New For PlayStation®Vita system

NEW **Screen (touchscreen) Controls**

The PS Vita system's touchscreen and rear touch pad give you a new way to call plays. Hot routes can be drawn on the touchscreen during pre-play, and dragging your finger gives you full control of positional shifts. The rear touch pad can be used to swat passes and perform other moves on the field.

NEW **Motion Sensor Function**

If you want to make the perfect kick, you can tilt your PS Vita system up, down, left, and right to line it up just right. Keep in mind that you have to adjust for the wind on the field before kicking.

Offense
Pre-Play Offense

Snap ball	⊗
Flip Run Play	right stick ⬅/➡
Quiet crowd	➡ button
Fake snap	◉
Call Audible	▣

Pre-Play Offense (Cont.)

Hot Routes	△
Smart Routes	△ (when Hot Routes are activated)
Man In Motion	Touch and drag the player you want to move on the touchscreen
Call Your Shots	L
Show Play Art	R
Offensive Line Modifier	↓ button + rear touch pad

Passing

Throw the ball	☐/✕/◯/△/L (tap for lob pass/hold for a bullet)
Lead the receiver	left stick
Throw ball away	right stick ⬇
Pump fake	right stick ⬆
QB scramble (behind the line of scrimmage)	R (hold)

Ballcarrier Moves

Dive/QB slide	▣ (tap to slide/hold to dive)
Jump/Hurdle	△
Protect ball	L (hold)
Spin	◎ or drag rear touch pad
Juke	right stick or double-tap rear touch pad
Stiff arm	✕
Lateral	⬇ button
Sprint	R (with auto sprint off)

Defense
Pre-play Defense

Defensive Line Modifier	← button + rear touch pad
Linebacker Modifier	→ button + rear touch pad
Coverage Modifier	↑ button + rear touch pad
Pump crowd	↓ button + rear touch pad
Show Play Art	R
Call Your Shots	L

Pre-Play Defense (Cont.)

Change player	◎
Call Audible	▣
Hot Routes	✖
Select player	tap touchscreen

Defensive Pursuit

Dive	■
Defensive assist	✗
Switch player	◎
Sprint	R (with auto sprint off)
Strafe	L
Strip Ball	△
Cut	right stick ⬇
Hit	right stick ⬆

Defensive Engaged

Switch player	◎
Hands up/Bat	△
Power move	right stick ⬇
Finesse move	right stick ⬅/➡

Defensive Ball In Air

Defensive assist	✕
Dive	■
Catch	▲
Switch player	◉
Strafe	L
Swat	drag rear touch pad
Sprint	R (with auto sprint off)

How to Call an Offensive Hot Route

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

How to use Man in Motion

Touch an eligible player on the touchscreen, and then drag to send that player in motion.

How to use Line Shifts

Press the ← button and then drag the rear touch pad to shift your defensive line. Press the ➡ button and drag the rear touch pad to shift your linebackers.

How to Call an Audible

Press ▣ and then the button that corresponds to the audible you wish to call. To see more audibles, press ▣ again.

Call Your Shots

To access Call Your Shots during pre-play, press `L`. Once inside Call Your Shots mode, use the touchscreen to either place route markers or set coverage.

How to Audible Coverage

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

How to use Defensive Hot Routes

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

Special Teams

On the Kicking Team

Move the right stick ⬇ to start filling the kick meter. Move the right stick ⬆ while the indicator is within the red section of the kick meter to determine the kick's power. To achieve the perfect kick, make sure that the right stick remains centered while performing the motion.

On the Return Team

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

Score

Play clock

Timeouts remaining

Possession indicator

Quarter

Down and distance

Game clock

Yard line

Pre-play menu options

To play an exhibition game against the CPU, select PLAY NOW to enter the Team Select screen. Before starting the game, change the game plan, playbooks, skill level, or uniforms.

SONY ENTERTAINMENT NETWORK

ORIGIN ACCOUNT (EA) REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. MUST USE THE SAME ORIGIN ACCOUNT (EA) ON PLAYSTATION®3 SYSTEM AND PLAYSTATION®VITA SYSTEM TO RECEIVE BONUS CONTENT. YOU MUST BE 13+ TO REGISTER. EA ONLINE PRIVACY POLICY AND TERMS OF SERVICE CAN BE FOUND AT www.ea.com. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com/2/service-updates.

You must have an Online ID to access any of the online features of *Madden NFL 13*. Join Online Play Now for a ranked game against a random opponent where the stats will be recorded. To play with a friend, enter a Head to Head game. Results of unranked matches are not counted and stats are not recorded.

Head to Head

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

MADDEN MOMENTS LIVE

Relive the top moments from the 2011-12 NFL season and recreate history as you play the same scenarios. Do you think that you can change history and give your team the win at the last second? Can you outperform the pros? Madden Moments LIVE gives you a chance to test your mettle in high-tension situations. Make sure to check back throughout the year for new Madden Moments.

Overview

Start with your favorite teams and their current-day rosters and then try to stay on top for three entire decades. To begin a franchise, select a team.

The Preseason and Cut Days

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

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

Dynamic Player Performance

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

Consistency and Confidence

Two important traits in *Madden NFL 13* are Consistency and Confidence. Consistency determines how likely a player is going to perform at a level close to their ratings, while Confidence determines how much a player's ratings will change when their Consistency rating is taken into account.

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

Effects of Consistency

Players that enter a game on a hot or cold streak have increased or decreased ratings for that game. The amount they change depends on their Consistency rating.

Hot and Cold Streaks

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

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

Injured Reserve

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

Practice Mode

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

The Offseason

Future Draft Picks

When making trades at any point, you can now include next year's draft picks.

Rookie Scouting System

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

Free Agent Bidding

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

Player Roles

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

Creating a Superstar

Design all of a Player's info, gear, and equipment, and then spend skill points to adjust his attributes. You may also use the front camera to take a photo of yourself and import your picture into *Madden NFL 13*, which will then be used as your Superstar's profile portrait in-game.

Skill Points and Influence Points

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

Practice Makes Perfect

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

Rosters and Depth Charts

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

Settings

Adjust in-game options.

Timeouts

Call a timeout between plays by opening the pause menu and calling a timeout.

Challenging A Play

Challenging a play costs one timeout, and can only be done between plays.

Substituting a Player

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

Ordering the Depth Chart

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

Coaching Options

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

Viewing Stats

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

Modify Settings

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

Touchscreen Play Calling

GameFlow

GameFlow allows players to pick plays like a true NFL coach. By matching plays to situational game plans, plays can be tailor-picked automatically for each down. In the game settings screen you can choose a play calling style: GameFlow or Conventional. Both play calling styles support the use of the touchscreen.

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

Conventional

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

⚠️ WARNING: PHOTOSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.

- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.

- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.

- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.

- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.

- Never disassemble or modify the game card.

PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

• In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources

• In high humidity or corrosive environments.

• Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

• If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.

• If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

FCC AND IC NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received,
including interference that may cause undesired operation

• This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC AND IC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.

- Increase the separation between the equipment and receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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www.us.playstation.com/support/useragreements

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