
Dive	X
Swat	LB / RB
Strafe	LT
Hit stick	R

AGAINST THE RECEIVER	
Defensive assist	A (hold before the snap and throughout the play)
Switch player	B
Hands up/bat ball	Y

RUSHING THE PASSER	
Swim move	‹R/R›
Bull rush	R

PRE-PLAY DEFENSE	
Choose a player to control	B/A (tap to change players one by one or move L and hold/press ◇ to scroll through defenders)
Defensive adjustments	LT
Show play art	RT
Show/hide pre-play menu	R
Pump up crowd	R
Line shifts	‹◇
Linebacker shifts	◇›
Hot Route	◇
Coverage audible	◇

MISCELLANEOUS CONTROLS

BLUFFING PLAY ART

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

FADED RECEIVER ICONS

Your receiver's icon may be faded for the first few moments of the route before becoming more solid. This indicates your receiver's awareness. Your receiver won't be looking to catch the ball within the first five yards of a long streak pattern. A fully lit icon means that your receiver is ready for a pass, but make sure he's open before throwing the ball.

MASTERING PRE-PLAY ADJUSTMENTS

If you're looking to become a pro at making pre-play adjustments, visit the Skills Trainer. Skills Trainer gives you a chance to take part in drills designed to make pre-play adjustments second nature for seasoned players.

KINECT

Use your Kinect to give voice commands to your team at the line of scrimmage. You can say "Audible" to call audibles, speak the name of a receiver to select them, say "Line" to see line protection options, and more. Use this complete list of Kinect commands in *Madden NFL 25* as a reference.

OFFENSE

GENERAL		
Hike	Quiet Down	Flip Play
Hurry Up	Show Play	Timeout
Challenge	Spike	Fake Spike
Cancel		

AUDIBLES		
Flip Play	Quick Pass	Run
PA Pass	Deep Pass	Custom
Timeout		

RECEIVERS		
Smart Route	Streak	Out Left
Out Right	Curl	Fade
Drag	Slant Left	Slant Right
Slant	Zig Route	Out
In	Block Right	Block Left
Motion Left	Motion Right	Hike
Timeout	Cancel	

PROTECTIONS		
Aggressive	Pinch	Block Left
Block Right	Reset	Hike
Timeout	Cancel	

DEFENSE

GENERAL		
Flip Play	Timeout	Let's Go
Show Play	Challenge	Cancel

AUDIBLE		
Audible	Man	Blitz Play
Cover 2	Cover 3	Custom
Custom Play Name	Timeout	Cancel

D-LINE SHIFTS		
D-Line	D-Line Spread	D-Line Pinch
D-Line Shift Left	D-Line Shift Right	D-Line Edge Rush
D-Line Crash Middle	D-Line Crash Left	D-Line Crash Right
Timeout	Cancel	

LINEBACKER SHIFTS		
Linebackers	LB Pinch	LB Shift Spread
LB Shift Right	LB Shift Left	Zones
Blitz	Blitz Right	Blitz Left
Timeout	Cancel	

COVERAGE AUDIBLES		
Coverage	Zones to Left	Zones to Right
Zones to Sideline	Zones to Middle	Fake Blitz
Base	Press	Back Off
Individual	Timeout	Cancel

INDIVIDUAL COVERAGE		
Shade Left	Shade Right	Back Off
Spotlight	Timeout	Cancel

KEYS		
Run	Run Left	Run Right
Pass	Shift Left	Shift Right
Pinch	Spread	

HOT ROUTES		
Hot Routes	Hook Zone	Deep Zone
Blitz	Man	QB Contain
Flat Zone	Curl to Flats	QB Spy
Timeout	Cancel	

SELECT PLAYERS		
Free Safety	Strong Safety	Cornerback
Middle Linebacker	Left Linebacker	Right Linebacker
Tackle	Left End	Right End

MAIN MENU

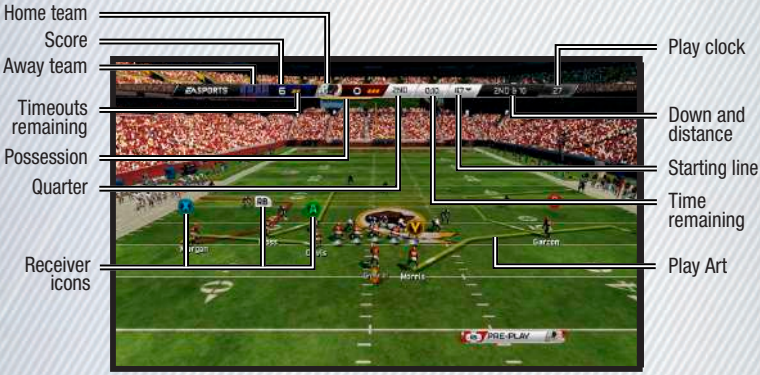
HOME PANEL

Select to jump right into a game, watch the latest On Demand videos, keep up with challenges, and access your Fantasy Football.

