

**⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**  
**READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- ▶ dizziness
- ▶ altered vision
- ▶ eye or muscle twitches
- ▶ loss of awareness
- ▶ disorientation
- ▶ seizures
- ▶ any involuntary movement or convulsion

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.**

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

- ▶ Use in a well-lit area and keep as far away as possible from the television screen.
- ▶ Avoid large screen televisions. Use the smallest television screen available.
- ▶ Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- ▶ Avoid playing when you are tired or need sleep.

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

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION®2 FORMAT DISC:**

- ▶ This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- ▶ Do not bend it, crush it or submerge it in liquids.
- ▶ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ▶ Be sure to take an occasional rest break during extended play.
- ▶ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

## COMPLETE CONTROLS

### BOTH SIDES OF THE BALL

PRE-SNAP	
Call an audible	Ⓜ button followed by Ⓜ button, ⓧ button, Ⓞ button, L1 button, or R1 button
Cancel audible (before selecting a play)	△ button
Reset original play (after calling an audible)	Ⓜ button and then L2 button
Flip play (at the line of scrimmage)	Ⓜ button and then R2 button
View play art	R2 button
Bluff play art (multiplayer games only)	R2 button + right analog stick
View individual momentum	L2 button
Move player	left analog stick
Call timeout	SELECT button

**NOTE:** You can assign new audibles to each button in the Coaching Strategy screen (via the My Madden menu) or at the pause menu.

**NOTE:** Complete Controls section continued on p. 2.



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## GETTING STARTED

### PLAYSTATION®2 SYSTEM

**Starting a game:** Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Madden NFL 12* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTE:** If using a multitap (for PlayStation®2), insert the multitap (for PlayStation®2) into controller port 1 and insert the controllers sequentially into controller port 1-A, controller port 1-B, etc.

## COMPLETE CONTROLS [CONT]

### OFFENSE

PRE-SNAP	
Snap ball	ⓧ button
Switch direction of a running play	right analog stick ←/→
Change primary receiver's route	right analog stick
Change primary receiver/ Lock on to receiver	R2 button + receiver's button
Call a Hot Route	▲ button, then the receiver's button, and then: <ul style="list-style-type: none"> <li>directional button ↑ for a Streak</li> <li>directional button ↓ for a Hitch</li> <li>directional button ←/→ for an in/out pattern</li> <li>right analog stick to run Advanced Routes</li> <li>•• L2 button/ R2 button for a left/right slant</li> </ul> <b>NOTE:</b> Customize your Hot Routes in the My Madden Coaching Strategy menu.
Send a player in motion	left analog stick ↑/↓ to highlight eligible player and then left analog stick ←/→ to send that player in motion
Receiver control/Lead blocker control	⦿ button
Slide offensive line protection	L1 button, then: <ul style="list-style-type: none"> <li>directional button ↑ to spread the offensive line</li> <li>directional button ↓ to pinch the line</li> <li>directional button ←/→ to shift blocking left/right</li> </ul>
Formation audible	R1 button and then directional buttons
Fake snap	R3 button
Quiet crowd	L3 button

### RUNNING WITH THE BALL

Move player	left analog stick
Highlight Stick	right analog stick:
	•• ↑ (power backs lower their shoulder and truck over defenders and agile backs dodge the tackler) •• ↓ (back juke) •• ←/→ (big juke left/right)
Double moves (agile ball carriers only)	Press and hold the L1 button or R1 button
QB or wide receiver slide/Dive	⦿ button (tap)/⦿ button (press and hold)
Cover up/Protect ball	▲ button (press and hold)
Sprint	ⓧ button
Spin	⦿ button
Cut move left/right	L1 button/ R1 button
Stiff arm left/right	L2 button/ R2 button

