



MADDEN 20

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See important health and safety warnings in the system Settings menu.


GETTING STARTED

PLAYSTATION®4 system

Starting a game: Before use, carefully read the instructions supplied with the PlayStation®4 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the [power] button of the PlayStation®4 system to turn the system on. The power indicator blinks blue, and then turns white. Insert the *Madden NFL 20* disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PlayStation®4 system home screen, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the  button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the  button. To resume playing the game, select it from the content area.

Removing a disc: Touch the eject button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

WHAT'S NEW IN MADDEN NFL 20

MORE THINGS TO DO IN FRANCHISE

This year we are introducing Face of the Franchise: QB1, a career campaign where you'll experience your own Superstar journey as an NFL Quarterback, starting with the College Football National Championship Playoff, then to the NFL Combine, NFL Draft, and ultimately a career in the NFL.

SUPERSTAR X-FACTOR ABILITIES

Feel the unique emotion and power of NFL Superstars with Superstar X-Factor, an all-new abilities progression system for today's most exciting NFL Superstars. These personality-specific abilities give Superstars special advantages when certain objectives are met in-game. Superstar X-Factors make the stars of NFL come to life in *Madden NFL 20*, showcasing their authentic personalities with their real-life skills displayed in real player motion. Take full control of your Superstars' development with these new customizable player abilities!

SCENARIO ENGINE GAMEDAY CHALLENGES

Our new Scenario Engine generates playable scenarios, events, and dynamic challenges that build the story of your unique NFL career.

COMPLETE CONTROLS

PLAY CALLING

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

- 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 20*.
- 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

Offense

PRE-PLAY OFFENSE	
Snap ball (Hurry to line)	X button
Switch player	O button
Motion player	O button + left stick ← / →
Hot route	△ button
Pass protection	L1 button + right stick
Fake snap	R1 button
Show Play Art	R2 button
Player lock	L3 button (double tap)
Switch 'Primary Read' receiver	R2 + L2 + receiver button (hold)
Show/Hide Pre-Play menu	R3 button
Quiet crowd	right stick (down)
Zoom in gameplay camera	↑ button
Zoom out gameplay camera	↓ button
Motion selected player left	← button
Motion selected player right	→ button

PASSING	
Throw to receiver (2)	⊗ button
Lob to receiver (2)	⊗ button (tap)
Bullet pass to receiver (2)	⊗ button (hold)
Touch pass to receiver (2)	⊗ button (hold and release)
Throw to receiver (3)	⊙ button
Lob to receiver (3)	⊙ button (tap)
Bullet pass to receiver (3)	⊙ button (hold)
Touch pass to receiver (3)	⊙ button (hold and release)
Throw to receiver (1)	⊞ button
Lob to receiver (1)	⊞ button (tap)
Bullet pass to receiver (1)	⊞ button (hold)
Touch pass to receiver (1)	⊞ button (hold and release)
Throw to receiver (4)	△ button
Lob to receiver (4)	△ button (tap)
Bullet pass to receiver (4)	△ button (hold)
Touch pass to receiver (4)	△ button (hold and release)
Throw to receiver (5)	R1 button
Lob to receiver (5)	R1 button (tap)
Bullet pass to receiver (5)	R1 button (hold)
Touch pass to receiver (5)	R1 button (hold and release)
High throw	L1 button + pass button
Playmaker closest receiver	right stick (flick directional)
Low throw	L2 button + pass button
Check out of play action/scramble	R2 button
Pump fake	⊗, ⊙, ⊞, △, or R1 (double tap)
Throw ball away	R3 button
Total control passing	left stick + direction when throwing
Quarterback carrier mode	L2 button (tap)

