



Lamar Jackson
QB1 Ravens no. 8
Cover Athlete:
EA SPORTS Madden NFL 21
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WINNING



NFLPA

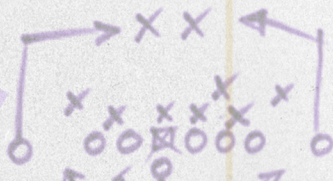
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WHAT'S NEW IN MADDEN NFL 21

SUPERSTAR KO

Madden's quickest way to play is back. Pick a team, then draft your Superstar X-Factors to take on the world. Each team has a specially selected roster and playbook that suit a specific style of play, while the X-Factor players can be chosen to accentuate your strengths or cover up your weaknesses. With special house rules and limited-time events, Superstar KO is the perfect change of pace.



THE YARD

New mode, who dis? The Yard changes all you think you know about Madden. Welcome to a world where anyone can receive the snap, double passes behind the line are the norm, and style means everything. Six players on each team duke it out ironman style, playing on both sides of the ball, in a version of Madden's gameplay that amps up the creativity and fun.

Create Your Player

Your created player is at the center of The Yard experience. They will represent you in every game, but how the play, and even where they line up, is up to you. In each game, you will choose your positions on the field and the Prototype that defines how you play.

Power Up Your Prototypes

Every game is different, and so are your prototypes. Based on the NFL's greatest players, past and present, you can choose which Prototype you want to apply to your Create-A-Player and change up they way they play. Want to be a Scrambling QB? Sure. A fearsome Defensive Back? We got you. As you play through each game, you will be earning progress that will let you power up your Prototypes and earn customization items for your Create-A-Player.

Set High Scores Around the World

Choose events in a variety of locations and focus on setting the highest score. All of your best scores will count towards your Rank and unlock awesome rewards.

COMPLETE CONTROLS

KEYBOARD AND MOUSE CONTROLS (PC ONLY)

Madden NFL 21 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.

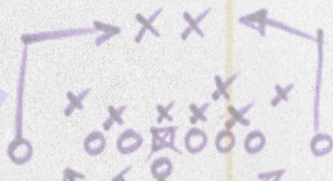
PLAY CALLING

Adjust play call settings at any time by visiting **SETTINGS > VISUAL FEEDBACK > PLAY CALL STYLE**, or 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 21*.

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

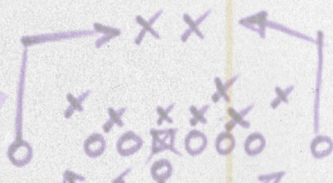
- Normal** The default option.
- No Huddle** Your offense automatically goes into No Huddle offense when it gets tackled in bounds while the clock is running.
- Chew Clock** This runs the play clock down to 10 seconds—a great option late in the game when you’re looking to deplete the game clock!



PC GAME CONTROLS

Offense

PRE-PLAY OFFENSE	
X-Factor Vision	left SHIFT (hold) OR right mouse button
Snap ball	SPACEBAR OR left mouse button
Show Play Art	left CTRL (hold)
Pre-play menu	TAB
Call timeout	T
Audible	A
Hot route	H
Pass protection	P
Fake snap	ALT
Switch player	F OR middle mouse button
Select player	F + arrows OR middle mouse button
Player lock	Z
Motion player	left and right arrows
Flip run	left and right arrows
Quiet crowd	Q
Zoom camera in / out	PAGE UP/DOWN OR mouse scroll wheel

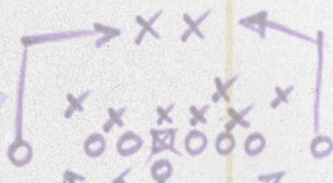


PASSING

Player movement	arrows OR mouse movement
Show Play Art / Scramble	left SHIFT OR right mouse button
Pass to receiver	Q, E, F, R, or SPACEBAR
Throw ball away	X
Lob pass	Pass key (tap)
Bullet pass	Pass key (hold)
Touch pass	Pass key (double tap)
High pass	ALT OR middle mouse button (hold)
Low pass	left CTRL OR left mouse button
Pass leading (after pass)	arrows OR mouse movement
Playmaker closest receiver	W/A/S/D

BALL CARRIER

Player movement	arrows OR mouse movement
Sprint	left SHIFT OR right mouse button
Juke left / Dead leg / Juke right	A/S/D
Protect ball	SPACEBAR (hold)
Dive	Q
Truck	R
Stiff arm	E
Hurdle	W
Spin	F
Pitch ball	ALT
Celebrate (in open field)	left CTRL OR left mouse button