### PASSING AND RECEIVING

Look left/right	right analog stick ←/→ (when QB Vision mode is enabled)
Precision passing	left analog stick or directional buttons as you release the ball to lead the pass in a certain direction
Throw ball	▲ button, ⦿ button, ⦿ button, L1 button, or R1 button (tap button for lob pass; press and hold button for a bullet)
Direct receiver	R3 button then right analog stick in any direction (when QB is out of the pocket)
QB avoidance	right analog stick (while under pressure)
Throw ball away	L2 button
Call for ball	L1 button <b>NOTE:</b> This feature only works when playing with a teammate in a multiplayer game, in Superstar mode when playing as a wide receiver, tight end, or running back, or when controlling a receiver in a single player game.
Pump fake	R2 button
Control intended receiver	⦿ button (while ball is airborne)
Dive	⦿ button
Catch	▲ button
Swat	L1 button

LINEMEN BLOCKING CONTROLS	
Impact/Cut block	right analog stick ↑/↓
Turn block left/right	<b>L2</b> button/ <b>R2</b> button
Pull/Hold defender	<b>L1</b> button
Diving block	<b>□</b> button
Jump	<b>△</b> button
Change blocking assignment (before the snap)	<b>△</b> button, then press the button of the player whose passing/blocking route you want to change. Then press the <b>L2</b> button/ <b>R2</b> button to change the assignment left/right.

CUSTOM CONTROL STICK (RUSHING DEFAULTS)	
Truck	right analog stick ↑
Back juke	right analog stick ↓
Juke left	right analog stick ←
Juke right	right analog stick →

AFTER THE PLAY	
Spike ball (to stop the clock)	<b>○</b> button (press and hold)
Fake spike trick play	<b>⊖</b> button (press and hold)
No huddle/Hurry-up offense	<b>△</b> button (press and hold to repeat previous play)
Instant replay	<b>L1</b> button + <b>R1</b> button (before playcalling screen appears)

## DEFENSE

PRE-SNAP ADJUSTMENTS	
Choose a player to control	<b>ⓧ</b> button or <b>Ⓞ</b> button (tap) or <b>ⓧ</b> button or <b>Ⓞ</b> button (press and hold) + directional buttons to select a player in a certain direction
Defensive playmaker	<p>Highlight a player then move the right analog stick:</p> <ul style="list-style-type: none"> <li>• ↑ to put linebackers and defensive linemen in a hook zone (yellow) or DBs in a deep zone (dark blue)—if the DB is already in a deep zone, it becomes a short zone</li> <li>• ↓ to blitz/↓ twice for QB contain blitz</li> <li>• ← to go into QB spy coverage (orange)</li> <li>• → to play a flat zone (light blue)—if the coverage is already a flat zone, it becomes a curl zone/→ twice to play a curl zone (purple)</li> </ul>
Defensive line adjustments	<p><b>L1</b> button and then directional button:</p> <ul style="list-style-type: none"> <li>• ↑ to spread the defensive ends outside the tackles</li> <li>• ↓ to move the line in tight between the tackles</li> <li>• ←/→ to shift the line left/right</li> </ul> <p><b>L1</b> button and then right analog stick:</p> <ul style="list-style-type: none"> <li>• ↓ to make line crash in</li> <li>• ↑ to make line rush to the outside</li> <li>• ←/→ to make line crash left/right</li> </ul> <p><b>L1</b> button and then <b>L2</b> button to reset the shift</p>
Linebacker shifts	<p><b>R1</b> button and then directional button:</p> <ul style="list-style-type: none"> <li>• ↑/↓ to spread linebackers out/move them in tight</li> <li>• ←/→ to shift linebackers left/right</li> </ul> <p><b>R1</b> button and then right analog stick:</p> <ul style="list-style-type: none"> <li>• ↓ to blitz all linebackers</li> <li>• ↑ to call off all linebacker blitzes and put them into hook zone</li> <li>• ←/→ to blitz the right/left outside linebacker</li> </ul> <p><b>R1</b> button and then <b>L2</b> button to reset the shift</p>

