



MADDEN 19

CONTENTS

WHAT'S NEW IN <i>MADDEN NFL 19</i>	2	NEW TO FRANCHISE	26
COMPLETE CONTROLS	4	NEW TO MUT	33
NEW GAMEPLAY	23	SOCIAL FEATURES	40
PLAYING THE GAME	24	NEED HELP?	41
GAME MODES	25		

WHAT'S NEW IN *MADDEN NFL 19*

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

ALL-NEW GAMEPLAY CONCEPTS

One-Cut

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

Hit the Hole

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

Push the Pile

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

Zone Coverage AI

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

PRESENTATION

Signature Styles

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

User-Controlled Celebrations

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

PLAYER DEVELOPMENT

Positional Archetypes

Your scheme determines which archetype is best for each position. Every positional archetype comes with strengths and weaknesses, which make your decisions about who to build your team around much more important. Choose from up to four archetypes for each position on offense and defense to fit within your selected schemes.

Skill Points System

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

Custom Draft Class Editor

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

COMPLETE CONTROLS

KEYBOARD AND MOUSE CONTROLS (PC ONLY)




Madden 19 on PC fully supports the Xbox One Wireless Controller and offers a new control scheme for the keyboard and mouse. By itself, the keyboard can be used to navigate all menus and play the game, with the mouse adding additional control over both menu navigation and gameplay. For gameplay, the mouse controls a “Virtual Thumbstick” (displayed in the UI) that allows for precise control over player movement.

For help learning gameplay controls, head to the Skills Trainer. For more control information, check out the Settings menu.

NOTE: The controls listed throughout the manual assume that you are using an Xbox One Wireless Controller.

PLAY CALLING

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

- Quick** Shows you one play from Coach Suggestions—press  to cycle through more options. Press  and  to cycle to Strategy Suggestions, Community Suggestions, and Frequently Run Plays. You can also back out of this option and return to the full playbook.
- Enhanced** Gives you three suggestions at a time from a full range of options, including Coach Suggestions, Formation, Concept, Play Type, Personnel, and Recent Plays.
- Slim** This option has all the same choices as Enhanced while showcasing the beautiful broadcast presentation of **Madden NFL 19**.
- Change the Tempo setting to fine-tune how you compete against the clock:
- Normal** The default option.
- No Huddle** Your offense automatically goes into the No Huddle offense when it gets tackled in bounds while the clock is running.
- Chew Clock** This runs the play clock down to 10 seconds—a great option late in the game when you’re looking to deplete the game clock!

PC GAME CONTROLS

Offense

PRE-PLAY OFFENSE	
Snap ball (hurry to line)	SPACEBAR OR left mouse button
Fake snap	ALT
Show Play Art (Coach Cam)	SHIFT OR right mouse button
Pre-play matchups	SHIFT (hold) + W/A/S/D OR right mouse button + mouse movement
Switch player	F OR middle mouse button
Select player	F OR middle mouse button (hold) + arrow keys
Motion player left	left arrow
Motion player right	right arrow
Player lock	Z
Show/hide pre-play menu	TAB
Flip run left	left arrow
Flip run right	right arrow
Quiet crowd	Q
Zoom in gameplay camera	PAGE UP OR mouse scroll wheel up
Zoom out gameplay camera	PAGE DOWN OR mouse scroll wheel down
Audible	A
Audible 1	1
Audible 2	2
Audible 3	3
Audible 4	4
Reset play	R
Flip play	F

PRE-PLAY OFFENSE (CONT.)

Change audible formation	left / right arrow
Change audible highlight	up / down arrow
Select highlighted audible	SPACEBAR
Hot routes	H
Cancel hot route (in rec select)	C
Select receiver to hot route (in rec select)	receiver key
Hot route option 1	1
Hot route option 2	2
Hot route option 3	3
Hot route options 4-7	W/A/S/D
Hot route options 8-11	arrow keys
Pass protection	P
ID the mike	1 then W/A/S/D then 1
Reset protection	R
Slide left / Max protect / Slide right / Pinch	arrow keys
Snap ball (hurry to line)	SPACEBAR OR left mouse button

POST PLAY OFFENSE

Skip cutscene	SPACEBAR OR left mouse button
No huddle	1 OR right mouse button
Spike the ball	2 OR middle mouse button