PLAY PANEL

Access Connected Franchise, Online Head-to-Head, Madden Ultimate Team, Skills Trainer, Play Now, and More Modes. You can also access Communities, Share, and Customize.

GAME SCREEN



PAUSE MENU

RESUME
Picks up where you last paused the game.

INSTANT REPLAY
Check out the previous play from various replay angles.

GAME OPTIONS

Settings	Change a number of game settings including difficulty, gameplay sliders, and volume control.
Custom Audibles	Set specific audibles for each formation in your playbook.
Call Timeout	Stops the gameclock and gives your team time to rest.
Depth Chart	Gives you the ability to manage your roster and move any player to the starting role.
Medical Center	View all the injuries that have occurred during the game.
Manual	Opens up the in-game manual where you can quickly find answers to any questions about *Madden NFL 25*.

CONTROLS

Basic Controls	Quick links you to the Basic Controls section of the in-game manual.
Complete Controls	Quick links you to the Complete Controls section of the in-game manual.
Controller Select	Gives you the option to bring another player into the game and switch what team you're controlling.

RECAP

Statistics	View all statistics that have accumulated in the game to that point.

QUIT GAME
You can opt to quit out of the game. All progress will be lost.

CONNECTED FRANCHISE

WHAT IS CONNECTED FRANCHISE?

Connected Franchise builds on the foundation that Connected Careers laid down last year. Now, not only can you choose to play as a player or coach, but you can also play as an owner. Create your personal legacy or relive an all-time legend's as you build the ultimate franchise.

WHAT'S NEW IN CONNECTED FRANCHISE?

In addition to Owner mode, *Madden NFL 25* now allows for offline fantasy drafts, import draft class, offseason position changes, the ability to control 32 different characters in an offline Connected Franchise mode, and a transaction log of all the moves made in the league.

OFFLINE FANTASY DRAFT

Last year introduced the ability to hold a fantasy draft but it was only available online. This year you can access the same functionality offline. Fantasy drafts put every NFL player in a pool and teams pick a roster from scratch.

IMPORT DRAFT CLASS

You have the option to bring some of your favorite players from *NCAA Football 14* and see how their game translates to the NFL. You'll be prompted to import draft class after you advance past the last week of the preseason in Connected Franchise.

OFFSEASON POSITION CHANGE

Sometimes when managing the roster, you might see opportunities to move a player to a new position. In *Madden NFL 25*, this is now possible. During the offseason, go to Edit Player to move a player to a different position.

32-PLAYER CONTROL (OFFLINE)

In an offline Connect Franchise mode, you can control one character from each of the 32 franchises. For example, you can be the owner of the Jacksonville Jaguars, the head coach of the San Diego Chargers, and the starting QB for the St. Louis Rams. Switching between characters couldn't be easier. Simply press ✥ and highlight who you want to control.

TRANSACTION LOG

It's no longer a guessing game when it comes to finding out all the roster movement in the league. The transaction log records every free agent signing, trade, injury, and contract extension.

OWNER MODE

Playing as an owner in Connected Franchise provides the highest level of control possible. Not only do you have complete ownership in the roster-building process such as signing free agents, trades, and the NFL Draft, but you also make decisions that affect the bottom line such as ticket, concession, and merchandise pricing.

OWNER BACKSTORIES

Select a backstory if you choose to start as a created owner. Backstories provide an identity to your character and also have an in-game impact. The three backstories for an owner are:

Former Player	Gives you an advantage when it comes to team popularity but you'll start with no available funds.
Lifelong Fan	Gives you an advantage with fan happiness but you'll start with no available funds.
Financial Mogul	Gives you an advantage financially but you'll start with no legacy score and player happiness will be low.

REVENUE

Who doesn't want to be the owner making the most money in the league?

Having a successful team that performs on game day while making all the right business decisions will help propel you up the revenue leaderboard.