BALL IN AIR OFFENSE

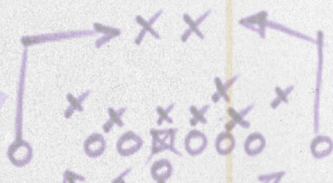
Player movement	arrows OR mouse movement
Sprint	left SHIFT OR right mouse button
Switch player	F OR middle mouse button
Defensive assist	ALT (hold)
Strafe	left CTRL OR left mouse button
RAC catch	Q
Possession catch	E
Aggressive catch	R

BLOCKING

Player movement / Blocking	arrows OR mouse movement
Switch player	F OR middle mouse button
Player lock	Z
Aggressive impact block	W
Aggressive cut block	S

PLAYER LOCKED RECEIVER

Player movement	arrows OR mouse movement
Individual Play Art	left CTRL (hold)
Player lock	Z
Just-go release	left SHIFT OR right mouse button
Aggressive footfire release	Q + arrows
Conservative change-up release	E
Cut out of press	A or D
Cut moves while route-running	SPACEBAR + mouse movement
Call for ball	E



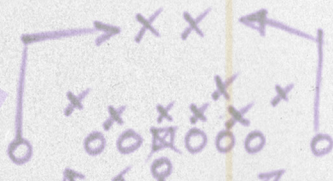
Defense

PRE-PLAY DEFENSE

X-Factor Vision	left SHIFT (hold) OR right mouse button
Show Play Art	left CTRL (hold)
Pre-play menu	TAB
Call timeout	T
Switch player	F OR middle mouse button
Select player	F + arrows OR middle mouse button
Audible	A
Individual adjustment	I
Defensive line shift	HOME OR L
Linebacker audible	END
Coverage audibles	C
Defensive keys	P
Zoom camera in / out	PAGE UP/DOWN OR mouse scroll wheel

DEFENSIVE (ENGAGED)

Player movement	arrows OR mouse movement
Switch player	F OR middle mouse button
Speed rush	left SHIFT (hold) OR right mouse button
Contain	left CTRL OR left mouse button
Rip	W
Bull rush	S
Club/swim left	A
Club/swim right	D
Swat	R

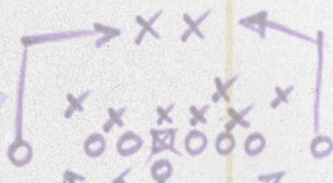


DEFENSIVE (PURSUIT)

Player movement	arrows OR mouse movement
Sprint	left SHIFT OR right mouse button
Switch player	F OR middle mouse button
Defensive assist	ALT (hold)
Strafe	left CTRL OR left mouse button
Aggressive dive/tackle	Q
Conservative tackle	E
Strip ball	SPACEBAR
Hit stick	W
Cut stick	S
Blitz Quarterback Spy or Zone Defender	Z

BALL IN AIR DEFENSE

Player movement	arrows OR mouse movement
Sprint	left SHIFT OR right mouse button
Switch player	F OR middle mouse button
Defensive assist	ALT (hold)
Strafe	left CTRL OR left mouse button
Swat ball	Q
Play receiver	E
Ball hawk	R



XBOX ONE GAME CONTROLS

Offense

PRE-PLAY OFFENSE

Snap ball (Hurry to line)	A
Switch player	B
Audible	X
Hot route	Y
Motion player	(LT + LB) (hold)
Pass protection	LB
Fake snap	RB
Show Play Art	LT
X-Factor Vision	RT
Player lock	T (double tap)
Pre-play menu	R
Zoom in gameplay camera	DP-UP
Zoom out gameplay camera	DP-DOWN

PASSING

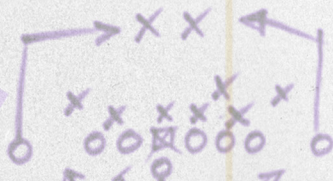
Throw to receiver (1)	A
Throw to receiver (2)	B
Throw to receiver (3)	X
Throw to receiver (4)	Y
Throw to receiver (5)	RB
High throw	LB
Playmaker	R (flick directional)
Low throw	LT
Check out of play action / Scramble	LT + RT
Pump fake	A, B, X, Y, or RB (double tap)
Throw ball away	R