PASSING

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

BALL CARRIER

Sprint	SHIFT OR right mouse button
Precision modifier	CTRL OR left mouse button (hold)
Hesi	CTRL OR left mouse button (tap)
Protect ball	SPACEBAR (hold)
Switch ball hand	SPACEBAR (tap)
Stiff arm punch	E
Stiff arm hold	E (hold)
Precision stiff arm	CTRL OR left mouse button (hold) + E
Sprint spin	SHIFT OR right mouse button (hold up to 1/2 sec) + F
Standard spin	F
Precision spin	CTRL OR left mouse button (hold) + F
Precision spin	CTRL OR left mouse button (hold) + S then A OR S then D
Spin	S then A OR S then D
Dive for yards / QB slide past LOS	Q
Dive low	SHIFT OR right mouse button (hold) + Q
Dive over the line	CTRL OR left mouse button (hold) + Q
Ball carrier give-up	SHIFT + CTRL (hold) OR left mouse button + right mouse button (hold) + Q
Hurdle	R
Sprint hurdle	SHIFT OR right mouse button (hold up to 1/2 sec) + R
Precision hurdle	CTRL OR left mouse button (hold) + R
Juke	A OR D
Sprint juke	SHIFT OR right mouse button (hold up to 1/2 sec) + A OR D
Precision juke	CTRL OR left mouse button (hold) + A OR D

BALL CARRIER (CONT.)

Back juke	S
Speed back juke	SHIFT OR right mouse button (hold up to 1/2 sec) + S
Precision back juke	CTRL OR left mouse button (hold) + S
Juke left, juke right combo	A then D
Precision juke left, juke right combo	CTRL OR left mouse button (hold) + A then D
Juke right, juke left combo	D then A
Precision juke right, juke left combo	CTRL OR left mouse button (hold) + D then A
Truck	W
Precision truck	CTRL OR left mouse button (hold) + W
Speed truck	SHIFT OR right mouse button (hold up to 1/2 sec) + W
Pitch ball	ALT
Lunge for yards	W (with stumble recovery icon active)
Stumble recovery	S (with stumble recovery icon active)
Celebrate (in open field)	SHIFT + CTRL (hold) OR left mouse button + right mouse button (hold) + E
Precision modifier	CTRL OR left mouse button (hold)

BALL IN AIR OFFENSE

Player movement	arrow keys OR mouse movement
Acceleration burst	SHIFT OR right mouse button
Strafe	CTRL (hold) OR left mouse button
Switch player	F OR middle mouse button
RAC catch	Q
Possession catch	E
Aggressive catch	R
Auto play / Defensive assist	ALT (hold)

PLAYER LOCKED RECEIVER

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

BLOCKING MECHANICS

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

Defense

PRE-PLAY DEFENSE	
Player movement	arrow keys OR mouse movement
Individual adjustment	I
Play zone (options 1-4)	W OR A OR S OR D
Individual coverage (options 1-4)	arrow keys
Switch player	F OR middle mouse button
Select player	F OR middle mouse button (hold) + arrow keys
Audible menu	A
Audible 1	1
Audible 2	2
Audible 3	3
Audible 4	4
Reset play / Cancel receiver spotlight	R
Flip play	F
Change audible formation	left / right arrow
Change audible highlight	up / down arrow
Select highlighted audible	SPACEBAR
Coverage audibles	C
Individual adjust	I
Quick adjust	C
Sticks	1
Man align	2
Show blitz / Give cushion / Base align / Press	W / A / S / D
Inside / Overtop / Outside / Underneath	up / left / down / right arrow
Defensive line audibles	D

PRE-PLAY DEFENSE (CONT.)	
Quick adjust	D
Clear shift	R
D-line shift / Spread / Pinch options	W / A / S / D
D-line point of attack options	arrow keys
Linebacker audibles	L
Clear shift	R
Quick adjust	L
LB shift / Spread / Pinch options	W / A / S / D
LB zone / Blitz options	arrow keys
Defensive keys	K
Option QB	1
Option RB	2
QB contain	3
Defense shift / Spread / Pinch options	W / A / S / D
Defense guess options	arrow keys
Off the line	SHIFT OR right mouse button (at snap)
Show Play Art	SHIFT OR right mouse button (hold)
Show strong/weak side gap assignment	SHIFT (hold) + A OR D (hold)
Zoom in gameplay camera	PAGE UP / mouse scroll wheel up
Zoom out in gameplay camera	PAGE DOWN / mouse scroll wheel down
Show/hide pre-play menu	TAB
Excite crowd	E
Player lock	Z
Select player for quick adjust (in quick adjust)	defender key
Cancel quick adjust (in quick adjust)	C
Select player for individual adjust (in individual adjust)	receiver key
Cancel individual adjust (in individual adjust)	C

DEFENSIVE (ENGAGED)