ADVISORS

It's easy to become overwhelmed as an owner, but that's why you have help. An advisor from every aspect of Owner mode will be there to help you out and keep you updated on everything that's going down.

PRICE SETTING

Owners have the power to set the prices of tickets, concessions, and merchandise. Are you in a situation where you aren't selling out your home games? You might have to lower your tickets and lure the customer back through the doors. Or perhaps your stadium is at maximum capacity and you have the urge to hike up concessions. The options are endless, but you can be sure that your fans will let you know how you're treating them. You can begin altering prices by going to the Owner tab and navigating to the Finances advisor.

FAN HAPPINESS

Staying up to date with your fan base is crucial for your overall success as an owner. They'll make their voices heard when things are going well and be even more vocal if something isn't meeting their standards. You can quickly gauge your fan base by going to the Owner tab and meeting with the Fan Happiness advisor.

MARKETING

Knowing how popular your team and players are is a vital tool when it comes to earning more revenue. Checking in with the Marketing advisor will inform you on where your team stands compared to the rest of the league and even whose jersey is selling the most.

MEDIA STATEMENTS

Throughout the season, you are going to answer questions from the media. Your answers will set the tone for the entire fan base. If you guarantee a Super Bowl and miss the playoffs, your fans will be calling for your job! You'll be notified when it's time to address the media in the Actions tab.

STADIUM UPGRADES

Keeping your stadium up to date with the latest and greatest technology will keep your fans dying to come back to the stadium and pay top dollar. You can choose to renovate or upgrade various parts of the stadium. If things are really bad, you can even choose to rebuild the stadium from the ground up.

RELOCATE

In case things just aren't working out or you feel the grass is greener on the other side, you can opt to relocate your entire franchise to a different city. There are a certain number of cities to choose from, and some might even help pay for you to pack up the moving trucks.

CHOOSE CITY

Relocating the franchise is a four-step process. Where you'll be moving to is the first important decision. The 17 eligible cities to relocate to are:

- London, England
- Los Angeles, California
- Mexico City, Mexico
- Toronto, Canada
- San Antonio, Texas
- Orlando, Florida
- Salt Lake City, Utah
- Brooklyn, New York
- Memphis, Tennessee
- Chicago, Illinois
- Sacramento, California
- Columbus, Ohio
- Portland, Oregon
- Austin, Texas
- Dublin, Ireland
- Houston, Texas
- Oklahoma City, Oklahoma

CHOOSE NAME

The next week you'll have to decide on a team name and logo. You'll have the option to retain the current team name of the franchise you're moving or pick from a list of three new names that cater to the city that you're moving to. Be sure to take into account the Fan Interest of each name.

CHOOSE UNIFORM

Next, choose what to wear from a Classic, Modern, or Traditional style uniform. Again, it's important to also consider what the popular choice is as it will affect how excited your new fan base will be.

CHOOSE STADIUM

Finally, it's time to select a stadium that you can call home. There are 16 stadiums ranging in both style and cost. You might be able to pay off the Basic Canopy Stadium the quickest, but you run the risk of not attracting as many fans to the field if you disregard the more luxurious options.

ROSTER BUILDING

SCOUTING PLAYERS

During each week of the regular season, you have the ability to take a look at the upcoming draft class and begin to target who might be a good fit on your team. Each week, you earn Scouting Points that can be used to unlock ratings, traits, and even the player type of anyone in the draft.

Points are limited so it's important to have a good plan and know what position you are weak in or what player is in the final year of his contract. Having a firm grasp on the state of your team both in the present and future will steer you in the right direction when it comes to scouting.

Another reason why it is so important to scout during the season is that if you don't, you'll have no knowledge of any player once the draft comes along. Trying to blindly select a player will come back to bite you more than ever in *Madden NFL 25*. For example, if your team runs a 3-4 defensive scheme but you end up drafting a 4-3 defensive end, your team will strongly downgrade that defensive.

BRANCHING STORYLINES

Each year, there are a handful of players whose path to the draft may take several twist and turns. If you don't keep up with the storylines, you may run the risk of banking on the can't-miss running back only to find out later that he's switched positions or even pulled out of the draft altogether.

RATINGS

Six ratings are an integral part of Connected Franchise and play a big role in how you shape your team. These ratings give each team an authentic identity to who they are and how they construct their football team. It is important to understand what these ratings do and how they are calculated. These ratings do not affect your player on the field but instead are used to help shape the personality of each NFL organization.