BALL CARRIER

Stiff arm	A
Spin	B
Dive	X
Truck	Y
Pitch	LB
Protect ball	RB
Celebrate (in open field)	LT
Sprint	RT
Spin	⊗ (move half circle)
Hurdle	⊙
Dead leg	⊗
Juke	⊗, ⊙

BALL IN AIR OFFENSE

Possession catch	A
Switch player	B
RAC catch	X
Aggressive catch	Y
Auto play / Defensive assist	LB
Strafe	LT
Sprint	RT



BLOCKING

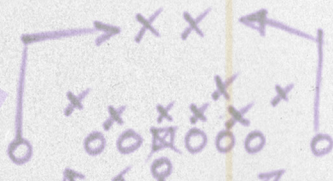
Switch players	B
Player movement / Block on collision	L
Aggressive impact block	R
Aggressive cut block	R

PLAYER LOCKED RECEIVER

Conservative change-up release	A
Individual Play Art	LT
Just-go release	RT
Player lock (pre-play)	Y (press twice)
Route-running / Move player	L
Online The Line: Change Up	R (flick)
Online The Line: Foot Fire	R (hold)
Off The Line: Cut Out of Press	R (flick)

SPECIAL TEAMS OFFENSE

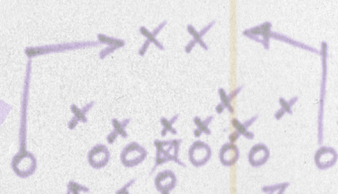
Snap / Set kick power / Set accuracy	A
Switch player	B
Audible	X
Flip play	X + RT
Fake snap	RB



Defense

PRE-PLAY DEFENSE

DEF hot route	
Switch player	
Audible	
Coverage audible	
Defensive line audible	
Linebacker audible	
Defensive keys	
Off the line	 (tap)
Show Play Art	 (hold)
Show strong/weak side gap assignment	 +  + 
Zoom in gameplay camera	
Zoom out gameplay camera	
Defensive line	
Linebackers	
Defensive player lock	 (double tap)
Pre-play menu	
Pump up crowd	

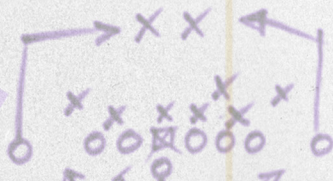


DEFENSIVE (ENGAGED)

Switch player	B
Swat	Y
Contain	LT
Speed rush	RT
Rip	R
Ball rush	S
Club / Swim	LB, RB

DEFENSIVE (PURSUIT)

Breakdown tackle	A
Switch player	B
Dive tackle	X
Defensive assist	LB
Strip ball	RB
Strafe	LT
Sprint	RT
Hit stick	S (flick)
Cut stick	R (flick)



BALL IN AIR DEFENSE

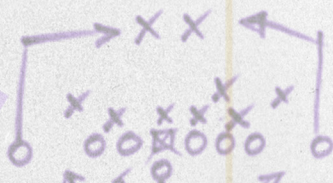
Play receiver	A
Switch player	B
Swat ball	X
Play ball / Ball hawk	Y
Strafe	LT
Sprint	RT
Defensive assist	LB

SPECIAL TEAMS DEFENSE

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

DEFENSIVE COVERAGE MECHANICS

Press / Chuck receiver	A + L
Switch player	B
Player movement	L
Strafe	LT
Defensive assist	LB



NEW GAMEPLAY

IMPROVED PASS RUSH CONTROLS

Feel the control and responsiveness of our improved pass rush. Choose your moves via the **Q**, then branch to combo moves at any time. Use these pass rush moves wisely—you're limited to only a few per play, and the offensive linemen will learn to anticipate repeated moves.

SKILL STICK

Ball Carrier evasive moves are now tied to the **Q**, allowing you to chain moves together with power moves to create highlight-reel-worthy combo moves. You can even swag your way to the endzone using Celebration Runs with **R**—just be careful, you'll be more susceptible to fumbles if tackled!

ADAPTIVE AI ADJUSTMENTS

CPU-controlled teams and QBs are more attentive than ever. They will notice your repeated play-calls, and start using audible, adjustments, and concept-counters to combat your strategy. Make sure to change up your calls to keep them guessing!