## PRE-SNAP ADJUSTMENTS (CONT.)

<b>Coverage audibles</b>	<ul style="list-style-type: none"> <li>△ button and then directional button: <ul style="list-style-type: none"> <li>• • ↑/↓ to put DBs into loose/press coverage</li> <li>• • ← to show blitz</li> <li>• • → to shift the safeties and linebackers into better position to cover their assigned man</li> </ul> </li> <li>△ button and then <b>R2</b> button to disguise your coverage by sending your defenders back to their default positions (as seen on the playcalling screen)</li> <li>△ button and then <b>L2</b> button to reset coverage</li> </ul>
<b>Shade safeties</b>	△ button then right analog stick ←/→/↑/↓ to shade the safeties' zone coverage to the left/right/outside/inside
<b>Change individual matchups</b>	<ul style="list-style-type: none"> <li>△ button then the button of the offensive player you want to match up against, and then directional button: <ul style="list-style-type: none"> <li>• • ↑/↓ to play/bump off the receiver</li> <li>• • → to double team the receiver with the highlighted defender</li> </ul> </li> </ul>
<b>Spotlight receiver</b>	Press and hold <b>R2</b> button and then press the button of the receiver you want to spotlight
<b>Pump up crowd</b> (linebackers only)	<b>L3</b> button

## AFTER THE SNAP

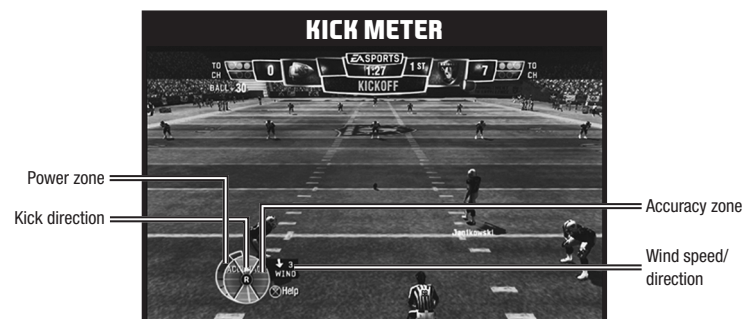
<b>Move player</b>	left analog stick
<b>Control player nearest to the ball</b>	○ button
<b>Commit to the run/pass</b>	right analog stick immediately after the snap of the ball to commit to: <ul style="list-style-type: none"> <li>• • ↑ a pass</li> <li>• • ↓ an inside run</li> <li>• • ←/→ a run to the left/right</li> </ul>
<b>Hit Stick</b>	When you are about to engage the ball carrier, move right analog stick ↑ to hit high and ↓ to hit low
<b>Sprint</b>	× button
<b>Dive</b>	Ⓜ button
<b>Jump/Intercept/Hands up</b> (while rushing QB)	△ button
<b>Strip ball</b>	<b>L2</b> button/ <b>R2</b> button
<b>Rip/Swim/Spin</b> (when engaged)	<b>L1</b> button/ <b>R1</b> button
<b>Strafe</b> (when not engaged)	<b>R1</b> button
<b>Swat ball</b> (when not engaged)	<b>L1</b> button

## CUSTOM CONTROL STICK (BLOCKING DEFAULTS)

<b>Impact Block/Shove</b>	right analog stick ↑
<b>Cut Block</b>	right analog stick ↓

## KICKING

<b>Aim kick</b>	left analog stick
<b>Start power meter</b>	right analog stick ↓ (the direction of the kick is also determined by the direction of the right analog stick as you move it back)
<b>Kick ball</b> (after the power meter has been activated)	right analog stick ↑