Switch player	F OR middle mouse button
Pass rush finesse move / Shed block (vs. Run) / Reach tackle	E
Pass rush power move (vs. pass)	Q
Hands up / Bat ball	R
Directional block shed	arrow keys + E
Blitz QB spy or nearest zone defender	Z

DEFENSIVE (PURSUIT)

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

BALL IN AIR DEFENSE

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

DEFENSIVE COVERAGE MECHANICS

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

Special Teams

SPECIAL TEAMS OFFENSE - PRE-PLAY

Snap / Set kick power / Set kick accuracy	SPACEBAR OR left mouse button
Fake snap	ALT
Aim kick	arrow keys OR mouse movement
Sky kick	1
Normal	2
Backspin / Squib	3
Switch player (squads only)	F OR middle mouse button
Audible	A
Fair catch	R

SPECIAL TEAMS DEFENSE - PRE-PLAY

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

SPECIAL TEAMS DEFENSE - GAMEPLAY

Switch player	F OR middle mouse button
Diving block attempt	Q
Conservative tackle	E
Jumping block attempt	R

MISC

Pause game menu	ESC
Timeout	T

XBOX ONE WIRELESS CONTROLLER

PRE-PLAY OFFENSE

Snap ball (Hurry to line)	A
Switch player	B
Motion player	B + (←, →)
Hot route	Y
Pass protection	LB + R
Fake snap	RB
Show Play Art	RT
Player lock	RT (double tap)
Switch 'Primary Read' receiver for Target Passing	RT + LT + receiver button (hold)
Show/Hide Pre-Play menu	RT
Quiet crowd	RT
Zoom in gameplay camera	DPAD Up
Zoom out gameplay camera	DPAD Down
Motion selected player left	DPAD Left
Motion selected player right	DPAD Right

PASSING

Throw to receiver (2)	A
Lob to receiver (2)	A (tap)
Touch pass to receiver (2)	A (double tap)
Bullet pass to receiver (2)	A (hold)
Throw to receiver (3)	B
Lob to receiver (3)	B (tap)
Bullet pass to receiver (3)	B (hold)

PASSING (CONT.)

Touch pass to receiver (3)	B (double tap)
Throw to receiver (1)	X
Lob to receiver (1)	X (tap)
Bullet pass to receiver (1)	X (hold)
Touch pass to receiver (1)	X (double tap)
Throw to receiver (4)	Y
Lob to receiver (4)	Y (tap)
Bullet pass to receiver (4)	Y (hold)
Touch pass to receiver (4)	Y (double tap)
Throw to receiver (5)	RB
Lob to receiver (5)	RB (tap)
Bullet pass to receiver (5)	RB (hold)
Touch pass to receiver (5)	RB (double tap)
High throw	LB + pass button
Activate Target Passing	LT (hold)
Move Target Passing indicator	LT (hold) + LS + direction
Throw Target Pass to selected receiver	LT (hold) + receiver button
Playmaker closest receiver	RS (flick directional)
Low throw	LT + pass button
Check out of play action/scramble	RT
Pump fake	RT
Throw ball away	RT
Total control passing	LS + direction when throwing

BALL CARRIER

Stiff arm punch	A + RT
Stiff arm hold	A
Precision stiff arm	A + LT
Celebrate (in open field)	LT + RT + A (hold)
Sprint spin	B + RT (hold up to 1/2 sec)
Standard spin	B
Precision spin	B + LT (hold)
Spin	⌘ (half circle)
Dive low	X + RT
Dive for yards	X
Dive over the line	X + LT
Ball carrier give-up/QB slide	LT + RT + ⌘
QB slide past LOS	X
Sprint hurdle	Y + RT (hold up to 1/2 sec)
Hurdle	Y + RT
Precision hurdle	Y + LT
Pitch ball	LB
Switch ball hand	RB (tap)
Protect ball	RB (hold)
Precision modifier (decelerate)	LT
Hesi	LT (tap)
Precision spin	LT + ⌘ (half circle)
Acceleration burst / Sprint	RT
Sprint juke	RT (hold up to 1/2 sec.) + ⌘ / ⌘ (flick)
Juke	⌘ / ⌘
Precision juke	LT + ⌘ / ⌘

BALL CARRIER (CONT.)