BALL CARRIER	
Stiff arm	⊗ button
Celebrate (in open field)	L2 button + R2 button + ⊗ button (hold)
Sprint spin	⊙ button + R2 button (hold up to 1/2 sec)
Standard spin	⊙ button or right stick (half circle)
Precision spin	⊙ button + L2 button (hold)
Spin	right stick (half circle)
Dive low	Ⓜ button + R2 button
Dive for yards	Ⓜ button
Dive over the line	Ⓜ button + L2 button
Ball carrier give-up/QB slide	L2 button + R2 button + R3 button
QB slide past LOS	Ⓜ button
Sprint hurdle	R2 button (hold up to 1/2 sec) + △ button
Hurdle	△ button + R2 button
Precision hurdle	△ button + L2 button
Pitch ball	L1 button
Switch ball hand	R1 button (tap)
Protect ball	R1 button (hold)
Precision modifier (decelerate)	L2 button
Hesi	L2 button (tap)
Precision spin	L2 button + right stick (half circle)
Acceleration burst / Sprint	R2 button
Sprint juke	R2 button (hold up to 1/2 sec) + right stick (flick)
Juke	right stick ← / →
Precision juke	L2 button + right stick ← / →
Speed back juke	R2 button (hold up to 1/2 sec) + right stick ↓
Back juke	right stick ↓

BALL CARRIER (CONT.)

Precision back juke	L2 button + right stick ↓
Speed truck	R2 button (hold up to 1/2 sec) + right stick ↑
Truck	right stick ↑
Precision truck	L2 button + right stick ↑
Lunge for yards	right stick ↑, with stumble recovery icon active
Stumble recovery	right stick ↓, with stumble recovery icon active
Juke left, juke right combo	right stick ←, →
Precision juke left, juke right combo	L2 button + right stick ←, →
Juke right, juke left combo	right stick →, ←
Precision juke right, juke left combo	L2 button + right stick →, ←
One Cut	R2 button (during a cut)

BALL IN AIR OFFENSE

Possession catch	⊗ button
Switch player	⊙ button
RAC catch	⊖ button
Aggressive catch	△ button (hold)
Auto play / Defensive assist	L1 button
Strafe	L2 button
Acceleration burst	R2 button

SPECIAL TEAMS OFFENSE

Snap / Set kick power / Set kick accuracy	⊗ button
Switch player	⊙ button
Audible	⊖ button
Flip play	R2 button + ⊖ button
Fake snap	R1 button

Defense

PRE-PLAY DEFENSE	
Individual adjustment	⊗ button
Switch player	⊙ button
Select player	⊙ (hold) + right stick
Audible menu	Ⓜ button
Coverage audible	△ button
Defensive line audible	L1 button
Linebacker audible	R1 button
Defensive keys	L2 button
Off the line	R2 button (tap)
Show Play Art	R2 button (hold)
Show strong/weak side gap assignment	R2 button + ⊗ button + ⊙ button
Zoom in gameplay camera	↑ button
Zoom out gameplay camera	↓ button
Defensive player lock camera	L3 button (double tap)
Defensive camera	↑ button
Show/Hide pre-play menu	R3 button
Pump up crowd	right stick ↑

DEFENSIVE (ENGAGED)	
Pass rush finesse move	⊗ button (vs. pass)
Shed block	⊗ button (vs. run)
Switch player	⊙ button
Pass rush power move	Ⓜ button (vs. pass)
Hands up / Bat ball	△ button
Auto-assist (non-engaged)	L1 button (hold)
Reach tackle left	L1 button
Reach tackle right	R1 button
Directional block sheds	⊗ button + left stick

DEFENSIVE (PURSUIT)	
Conservative tackle	⊗ button
Precision breakdown tackle	L2 button + ⊗ button
Switch player	⊙ button
Dive tackle	Ⓜ button
Auto play / Defensive assist	L1 button
Strip ball	R1 button
Strafe	L2 button
Acceleration burst	R2 button
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	ⓧ button (hold)
Switch player	Ⓞ button
Swat ball	Ⓜ button
Play ball / Ball hawk	Ⓢ button
Strafe	L2 button
Acceleration burst	R2 button
Hit stick	right stick (flick)