Personality Rating	Helps determine how marketable the player is. The more marketable the player, the better chance he'll have of becoming a top-10 selling jersey in the NFL, which of course means more money for the owner.
Physical Rating	Calculated from a player's physical ratings, player type and position. For example, a WR's physical rating would weigh heavier on speed, agility, jumping, and catching where as an offensive lineman is weighed on run, pass, and impact blocking.
Intangible Rating	Calculated off of a player's intangible ratings. Player type and position are also taken into consideration. For example, a QB's intangible rating would be weighed heavier on short, medium, and deep accuracy while a defensive end is weighed on block shed-ding, power, and finesse moves.
Size Rating	Calculated from the height and weight of a player while also factoring in the position and player type of that individual. For example, a Power RB who is 6'0", 247lbs, would have a 99 size rating. But if he were a Speed HB, his size grade would be considerably lower.
Production Rating	Calculated from the player's season and career stats, position and age. It is important to understand that a rookie will enter with a production rating of zero. That will increase as he begins to produce on the field.
Durability Rating	Calculated from a player's durability rating. Injury, stamina, and toughness are all factored in when determining the durability rating. The age and position of a player are taken into consideration as well.

PLAYER TYPES & SCHEMES

It is important to understand the scheme your team runs and what player type they look for at a specific position.

Since each NFL team evaluates players differently, it's essential to know what peaks their interest and in turn, value you even higher. For example, if you're a receiving back looking to crack into the Arizona Cardinals starting lineup, you may find yourself buried on the depth chart. The Cardinals are a Power Run offense, looking for a Power HB. Your overall rating will be lower in that system than it will be in Philadelphia, who is looking for a Receiving HB.

OFF SEASON

RE-SIGNING PLAYERS

During the regular season, you'll notice pending free agents 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. But before you choose to re-sign a player, remember that during the offseason it's important to understand how much money your team has available to spend because you'll have to choose if it's best to re-sign a player, use the franchise tag, or opt to replenish the roster in free agency or the draft.

If you do decide to enter into 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 so make your first offer count!

FREE AGENCY BIDDING

After having a chance to re-sign your own free agents, you'll then 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 the right free agents are on the market.

You'll first notice that each player has a current market value, which is essentially telling you what you can expect to pay for the services of that player. You'll also notice the logos from other teams in the NFL. These are all the teams that have an interest in that player.

CONTRACT OFFERS

After offering your initial contract to the free agents that you've targeted, you'll have to advance the week to get an update on the player. 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 whether or not the player has decided to sign with you, accepted another team's offer, or not made a decision just yet. If the player has not made a decision, 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 everything.

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 have the option to offer a trade to that team and move up in the draft order, take a look at the overall draft board, or advance the draft. Sticking around and watching the action unfold has never felt as alive as it does in *Madden NFL 25*.

You'll see messages start flying in as sports personalities react to the most recent selection. Also, as previously mentioned, certain players have branching storylines and their path to the draft will be told by the voice of Trey Wingo and Adam Schefter once that player has been selected. However, if you are looking to speed the process up, you can advance to the next user pick to bypass all draft selections by the AI.

SIGNING ROOKIES

Madden NFL 25 no longer includes the option for you to negotiate with the rookies you have drafted. This task is automatically completed for you as a way to replicate the new way rookie contracts are constructed in the NFL.

PLAYING AS A COACH

COACH PROGRESSION

Each coach in *Madden NFL 25* has a Coach Level. It begins at Level 1 and can reach up to Level 30. If you create a coach, you'll enter the league as a Level 1. This gives you easier team goals, but you'll be paying full price for packages. As you begin to have success, you start to level up. A Level 30 coach will have extremely high team goals, but can purchase packages at a discounted price.

SPENDING XP

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

PROGRESSING PLAYERS

As a coach, not only can you accrue XP and Scouting Points to use for yourself, but your players will also be earning XP based on their in-game performance and own set of personal goals. You can choose to apply that XP yourself or allow the AI to do it for you.

The benefits of applying XP on your own is that you can start to shape your players based on how you want them to fit into your system. If you want the smartest team in the league, use all of your XP on Awareness and Play Recognition. However, if you just want to beef up the weaknesses of players on your squad to make them well-rounded contributors, you can go that route as well. The choice is yours to make.