Speed back juke	(hold up to 1/2 sec.) + (flick)
Back juke	
Precision back juke	(hold) +
Speed truck	(hold up to 1/2 sec.) + (flick)
Truck	
Precision truck	(hold) +
Lunge for yards	, with stumble recovery icon active
Stumble recovery	, with stumble recovery icon active
Juke left, juke right combo	,
Precision juke left, juke right combo	+ ,
Juke right, juke left combo	,
Precision juke right, juke left combo	+ ,

BALL IN AIR OFFENSE

Possession catch	
Switch player	
RAC catch	
Aggressive catch	(hold)
Auto play/Defensive assist	
Strafe	
Acceleration burst	

SPECIAL TEAMS OFFENSE

Snap / Set kick power / Set kick accuracy	
Switch player	
Audible	
Flip play	+
Fake snap	

DEFENSE

PRE-PLAY DEFENSE

Individual adjustment	A
Switch player	B
Select player	B (hold) + B
Audible menu	X
Coverage audible	Y
Defensive line audible	LB
Linebacker audible	RB
Defensive keys	LT
Off the line	RT (tap)
Show Play Art	RT (hold)
Show strong/weak side gap assignment	RT + A + B
Zoom in gameplay camera	↑
Zoom out gameplay camera	↓
Defensive player lock camera	←
Defensive camera	↔
Show/Hide pre-play menu	R
Pump up crowd	R

DEFENSIVE (ENGAGED)

Pass rush finesse move	A (vs. pass)
Shed block	A (vs. run)
Switch player	B
Pass rush power move	X (vs. pass)
Hands up/Bat ball	Y
Auto-assist (non-engaged)	LB (hold)
Reach tackle left	LB
Reach tackle right	RB
Directional block sheds	↑ + A

DEFENSIVE (PURSUIT)

Conservative tackle	A
Precision breakdown tackle	LT + A
Switch player	B
Aggressive tackle (close) / Dive tackle (far)	X
Auto play/Defensive assist	LB (hold)
Strip ball	RB
Strafe	LT
Acceleration burst	RT
Hit stick vs. ball carrier or blocker	⬆ (flick)
Cut stick vs. ball carrier or blocker	⬅ (flick)

BALL IN AIR DEFENSE

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

SPECIAL TEAMS DEFENSE

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

PLAYER LOCKED RECEIVER

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

DEFENSIVE COVERAGE MECHANICS

Switch players (pre-play)	B
Player lock (pre-play)	↓
Press/Hold receiver	Ⓢ + directional at snap
Player movement	↵
Carry, deliver, and follow receiver out of press	Ⓢ + directional roll during press

BLOCKING MECHANICS

Switch players (pre-play)	B
Player lock (pre-play)	↓
Player movement/Block on collision	↵
Conservative engage defender	A
Aggressive impact block	Ⓢ (flick)
Aggressive cut block	Ⓢ (flick)

NEW GAMEPLAY

PUSH THE PILE

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

HIT THE HOLE

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

ONE CUT

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

THE HESI

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

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

Home Panel

Jump into your last game mode or choose something new.

Play Panel

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

Customize Panel

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

GAME MODES

LONGSHOT: HOMECOMING

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

PLAY NOW LIVE

Looking for a more authentic Franchise experience? In Play Now Live you can jump into any week of a team's season using their up-to-date stats and rosters.

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

FRANCHISE

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

NEW TO FRANCHISE

Coach Scheme Boosts

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

Depth Chart Positions

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

Custom Captains

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

Snapshots

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

Starting Your Franchise

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

Play the Moment & Other Ways to Play

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

Jump in and out of any of these modes of play at any time—just select the Custom Play options from the Supersim options menu. You can also adjust the speed of the game in Supersim. Use Fast Mode to jump through the game or choose Slow Mode for a true Sunday experience.

Setting Your Season Goal

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

Upgrade Player Archetypes

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

Hub

Your roster is right at your fingertips on the Team Panel, located next to your Things To Do. Select any player on your team to see a quick overview of his attributes, view his goals and stats, or even upgrade your Player by applying skill points he has earned.

You can also quickly interact with your league members on the new Members panels when playing Cloud Franchise. Check their game status and whether they're online. As a commissioner, you can also toggle Auto Pilot, clear cap penalties, or remove them from the league.

Improving Your Team

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

Scouting

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

Weekly Training & Gameplanning

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

Creating Your Gameplan

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

Confidence Rating

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

Multiple Advance Points

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

Commissioner Tools

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

Full Player Editing

Edit the appearance, contract info, ratings, traits, and more for all the players in the league. Any edits will show up on the Transaction Log so the league can monitor their Commissioner's actions.

Designate Auto-Pilot Length

If you know you'll be out of town or unavailable for an extended period of time, you can now set yourself or other users to auto-pilot for multiple weeks. This feature is available for league members and Commissioners.