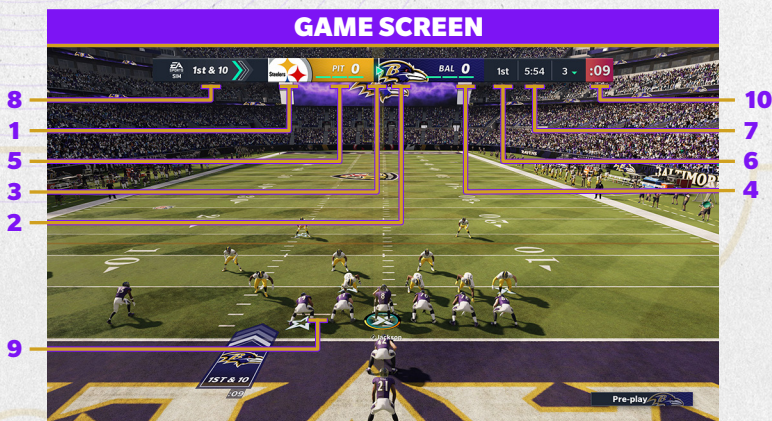
TACKLING

Breakdown Tackles are a new, low-risk way to tackle a ball carrier. Both user and AI-controlled players can perform these, so defenders may anticipate them by breaking down in front of the ball carrier.

Since Breakdown Tackles are only effective in front of the ball carrier, use the improved Dive Tackles to take them down. The effectiveness and distance of Dive Tackles are determined by player ratings.

Finally, be on the lookout for Location-Based Tackles, which are available in specific field locations such as first-down sticks, the goal line, or the pylon. Ball carriers will react to these tackles by attempting to hold the ball away in a last-ditch effort. The outcome is determined by the Ball Carrier Vision, Tackle, and Awareness ratings of the players.

PLAYING THE GAME



- | | | |
|---------------|-----------------------|------------------|
| 1. Away team | 5. Timeouts remaining | 9. Starting line |
| 2. Home team | 6. Quarter | 10. Play clock |
| 3. Possession | 7. Time Remaining | |
| 4. Score | 8. Down and distance | |

MAIN MENU

Game Modes

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 21 modes are here.

Customize

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

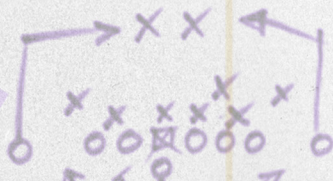
Accessibility

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

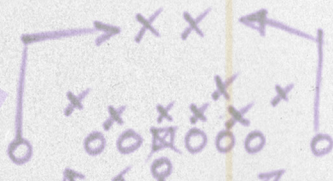
X-FACTOR ABILITIES

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.

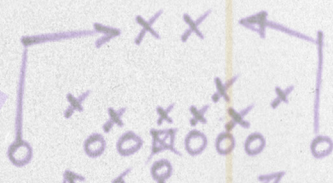
Dashing Deadeye	Perfect accuracy on all throws under 30 yards while running outside the pocket (except on high/low throws)
Long Range Deadeye	Perfect accuracy on all deep throws while feet are set (except on high/low throws)
Lofting Deadeye	Perfect accuracy on all lob or touch passes (except high/low and cross-body throws)
No-Look Deadeye	Perfect accuracy on all cross-body throws up to 20 yards (except on high/low throws)
Sideline Deadeye	Perfect accuracy on all throws outside the numbers (except on high/low throws)
Inside Deadeye	Perfect accuracy on all throws inside the numbers (except on high/low throws)
Hi-Lo Deadeye	Perfect accuracy on all high and low throws inside the zone
Pocket Deadeye	Perfect accuracy on all unpressured throws while feet are set in the pocket (except on high/low throws)
Red Zone Deadeye	Perfect accuracy on all unpressured throws inside the red zone (except on high/low throws)
Roaming Deadeye	Perfect accuracy on all unpressured throws while feet are set outside the pocket (except on high/low throws)
Pass Lead Elite	Increased throw power on all precision passes (except on high/low throws)
Set Feet Lead	Increased throw power on bullet precision passes made while feet are set (except on high/low throws)
Quick Draw	Faster passing animations when throwing under pressure