Of course, applying XP to every player on your roster can be time consuming. So maybe after you get through spending the XP of key players, you can back out and delegate the AI to apply everyone else's XP. This will not only save time, but also ensure that everyone is using the XP they have earned.

PLAYING AS A PLAYER

CREATING PLAYER

You have the option to play as an active player, NFL Legend, or create a new character altogether. New in *Madden NFL 25* is the ability to see where you'll place on the depth chart of each team as you are choosing which franchise to be a part of.

BACK STORY

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

GOALS

Season, Weekly, and Milestone are the three types of goals you have as a player. Reaching your goals will earn you XP, which you use to improve your player attributes.

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!

SPENDING XP

You begin to accumulate XP throughout the season based on your on-field performance. Once you have enough XP, buy packages that will boost any of the player's ratings.

RETIREMENT

At any point, you have the option to retire your player. By doing this, you'll also have the option to 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 is ultimately how you're judged against the greats that have ever played the game. You need a high enough of a legacy score in order to end up in the Hall of Fame.

OTHER GAME MODES & FEATURES

NEW AUDIBLE SYSTEM

A huge fundamental change has been made in *Madden NFL 25* when it comes to the rules of audibles. No longer do you select five random plays that you have preset as audibles and can call that play at any time. Now, each formation has its own set of four audibles and these can be changed to whatever you like with a custom playbook (or within a game).

Not only that, but now you can change your formation to any other formation available in your playbook as long as it has the same personnel grouping that is currently on the field. For example, if you're in a Normal I-Formation, the personnel grouping consists of two running backs, one tight end, and two wide receivers. At the line of scrimmage, you can now shift to any other formation that contains this grouping. So formations like Strong-I Normal, Weak-I Normal, Pro-Set, would all be eligible to shift to, each having its own four audibles to select from.

PRECISION MODIFIED MOVES

Madden NFL 25 allows you to "run free" and you do that by utilizing the Precision Modified Moves. By holding LT and pressing a corresponding button, you feel ball carrier controls like you've never felt before in Madden. Some of these Precision Modified Moves produce an entirely new animation (like Precision Spin and Hurdle), and all of these moves boost the ball carrier's chance of faking out the defender.

COMBO MOVES

It doesn't always take the press of a button to get past a defender in the open field. You now have the ability to pull of some serious moves with R. For example, ‹R, ‹R, ⌃R will perform a Juke Left, Spin Right Combo Move. Holding LT while performing these moves will add an even greater chance of faking out the defender.

HEAT SEEKER

Heat Seeker is a more accurate way to target a ball carrier and bring him down. You activate Heat Seeker by holding X and continuing to steer toward the runner by moving L. Heat Seeker may be a more sure-fire way to tackle, but you do leave yourself open to being exposed by Precision Modified Moves.

CUSTOM PLAYBOOKS

Have you ever wished your favorite offensive playbook had more formations or plays that you've seen on other teams? Creating a custom playbook solves that problem. First, pick a base playbook that you are already familiar with, and then add any other play that is available in the game. You can also create a defensive custom playbook. You can even customize your set audibles as you are creating your custom playbook. You can find custom playbooks by navigating to the Customize tab on the main menu, selecting COACH OPTIONS then CUSTOM PLAYBOOKS.

HEAD TO HEAD SEASONS

Play a Head to Head Season to begin your championship career. Match up in a game with another Madden Ultimate Team player at random. Each game you play during the season schedule has specific goals and rewards. Keep winning to advance to a higher bracket, make the playoffs, and win the championship!

SKILLS TRAINER

The Skills Trainer contains a variety of training sessions and instructional videos. If you're having trouble familiarizing yourself with certain maneuvers, or if you simply feel like you need a little more time practicing, visit the Skills Trainer menu for some focused training.

There are four areas that the Skills Trainer focuses on: Running, Passing, Defense, and Pre-Play. Mastering these four elements will go a long way to strengthening your overall skill in *Madden NFL 25*.

RUNNING DRILLS

- Acceleration Burst
- Precision Modifier
- The Option
- Triple Option
- Oklahoma Offense
- Hard Cutting Tutorial (Video Only)
- Stumble Recovery Tutorial (Video Only)
- Avoidance Tutorial (Video Only)

PASSING DRILLS

- Pass Trajectories
- Total Control Passing
- User Catching

DEFENSE DRILLS

- Ball Hawk
- Oklahoma Defense

PRE-PLAY DRILLS

- Offensive Hot Routes
- Defensive Adjustments
- Offensive Audibles
- Defensive Audibles

MADDEN SHARE

Madden Share allows you to upload or download custom playbooks, gameplay sliders, or custom rosters with the entire *Madden NFL* community. Once you've downloaded a piece of content from Madden Share, you have the ability to view more content from the creator and even rate their work.