Multiple Commissioners

Running a multiple-user Online Franchise can be extremely time-consuming, but life can happen at any moment. Franchise understands that. Designate another user as a second Commissioner to make sure your league never needs to worry if you're not available to advance the week. The original Commissioner can add or remove this feature at any time.

Owner Mode

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

Former Player

Gives you an advantage with roster happiness and starts you off with \$3 million in available funds.

Lifelong Fan

Gives you an advantage with fans, starting you off with \$3 million in available funds.

Financial Mogul

Gives you an advantage financially as you'll start with \$7 million in funds, but you'll start with no Legacy score and player happiness will be low.

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

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

Roster Building

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

Offseason

Re-Signing Players

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

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

Free Agency Bidding

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

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

Contract Offers

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

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

Draft

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

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

You'll even see messages start flying in as sports personalities react to the most recent selection. However, if you're looking to speed up the process, you can advance to the next user pick to bypass all draft selections by the AI.

Signing Rookies

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

Playing as a Coach

Spending XP

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

Playing as a Player

Creating a Player

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

Backstory

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

Upgrading Your Player

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

Retirement

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

Legacy Score

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

MADDEN ULTIMATE TEAM (MUT)

What is Madden Ultimate Team (MUT)?

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

Collect

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

Upgrade

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

Dominate

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

NEW TO MUT

Power-Up Your Player

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

Solo Battles

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

MUT Squads vs. CPU

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

MUT Squads Challenges

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

How Do I Upgrade My Team?

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

What's a Pack?

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

What's a Tier?

Tier is the measure of an item's quality. Items from higher tiers are typically more powerful or useful than those of lower tiers.

Elite items aren't found in every pack, but sometimes an Elite item replaces a Gold item. A few packs or bundles may include guaranteed Elite items, if noted in their Store description.

What's a Program?

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

Live

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

Objectives and Progress

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

Play

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

Solo Challenges

There are many categories of Solo Challenges to play, with four levels of difficulty and varying quarter lengths. Select a Solo Challenge to see all the details about it, some of which have entry requirements.

You can also continue where you left off from the Live tab using the Continue Solo Challenges tile.

Seasons

Head to Head Events

See how many wins you can achieve in unlimited Head to Head Events! An event ends after you make it to six wins, or 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

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

Store

Purchase items with the coins you've earned from Solo Challenges and Auctions, or with the points you've bought. You'll find several kinds of packs at various prices. Each pack rewards random items, with a chance to find a high-quality Elite player.

Some pack bundles provide a bulk discount. Large pack bundles may come with a guaranteed Elite player. Visit the Store often to find limited-time promotions and sales.

What Are Points?

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

Auction House

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

To place one of your items in an Auction, bring up the Item Viewer and choose "Auction". You can determine the duration, starting price, and buy-it-now price for your item auction. Some items may be assessed with an auction fee.

You can examine your posted auctions and active bids from the Auction House.

Team

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

Lineup

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

Item Binder

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

Sets

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

MUT Draft

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

Starting your MUT Draft Event

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

Draft Functionality

The draft is set at 20 rounds by default, starting with a chance to pick your coach. This can help define the tone for the rest of your draft picks, depending on how you like to play. Your coach's Playbooks will be automatically selected with them.

You can begin drafting players after selecting a coach. On the first page, a player's DVR is displayed.

Each selected player is added to your base team in the Lineup, which adjusts your team's DVR. You can review your completed team on the Summary screen.

The HUB

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

How to Succeed in MUT

Coins are the in-game currency of MUT and act as rewards for winning games and completing Sets. You can use coins to purchase packs in the Store or bid on items in the Auction House.

Earn more coins by completing Solo Challenges, finishing Sets, or selling items in the Auction House. You can also quicksell the items you're not currently using to earn a few coins.

Now that you have a feel for the mode, it's time to learn about the items you can collect to build your team. Here are a few basic categories:

Players

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

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

Team Items

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

Collectibles

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

Head Coach

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

ONLINE HEAD-TO-HEAD

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

Quick Match

A Quick Match game searches for another person to compete against you in a ranked game. Winning ranked games earns you Ranking Points, which determines your Leaderboard rank.

If you want to play a friendlier game but none of your **Madden NFL 19** friends are online, you can switch to an unranked game by changing the game type.

Play a Friend

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

Leaderboards

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

Top 100

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

My Leaderboard

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

Friends

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

Stats Leaders

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

Compare Stats

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

Depth Chart

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

Customize

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

SOCIAL FEATURES

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

NEED HELP?

Madden NFL 19 Contact Information

Online: easports.com/madden-nfl

Twitter: twitter.com/EAMaddenNFL

Facebook: facebook.com/EASportsMaddenNFL

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

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