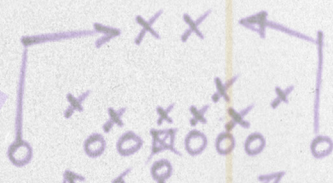
Escape Artist	Faster and more responsive to user input while scrambling behind the line of scrimmage
Sleight of Hand	Increased success rate when using pump fakes on double-move routes against zone coverage
Protected	Receive better pass blocking from offensive linemen
Anchored Extender	Almost guaranteed to break the first sack attempt by a blitzing defensive back (while in the pocket)
Agile Extender	Almost guaranteed to evade the first sack attempt by a blitzing defensive back (while in the pocket)
Conductor	Perform all hot route and blocking adjustments twice as fast (excluding audibles)
Gunslinger	Faster passing animations and increased velocity on bullet passes
Gusty Scrambler	Immune to throw penalties caused by defensive pressure while on the run
Fastbreak	Immediately respond to user input on designed quarterback run plays; defenders react more slowly
Safety Valve	Improve the catching prowess of all running backs who are open on pass plays
QB Playmaker	Elicit immediate and precise playmaker reactions from any receiver
Gift-Wrapped	Gain a better chance to complete passes to uncovered receivers
Threat Detector	Highlight any oncoming blitzers on 3rd and 4th downs (during preplay); can be bluffed
Backfield Mismatch	Better catch in traffic and route running when coming out of the backfield against linebackers and linemen
Tight Out	Improved catching prowess of all tight ends who are open on pass plays
Fearless	Immune to throw penalties caused by defensive pressure while feet are set in the pocket



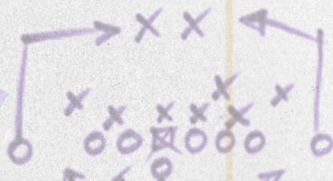
Matchup Nightmare	Make sharper cuts and frequently win contested catches when covered by linebackers and linemen
Balance Beam	Will not stumble while carrying the ball
Human Joystic	Quickly shift momentum, change direction, or turn the corner without sacrificing speed
Jukebox	Gain steerable juke animations
Evasive	Gain steerable juke and spin animations.
Return Man	Quickly shift momentum, change direction, or turn the corner without sacrificing speed on kick and punt returns
Energizer	Replenish a portion of stamina upon successfully performing any skill move
Leap Frog	Hold onto the ball if tackled during a hurdle
Spin Cycle	Gain steerable spin animations
Arm Bar	Gain more powerful stiff arm animations
Bulldozer	Gain more powerful truck animations
Bruiser	Gain more powerful truck and stiff arm animations
Tank	Break almost any hit-stick tackle attempts
Reach For It	Frequently attempt to gain extra yards while being tackled
RB Apprentice	Gain access to four additional hot routes during pre-play adjustments (when lined up at running back)
Matchup Nightmare	Make sharper cuts and frequently win contested catches when covered by linebackers and linemen
Route Technician	Have a high success rate when creating separation on the last cut of any route
Outside Apprentice	Gain access to four additional hot routes during pre-play adjustments (when lined up at wide receiver, excludes slot)
Route Apprentice	Gain access to four additional hot routes, regardless of line up
Slot Apprentice	Gain access to four additional hot routes during pre-play adjustments (when lined up in the slot)



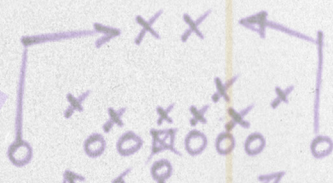
WR Apprentice	Gain access to four additional hot routes during pre-play adjustments (when lined up at any wide receiver position)
Hot Route Master	Gain access to four extra hot routes during pre-play adjustments
Tip Drill	Increased chance to catch passes that have been tipped into the air
Slot-O-Matic	Make faster cuts and have better hands on short routes (when lined up in the slot)
Grab-N-Go	Quickly shift momentum, change direction, or turn the corner without sacrificing speed (after securing a RAC catch)
Short Out Elite	Catch more consistently while catching short passes outside the numbers
Short In Elite	Catch more consistently while catching short passes inside the numbers
Mid Out Elite	Catch more consistently while catching medium passes outside the numbers
Mid In Elite	Catch more consistently while catching medium passes inside the numbers
Deep Out Elite	Catch more consistently while catching deep passes outside the numbers
Deep In Elite	Catch more consistently while catching deep passes inside the numbers
Backfield Master	Gain access to four additional hot routes, better route running, and improved catching against linebackers and linemen (when lined up in the backfield)
Redzone Threat	Gain a better chance to win contested catches against single coverage (when in the red zone)
Playmaker	Immediately and precisely react to a user's playmaker inputs
Second Wind	Gain a chance to replenish stamina once per play when stamina is half-depleted