SPECIAL TEAMS DEFENSE

Conservative tackle	ⓧ button
Switch player	Ⓞ button
Audible	Ⓜ button
Jumping block attempt	Ⓢ button
Diving block attempt	Ⓜ button
Flip play	Ⓜ button + R2 button
Show Play Art/Jump the snap	R2 button

PLAYER LOCKED RECEIVER

Switch players (pre-play)	Ⓞ button
Player lock (pre-play)	L3 button
Conservative change-up release (avoid press)	ⓧ button + left stick + directional at snap
Go in motion	right stick ← / →
Aggressive footfire release (avoid press)	Ⓜ button + left stick + directional at snap
Just-go release (speed boost)	R2 button + left stick + directional at snap
Cut out of press	R3 button (flick when pressed)
Cut moves while route-running	R1 button + right stick (flick)
Route-running/Move player	left stick
Alternate cut-moves while route-running	R1 button (hold) + L3 button (hold), then release R1 button

DEFENSIVE COVERAGE MECHANICS

Switch players (pre-play)	⊙ button
Player lock (pre-play)	L3 button
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)	⊙ button
Player lock (pre-play)	L3 button
Player movement/Block on collision	left stick
Conservative engage defender	⊗ button
Aggressive impact block	right stick ↑ (flick)
Aggressive cut block	right stick ↓ (flick)

NEW GAMEPLAY

NEW PLAY CALL (RPOS):

It's finally here: the offensive scheme RPOs (Run/Pass Options) that is taking the NFL by storm is coming to *Madden NFL 20*! There are three RPOs: Alerts, Peeks, and Reads. The playbook will be filled with hundreds of RPOs, so practice them to learn and get comfortable with these new mechanics.

SIGNATURE ABILITIES (X-FACTORS & SUPERSTAR ABILITIES)

With Signature Abilities, an athlete's unique skills will now shine on the field! There are two types of abilities: Zone and Superstar. Zone abilities unlock when a player enters the "Zone" by completing an in-game objective. Superstar abilities are always active, and players can have multiple attached at once.

ADDITIONAL GAMEPLAY CHANGES

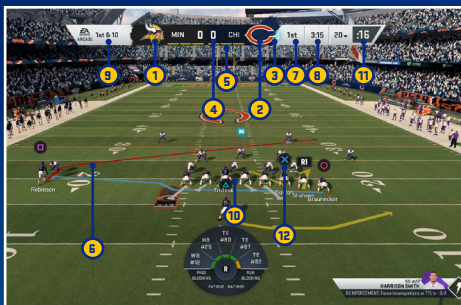
We've streamlined pre-play, post-play, and No-Huddle to create a faster experience and give you more time spent on the kicks in each game session. Pass rushes are more balanced and powerful: there is now limited time in the pocket, and Superstar pass rushers are more intense. There will be more pressure on QBs, so QBs will need to focus on their accuracy. In-game feedback is more informative and concise, especially for X-Factor Abilities and user mechanics.

Defensive backs can now execute athletic jumping interceptions, while linebackers and defensive linemen will not make acrobatic catches over the middle (however, linebackers with Superstar abilities can make spectacular catches when applicable).

For animations, multiple defenders can now add onto tackle animations against the QB, and players knocked to the ground when play is live will hurry to get up off the field with more game situation awareness. We've also polished transitions into and out of interactions, making them more responsive, seamless, and user-friendly.

PLAYING THE GAME

GAME SCREEN



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

Game Modes

Choose which game mode you want to play. Whether you want to immerse yourself in Face of the Franchise, manage a Franchise, create your Ultimate Team, or head to Open Practice for a little training, all the main *Madden NFL 20* modes are here.

Customize

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

Accessibility

Quickly update all your Accessibility settings such as menu narration, colorblind options, brightness, contrast, audio, and more.

X-FACTOR ABILITIES

Here we have listed all X-Factor Abilities and their ability descriptions. Remember, each Superstar ability has a counter. When a player with a Superstar ability is up against another player with a counter Superstar ability, there is a 50/50 chance that one or the other will come out on top.