PLAY NOW

Play Now starts an exhibition one-on-one game between you and a friend or the CPU. It's the traditional way of playing *Madden NFL*. You have the ability to change settings like quarter length, difficulty, and playcalling style.

PRACTICE

Practice provides an open field where you can work on mastering the three phases of football: offense, defense, and special teams. Practice is great for working on new plays and techniques before they count on gameday.

ONLINE HEAD TO HEAD

Take your gaming experience online and test your skills against the fellow gamers from around the world. You can participate in both ranked and unranked games. Unranked games allow you to alter the game settings, while Ranked games have locked settings and count toward your overall online record. Improvements have been made to the matchmaking system to ensure you are playing against opponents of equal skill level.

TEAM PLAY

Madden NFL 25's three-on-three cooperative mode allows 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

Communities are places where you can create and invite other like-minded players to join in a custom *Madden NFL* experience. Communities even include a private leaderboard that only shows the records of other users who are a part of this mode. You have the ability to play in Head to Head games versus other users or Online Team Play against a separate Community.

GMC NEVER SAY NEVER MOMENTS

Relive the top moments from the 2013-14 NFL season and recreate history as you play the same scenarios. Make sure to check back throughout the year for new GMC Never Say Never Moments.

EA SPORTS ARENA

Take part in live tournaments brought to you by Virgin Gaming.

GRIDIRON CLUB

View your loyalty awards for playing past EA SPORTS titles. Playing previous titles earns you loyalty and will be rewarded with Madden Ultimate Team coins.

GAME FACE

Take photos of yourself or your friends, and create a digital double that plays in *Madden NFL 25*. Use a digital camera to take the photos, and head to www.easports.com/gameface to create your Game Face. You may use Game Face to create profile pictures of created players or coaches. You can only link one Game Face to your profile.

SOCIAL INTEGRATION

Link your profile to Facebook® and Twitter™ for a truly social *Madden NFL* experience. Post the score from your latest game and stay connected within the *Madden NFL* Universe! To remove the association of your Facebook account with *Madden NFL 25*, log in to your account at www.facebook.com, go to Privacy Settings, and remove the *Madden NFL 25* app.

EA SPORTS SEASON TICKET

EA SPORTS Season Ticket offers you access to EA SPORTS titles. Visit www.easports.com for more information.

EA ONLINE

You must have an online-enabled profile to access any of the online features of *Madden NFL 25*. 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.

CREATE PLAYER

If you're looking to inject a little of your own personal touch, you can always create a new player in *Madden NFL 25*. You have the option to choose everything from how your player looks to position to even the ratings. You can find Create Player by going to the Customize tab on the main menu, selecting CREATION CENTER then CREATE PLAYER.

SETTINGS

Saving your settings can make the rest of your gaming experience smoother. Take the time and save your favorite game settings—everything including your favorite playbook, quarter length, difficulty, gameplay sliders, and much more. You can access this by going to the Customize tab and navigating to Help/Settings.

REDEEM CODE

If you have a code that needs to be redeemed through *Madden NFL 25*, go to the Customize tab, Extras, and then Redeem Code.

MADDEN ULTIMATE TEAM

WHAT IS MADDEN ULTIMATE TEAM?

Create your dream Ultimate Team from NFL players of today and legends of the past. Collect players, playbooks, uniforms, stadiums, and other collectibles. Define your play style by choosing the right chemistry to make your team ultimate!

You can play Solo Challenge games against the CPU or play Head to Head Seasons of games against other Madden Ultimate Team players. Manage your lineup or let the CPU pick the players for your best lineup. Earn coins with each game to buy packs to improve your team!

Scroll left and right on the Home panel to see the other panels listed at the top, including PLAY, STORE, TEAM, and AUCTION. The tiles on the Home panel include HEAD TO HEAD SEASONS, UNOPENED PACKS, REFER A FRIEND, and HELP & SETTINGS.

Complete a Skills Trainer drill and earn a Gold Medal reward, and you'll also receive a bonus Madden Ultimate Team player!