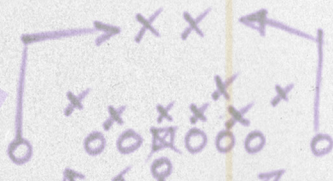
TE Apprentice	Gain access to four additional hot routes during pre-play adjustments (when lined up at tight end)
Fool Me Once	Gain blocker resistance points as a faster rate
Natural Talent	Start every new blocking encounter with built-in resistance
Quick Reflexes	Defend against non-engaged pass rush moves as if having an additional resistance point
Matador	Stronger protection against dominant bull rush moves attempted by defenders
Post Up	Almost guaranteed to win any double team block
Unspun	Defend against spin pass rush moves as if having an additional resistance point
Secure Protector	Reduce a pass rusher's chances of using a quick block shed move
Tear Proof	Defend against rip pass rush moves as if having an additional resistance point
Screen Protector	Dominantly win impact blocks on screen plays
All Day	Allow less frequent shed attempts by block target
Nasty Streak	Frequently attempt and win impact blocks against linebackers and defensive backs when playing as a lineman or fullback
Puller Elite	Frequently attempt and win pull blocks
Lifeguard	Defend against swim/club pass rush moves as if having an additional resistance point
Quick Reflexes	Defend against non-engaged pass rush moves as if having an additional resistance point
Tough Nut	Increased number of blocker resistance points
Pick Artist	Higher chance to catch uncontested interceptions, and have unlimited stamina on the return (until a special move or broken a tackle)
Short Route KO	Force more catch tackle knockouts in man-to-man versus short routes



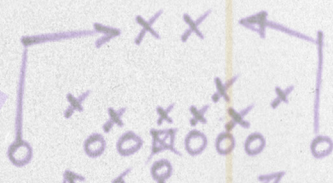
Edge Threat Elite	Use faster, more dominant pass rush moves and apply significant QB pressure while rushing from the edge of the defense
Bench Press	Apply bonus fatigue to man coverage target after a successful press win
Run Stopper	Do not need to spend a point on shed attempts during a run play
Edge Protector	Reduce an edge pass rusher's chances of using a quick block shed move
Edge Threat	Use faster, more dominant pass rush moves while rushing from the edge of the defense
Flat Zone KO	Force more catch knockouts and react quicker in any flat zone coverage
Mid Zone KO	Force more catch knockouts and react quicker in any mid-field zone coverage
Deep Zone Out KO	Force more catch knockouts and react quicker in deep zone coverage outside the hash marks
Deep In Zone KO	Force more catch knockouts and react quicker in deep zone coverage inside the numbers
Deep Route KO	Force more catch tackle knockouts in man-to-man versus deep routes
Medium Route KO	Force more catch tackle knockouts in man-to-man versus medium routes
Tackle Supreme	Make better conservative/dive tackling, are rarely faked out by ballcarrier moves, and cannot be faked out when user-controlled
Under Pressure	Apply pressure to the quarterback from a greater distance
Enforcer	Don't allow broken tackles when hit-sticking ballcarriers, regardless of the runner's size or power
Secure Tackler	Increased success rate when using conservative or diving tackles



Reach Elite	Reach out of engaged blocks to tackle or sack nearby ballcarriers
Unfakeable	Rarely faked out by ballcarrier moves (and cannot be faked out when user-controlled)
Ripper	Ignore 1 bar of blocker resistance when attempting rip pass rush moves
Acrobat	Dive for increased range on pass breakups and interceptions
Strip Specialist	Can still tackle effectively while trying to strip the football
Identifier	Detect user-controlled defenders before the snap
Lurker	Can jump in 180-degree interceptions while lurking in a zone in the middle of the field
Extra Credit	Grants an additional maximum pass rush move point
Goal Line Stuff	Use faster run shed moves for a better chance at shedding blocks within 5 yards of the goal line
Inside Stuff	Use faster run shed moves for a better chance at shedding blocks against inside zone plays
No Outsiders	Use faster run shed moves for a better chance at shedding blocks against outside zone plays
Lumberjack	Does not allow broken tackles and causes more fumbles when cut-sticking ballcarriers
Double Or Nothing	Must spend double the pass rush points to perform a move but are granted dominant wins
Instant Rebate	Refunded a pass rush point after successfully shedding blocks
Unpredictable	Less likely to increase blocker's resistance bars when performing shed wins
Defensive Rally	Grants a bonus pass rush point to all defensive linemen on any 3rd or 4th down
B.O.G.O.	Grants a free pass rush move once per play after spending a pass rush point