- | | |
|---------------------------|---|
| Dashing Deadeye | While running with the Quarterback, all passes have perfect accuracy |
| Aim High Deadeye | When using the High Throw mechanic, the Quarterback has perfect accuracy on all passes |
| Pocket Deadeye | Quarterback has perfect accuracy on all throws inside the pocket |
| Red Zone Deadeye | Quarterback has perfect passing in the Redzone |
| Hi-Lo Deadeye | All High and Low passes have perfect accuracy when not under pressure |
| Aim Low Deadeye | When using the Low Throw mechanic, the Quarterback has perfect accuracy on all passes |
| Sideline Deadeye | All Passes to any target traveling towards and within 7 yards of the sideline have perfect accuracy |
| Long Range Deadeye | All Deep Passes have perfect accuracy |

Drifting Deadeye	Quarterback has perfect accuracy on feet set passes outside the pocket
Arcing Deadeye	Quarterback has perfect accuracy when throwing Lob passes
RZ Outside Deadeye	Quarterback has perfect passing when throwing to a target outside the numbers when the LOS is in the opponent's redzone
Inside Deadeye	Quarterback has perfect passing when throwing deep to a target inside the top of the numbers
No-Look Deadeye	Quarterback has perfect passing accuracy on cross body throws
Long Range Drifting Deadeye	Quarterback has perfect accuracy on deep passes outside the pocket
Lead Pass Elite	Quarterback can place the ball anywhere around the receiver based on offsets created by design on any pass
Set Lead Pass	Quarterback can place the ball anywhere around the receiver based on offsets created by design when he is not moving
Pocket Lead Pass	Quarterback can place the ball anywhere around the receiver based on offsets created by design when he is in the pocket
Escape Artist	Quarterback can start, stop, accelerate, and decelerate faster when scrambling (holding R2 button)
Hot Route Master	Quarterbacks have an additional 4 Hot Routes for each position they can Hot Route
Sleight of hand	Defenders fall more for Quarterback pump fakes, following the direction of the pump fake
Homer	Player has faster throwing motion and ball speed on passes
Slippery Passer	Quarterback can break sacks if he triggers agile avoidance break tackles
Immovable Object	Quarterback can break sacks when he is in the pocket
Extender	Quarterback can throw the ball while a sack is occurring
Fast Break	For Quarterback runs, the run blocking slider is increased, the Quarterback has immediate control, and Auto Push the Pile.
Safety Valve	When the Quarterback throws to a Running Back, the Running Back has a 100% catch chance on single player catches
Protected	When Quarterback is on the field, the Offensive Line has an increased pocket timer duration

Unpickable	Quarterback passes will not be intercepted
Fearless	Pressure and hits do not affect the Quarterback pass's accuracy or distance
Bazooka	Quarterback can throw the ball 25% further
Clutch	Quarterback gets into the Zone faster when there is 4 minutes left in the game
Gun Slinger	Gives player faster throwing motion and ball speed on passes
Indoor Baller	Quarterback gets into the Zone easier when playing indoors
Conductor	Make two Hot Routes prior to Quarterback getting set, and two per animation once set.
RPO Deadeye	Quarterback has perfect passing accuracy on normal passes during RPO plays
Slot Machine	Receiver has guaranteed outcomes when lined up in the slot against single Defenders without counter abilities
Elite Route Runner	Player excels at getting open on last cut move of any route, unless covered by a defender with cut-move abilities
Grab-n-Go	Receiver has no Catch Mechanic Penalty. Quarterback throws to the extended lead point in the traveling direction of the Receiver, no plant on turning up field
Jump Baller	Receiver has no Catch Mechanic Penalty. Receiver catches at the highest possible height. Quarterback throws to the highest possible throw point on high throw
Protective Custody	Receiver holds on versus any Hit Stick, Catch Tackle, or Mid-Air, unless Defender has a counter ability on possession catches
Red Zone Threat	In Single Coverage, Receiver has 100% catch chance, no knockouts, and wins multi-player catches when in redzone, unless covered by counter ability
WR Apprentice	Receiver has 4 Additional Hot Routes
TE Apprentice	Tight End has 4 Additional Hot Routes when lined up a TE Position
Slot Apprentice	Receiver has 4 Additional Hot Routes when lined up in the Slot
Double Me	Holds on against any hit by an Aggressive Catch and wins Multiplayer Aggressive Catches in single coverage