WHAT IS TEAM CHEMISTRY?

Decide what kind of team you're going to build by using Team Chemistry. Each one of the eight different chemistry choices helps to provide a boost for your players. If you're going to have the best of the best, you'll need to select chemistry that fits your play style and build your lineup to make the most of your choices.

There are four offensive and four defensive Team Chemistry choices. The offensive choices are Ground and Pound, Speed Run, Short Pass, and Long Pass. The defensive choices are Run Stuff, Pass Rush, Man Defense, and Zone Defense.

Your team captain's chemistry was chosen for your starting lineup. Only starting players who have chemistry that matches your Team Chemistry will provide a boost. For example, a Speed Run halfback doesn't add to your Team Chemistry if you've chosen Ground and Pound.

Examine your Team Chemistry on the Starting Lineup panel. When your team achieves the specified overall rating, you'll unlock a second Team Chemistry. Choose an offense and a defense, or double up on one side of the ball. Define your style!

You can create additional lineups and assign different chemistry choices to them. Your active lineup's Team Chemistry choices are shown on the Team panel on the Starting Lineup tile.

When you're opening packs or browsing trades or auctions look for items that have chemistry that matches your team choices. Increasing your Team Chemistry rating gives your players bigger boosts. Some items even provide more than one chemistry option!

SINGLE PLAYER SOLO CHALLENGES

Select the PLAY panel to find two great ways to play Madden Ultimate Team. Solo Challenge games are played against the CPU, and you can earn rewards and coins to improve your team.

Play Solo Challenge Games to test your team against other Madden Ultimate Teams played by the CPU. Solo Challenges provide rewards such as coins or exclusive rewards. Many Solo Challenges have specific requirements to unlock them, such as completing a collection, a team overall rating, a particular Team Chemistry, or winning head-to-head games.

PLAY A HEAD TO HEAD SEASONS GAME

Select the PLAY panel to find two great ways to play Madden Ultimate Team. Seasons games are played head-to-head against another Madden Ultimate Team player, and you'll enjoy the thrill of climbing the division ladder and winning the championship!

Play a Head to Head Seasons Game to begin your championship career. Match up in a head-to-head game with another Madden Ultimate Team player at random. Each game you play during the season schedule has specific goals and rewards. Keep winning to advance to a higher bracket, make the playoffs, and win the championship!

As you progress, you can earn coins along the way. You can also view your seasons History (including postseason appearances and championships won) and see a Level Breakdown to see how far you have to go. The Lineup tile allows direct access to changes for your starting team between games.

STARTING LINEUP

Found in the Team panel, the Starting Lineup tile helps you choose your starters and manage your depth chart. Scroll through Run Offense, Pass Offense, Defensive Front, Defensive Secondary, Specialist, and Team Items. Each view shows your starting players in their proper positions. Select Best Lineup and the CPU will choose the highest rated players from your current roster (but not from your reserves). Select an individual player to see your other active players who can substitute. Red numbers are lower, and green numbers are higher.

If you choose a player who's already starting in another position, you'll get a warning. You can zoom in and flip the item to see the stats. Your Team Skill is used to unlock certain solo challenges. Team Items include your Coach, Stadium, Uniforms, and Playbooks. Your Team Chemistry defines your play style.

Contracts limit how many games a player can play, and you can examine this limit when you flip his item. Add Contracts finds your players who are close to the deadline. Use Contract Extensions to increase these numbers. Use the Injury Recovery item on Injured Players to get them back in action. Access the Depth Chart to organize your bench players by position.

CURRENT ROSTER

To access Current Roster, enter the Team panel. This feature helps you manage all your items, including sending them to trades, auctions, quick-sell, or reserves. At the top are your totals for Active Players, Active Other Items and Total Items (Active and Reserves), which include everything you own. The default shows all your items, but you can filter by player or any other type of item. Select an item to view its possible actions, including Send to Reserves, Quick-sell/Discard for coins, Send to Auction Block, Send to Trade Block, or Send to Pending Collections.

RESERVES

The Reserves tile helps you manage the items you own that aren't on your current roster. Since there's a limit to the number of items in your current roster, the Reserves hold all the rest. Found in the Team panel, the Reserves tile is a good place to keep extra items you'll need to complete collections. You can search by Type, Tier, Position, NFL Team, or Chemistry. Any item can be selected to view its possible actions, including Send to Current Roster or Quick-sell/Discard for coins.