Mr. Big Stop	Start 3rd or 4th down with at least half maximum pass rush points
Swim Club	Ignore 1 bar of blocker resistance when attempting swim/club pass rush moves
Spinner	Ignore 1 bar of blocker resistance when attempting spin pass rush moves
Speedster	Ignore 1 bar of blocker resistance when attempting speed pass rush moves
El Toro	Receive dominant bull rush wins when pass rush points are full
Adrenaline Rush	All of pass rush move points are restored after sacking the QB
Chuck Out	Apply bonus fatigue to target after a successful zone chuck
Outmatched	Highly likely to win contested catches against running backs
One Step Ahead	Generally react much faster to receiver cut moves when in man coverage
Closer	Can easily enter the zone in the 2nd half
Film Study	Have full vision of plays the offense has repeatedly run prior to the snap
Stonewall	Frequently prevent additional yardage gains while tackling
Indoor Baller	Easily enter the zone when playing in an indoor stadium
Clutch	Easily enter (and remain in) the zone midway through the fourth quarter in close games
Homer	Easily enter the zone when playing at home
Comeback	Easily enter the zone when playing from behind
Focused Kicker	Slower kicking meter, allows for better power and accuracy
Clutch Kicker	Immune to the 'Ice the Kicker' effect, which occurs after opponents call timeouts in critical situations



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, 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. As your player(s) develop, train them in Superstar X-Factor abilities. Compete against up to 32 teams in your quest to forge your NFL legacy.

NEW TO FRANCHISE

Face of the Franchise: Rise to Fame

In Face of the Franchise, you'll begin shaping your career from high school all the way to the Hall of Fame. You'll start as a Quarterback in high school, with the option to enter college as a Halfback or Wide Receiver. You'll then test your skills at the 40-yard dash before the NFL Draft. Once in the NFL, you'll have a career's worth of challenges to test your entrance to the NFL Pro Football Hall of Fame!

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 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

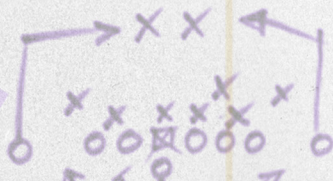
The second step in weekly training is Focus Training, which gives boosts to players you personally train. Your coaches will recommend focusing your rookies, but you can choose any player for Focus Training. Boost the players you want to develop to make them powerhouses on your team!

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.

PLAYING AS AN OWNER

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.

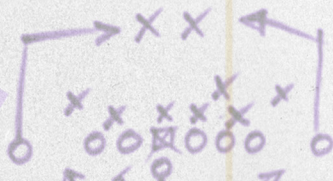
As you build up your team, set prices for tickets, concessions, and merchandise. Check your Team Value in categories like Fan Happiness, Staff, and Stadium, and adjust when necessary to improve your value. Hire the right staff to keep your players feeling and performing their best. Make sure your roster 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 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, 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.

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 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 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 21* 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 21* 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 21*. This mode allows you to customize the game settings.

Leaderboards

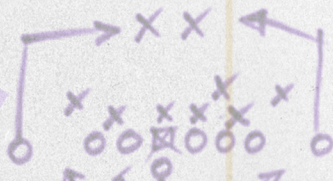
Want to see how your record stacks up against the online *Madden* Community? Check out the leaderboards and see who's dominating the online gridiron. Choose from four different leaderboards:

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 *Madden* 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 21 CONTACT INFORMATION

- **Online:** easports.com/madden-nfl
- **Twitter:** twitter.com/EAMaddenNFL
- **Facebook:** facebook.com/EASportsMaddenNFL

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Australia

Online Customer Support:

<https://help.ea.com/>

EA's Online Customer support provides free live chat, email support, and community resources on Answer HQ.

Electronic Arts Australia Support Hotline:

Toll Free within Australia - **1800894823**

Operating hours from 9am - 6pm AEST

Monday to Friday. Closed on National

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from mobile and public phones are higher.

New Zealand

Online Customer Support:

<https://help.ea.com/>

EA's Online Customer support provides free live chat, email support, and community resources on Answer HQ.

Electronic Arts New Zealand, Games Hotline:

Toll Free within New Zealand - **0800373473**

Operating hours from 9am - 9pm 7 days

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