RAC 'em Up	Holds on against any hit on an RAC Catch and wins Multiplayer RAC Catches in single coverage
Satellite	Always catches RAC and possession catches in multi-player catches, and doesn't allow knockouts on multi's & catch tackles on RAC & possession catches
Spin Cycle	Ball carrier Spin move will have more translation and play faster than normal Spin. The ball carrier exits broken tackles more quickly, and the carrier will not fumble on Hit Stick (unless defender has counter ability)
Leap Frog	Ball carrier's hurdles will jump higher, further, and faster, and the ball carrier can exit any hurdle fakeouts more quickly
Arm Bar	Ball carrier Stiff Arm have a bigger window for success, and ball carriers exit broken tackles more quickly
Bulldozer	Ball carrier's Truck have a bigger window for success, and ball carriers exit broken tackles more quickly
Backfield Apprentice	Back has 4 additional Hot Routes when lined up in the backfield

GAME MODES

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 your live matchup team into Franchise mode and continue their journey with up-to-date stats. Or, create a Cloud Franchise of any previous real-life week by selecting Real-Life Roster in Cloud league.

FRANCHISE

In Franchise mode, you will take full control of an active NFL Player's, Coach's, or Owner's career, or create your own character to play in single-player or multiplayer online-connected leagues.

Compete against up to 32 teams in your quest to forge your NFL legacy, including an annual Pro Bowl and Legacy Awards. Your player development is in your hands with new ways to customize and train your roster's Superstar X-Factor abilities.

NEW TO FRANCHISE

Face of the Franchise: QB1

Be the face of the Franchise in a new, personalized career campaign centered around your skill and choices as a Quarterback!

Create your own Quarterback to play through the College Football National Championships and the NFL Combine to earn your spot in the NFL Draft. Once you've selected a team, Madden's new Scenario Engine generates personalized events and challenges to build your unique NFL career story. Steer your story from a rookie contract to your induction to the Football Hall of Fame!

Superstar X-Factors

Players who earn development traits can unlock Zone and Superstar abilities. Top-performers will increase their development trait at the end of each season. If you draft a rookie with the Superstar Potential development trait, they will reveal a Superstar X-Factor or Superstar development trait after they gain experience on the field.

STARTING YOUR FRANCHISE

Choose Online (Cloud) or Offline, and then select and customize your team. You'll start in the preseason by default so you can familiarize yourself with your team and their abilities. You can easily switch to Regular from the Starting Point.

Play the Moment & Other Ways to Play

Before loading into your weekly game, you'll choose your mode of play. Play the Moment 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 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 will choose between various stats based on your position.

Upgrade Player Archetypes

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. After certain Franchise games, you can upgrade eligible players on your roster by spending Skill Points, which you acquire by raising your XP. XP is earned by completing Coach and Milestone goals, or by performing well in games.

Hub

Your roster is 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 Members panels when playing Cloud Franchise to check their game and online status. As a commissioner, you can also toggle Auto Pilot, clear cap penalties, or remove them from the league.

Improving Your Team

If you're looking for new players for your team, check out 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 & Gameplan

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

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 also 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 gives boosts to players you personally train. 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 to stay ahead of the curve in your league.

Morale Rating

Your players' in-game performance determines their Morale. A confident team is more likely to perform well. As a Player, make the most of your on-field opportunities to build your Morale 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. Use your Multiple Advance Points to jump ahead in your season, or play standard week-to-week.