COLLECTIONS

Make the most of your extra items by using them to complete Collections, found in the Team panel, to earn coins and exclusive rewards. Each collection shows what to look for and tracks your progress. Be sure to scroll through all the available collections and check Ultimate Team often to see when new ones become available. Complete a collection to receive its reward.

From your Current Roster panel, select an item to move it to your Pending Collections. When you're in Collections, view your Pending Collections to see what items you have ready to use. As you inspect the items required for a collection, the ones you can use will be highlighted. Fill in all the blanks to complete the collection and claim your reward.

On the Collections panel, you'll see a notification of how many unopened packs you have. Select a pack to open it, and you'll see a panel of the items in that pack. Select one to view its possible actions, including Send to Current Roster, Send to Reserves, or Quick-sell/Discard for coins. There's also a quick link to the Store to purchase new packs.

STORE

Select the Store panel to buy single items and packs you can use to improve your Madden Ultimate Team. There are many different kinds of packs available. Watch for new arrivals and special discounts when you buy packs in bundles.

Choose STORE and you'll find different kinds of packs to purchase. Check here often for new additions and special offers. There are also bundles of packs that provide discounts for buying larger quantities. They're the best value!

The Singles list has single items you may need to keep your team at the ultimate level, such as Players, Game Extensions, or Injury Recovery.

When you purchase new single items or open a new pack, they'll display in the New Items panel. Select an item to view its possible actions, including Send to Active, Send to Reserve, Send to Auction Block, Send to Trade Block, or Quick-sell/Discard for coins.

AUCTION

The Auction panel allows players to search active auctions and trades to find items to bid on, buy now, or trade for. You can also check items that you've posted for Auctions, Bids, and Trades. You decide what you want when you send an item from your Current Roster to the Auction Block or Trade Block. Auctions and trades are great ways to earn extra coins or get new items to build your team!

Send one of your items to the Auction Block from your Current Roster by selecting SEND TO AUCTION BLOCK. Choose a Duration, Starting Price, and Buy It Now Price. Search Active Auctions for similar items to find a few current prices. Auctions are a great way to earn extra coins!

Choose SEARCH AUCTIONS to find an item to bid on or buy. A search panel allows you to find items by Type, Tier, Position, Chemistry, NFL Team, Player Rating, or limit your search to Friends Only. Your search results can be sorted by any column such as Overall, Required Bid, or Buy Now Price. When you've found an item, you can flip it, compare it to your current similar item, place a bid, or pay the Buy Now price. Once you've made your purchase, the item is placed in your Current Roster, so make sure you have room for the new item.

Send one of your items to the Trade Block from your Current Roster by selecting Send to Trade Block. Describe what you're looking for with Duration, Type, Tier, Position, Team, Chemistry, or Rating. Once an offer is made, you decide whether to accept it and complete the trade or to decline the offer. To find items other players have posted for trade, select SEARCH TRADES.

The Auction panel also provides tiles to check what's happening with your own items in My Auctions, My Bids, My Trade Block, and My Trade Offers.

HELP & SETTINGS

In the Help & Settings tile you can select RENAME TEAM, GAME OPTIONS, VISUAL FEEDBACK, VOLUME CONTROL, and GAME CONTROLS.

Selecting RENAME TEAM allows you to type in a new name for your team, and replace the default name you received with your starter pack. Selecting GAME OPTIONS provides adjustments to defaults including Playcall Style, Quarter Length, Coaching Tips, Play Clock, and many more. Choosing VISUAL FEEDBACK lets you control how information is displayed during a game including Pre-Snap Menu and Player Names. Selecting VOLUME CONTROL allows you to adjust all the audio features including Commentary, Crowd, and Music. Selecting GAME CONTROLS provides displays the button mapping in each of the game modes.

LIMITED 90-DAY WARRANTY

NOTE: Warranty does not apply to digital download products.

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program that was originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Returns Within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium resulted from abuse, mistreatment or neglect, or if the Recording Medium is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online Warranty Information: http://warrantyinfo.ea.com

EA Warranty Mailing Address:

Electronic Arts Customer Warranty, 7700 W Parmer Lane, Building C, Austin, TX 78729-8101

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere.

- **Online Support & Contact Info** For FAQs, help articles, and to contact us, please visit help.ea.com.
- **Twitter & Facebook Support** Need a quick tip? Reach out on Twitter to @askeasupport or post on facebook.com/askeasupport.