Commissioner Tools

Use your Commissioner Tools to control the shape of your league:

Full Player Editing Edit the appearance, contract info, ratings, traits, and more for all the players in the league. Edits 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 time-consuming, and real 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. It can be easy to become overwhelmed as an Owner, so use your advisors to keep you updated on your team and to help you with any aspect in the mode.

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!

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 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 the 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 even see messages start flying in as sports personalities react to the most recent selection. 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

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 DVR 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, which 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 Madden Ultimate Team (MUT), our largest fantasy football mode. You'll first receive a team of starter players to begin growing and building your greatest football 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 MADDEN ULTIMATE TEAM

Missions

Missions are designed to give you a step by step guide to playing Madden Ultimate Team. You'll learn how to earn coins, Points, and more, as well as where to spend them.

Ultimate Challenges

Formerly Solo Challenges, Ultimate Challenges is adding a star system to help you unlock rewards. This feature supports teams of three, so team up with two of your Friends!

X-Factor Upgrades

Superstar Abilities are replacing Chemistry Abilities. You'll need to choose and customize your players to match your play style—remember, you can only unlock a certain number of abilities per player.

MUT BASICS

How Do I Upgrade My Team?

Use new players from packs or Auctions to update 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 use 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 Ultimate 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's roll out during the year, such as Draft or Playoff. Each program has a special group of items, Ultimate Challenges, and Sets tied to a central theme. You can filter your item searches by program in the Item Binder, Auctions, and Trades.

Play

Use the Play tab to start a game with your Madden Ultimate Team. There are many ways to play, such as MUT Champions, MUT Squads, and MUT Draft, as well as Ultimate Challenges, Solo Battles, and Seasons. Solo Battles are single-player games set against CPU-controlled teams. Seasons contain Head to Head Events, Salary Cap Ranked mode, and Play a Friend mode.

Ultimate Challenges

Ultimate Challenges can be single-player or multiplayer games that you can play with your friends. There are many categories of Ultimate Challenges to play, with varying levels of difficulty and quarter lengths. Select a challenge to see all its details—some have entry requirements.

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 experience two losses. You'll receive rewards for each win, so lock in your lineup and see how far you can go!

Salary Cap Ranked Mode

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

Store

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

Store

Purchase items with the coins you've earned from Ultimate 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, while 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 to 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 just 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 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, or rename your team.

Roster Building

To edit your roster, go to MY TEAM > ROSTER under the Manage tab.

Lineup

Select “Adjust Lineup” to examine your Lineup. Choose a player to move up and down between specific chart positions, or 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 DVR 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 a drop-down list in the upper right corner. Select an item with the Item Viewer to compare, promote to starter, add to Set, auction, or quicksell that item. You can also 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. You’ll automatically receive the reward when the last required item is added.

MUT Draft

Once again, *Madden NFL 20* 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. Here you can see the basics of MUT Draft and choose which type you’d like to play. In MUT Draft Ranked, you compete against others for the ultimate reward of becoming the next Madden Champion. You’ll compete against CPU teams in Solo Drafts.

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, the MUT currency, are given as rewards for winning games or completing Sets. Use these coins to purchase new packs in the Store, or to bid on items in the Auction House. You can earn more Coins by completing Ultimate Challenges or selling items at the Auction House. If you need some Coins fast, you can quicksell your items as well.

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 of football legacy. Players have an OVR, a preferred position, contracts, and other attributes that directly affect their play on the field.

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

Team Items

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 also quicksell some collectibles for Coins.

Head Coach

You'll need a Head Coach before your team can take the field. 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, 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 20* 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 to challenge them to a friendly game of *Madden NFL 20*. 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 among your friends. |
| Stats Leaders | Compare how you rank against other <i>Madden</i> players in a variety of offensive and defensive stat categories. |

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 20 Contact Information

Online: easports.com/madden-nfl

Twitter: twitter.com/EAMaddenNFL

Facebook: facebook.com/EASportsMaddenNFL

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