## KICK RETURNS

<b>Fair catch</b>	△ button
<b>Touchback</b>	Remain in the end zone

# PLAYING THE GAME

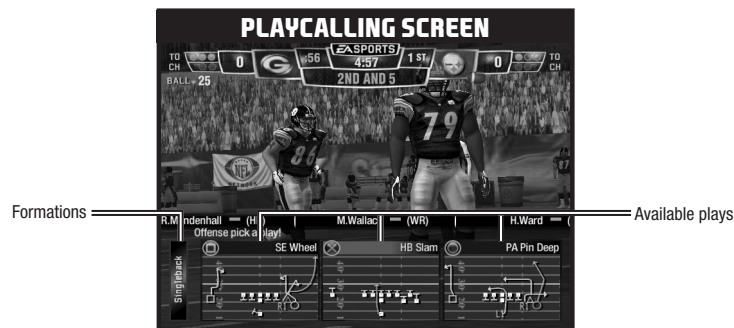
Before you set your sights on the Super Bowl, warm up with an exhibition game in Play Now mode.

## USER PROFILES

When you first play *Madden NFL 12* you are prompted to create a user profile, which keeps track of your personal stats and accomplishments. An active user profile saves milestones and statistics in various game modes, along with your Favorite Team settings, to your memory card (8MB) (for PlayStation®2).



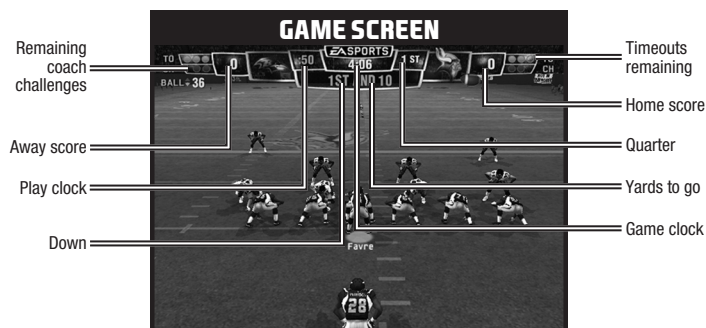
## ON THE FIELD



- ▶ Scroll through your playbook, and then select a set, formation, and play. If you need a bit of advice, press the **Q** button to pass the headset to Madden and have him suggest a play for you.
- ▶ Press the **L1** button/ **L2** button + the appropriate button for the play to disguise your playcalling by choosing a play from the top or bottom row of plays listed in the headers.

### CUSTOM PLAY MEMORY

If you tend to make numerous pre-snap adjustments, save your most frequently called plays with the Custom Play Memory feature. To save a custom play, call a Hot Route or audible and then press the **Q** button to access the audible menu. Next, press the **R3** button to save the play then press a directional button to select an audible slot assignment.



## CUSTOM CONTROL STICK

Utilize the full potential of the Control Stick with *Madden NFL 12*'s Custom Control Stick feature. The right analog stick can be fully modified for each position on the field to attach quick actions to each of the right analog stick's eight directions. Manage the Custom Control Stick within the pause menu, and customize your moves as the situation dictates.

### DIRECT RECEIVER

When scrambling out of the pocket with your quarterback, take control of your receivers by directing their routes on the fly. After rolling outside the pocket, an indicator appears under the receiver closest to you. Press the right analog stick to direct that receiver to run in the direction you want. To switch between different receivers, press the **R3** button.

### RECEIVER CONTROL/LEAD BLOCKING CONTROLS

Begin any offensive play as the lead blocker by pressing the **Q** button to select a blocker before the snap. After you open a big hole in the line, press the **Q** button again to switch to the runner and pick up some big yardage.

To control a receiver, cycle through the eligible players until a receiver is selected. When you control a receiver you can run his route or break off into your own pattern in order to shake defenders and make a big play.

### SUPERSIM

Take full control over the pace of a game by simulating a single play, quarter, the next change of possession, or an entire game with the SuperSim feature. Take the field or take plays off, it's entirely up to you. You can access the SuperSim menu by pressing the **START** button before a play or via the pause menu during a game.

## FIGHT FOR THE FUMBLE

The Fight for the Fumble feature makes fumbles a deeper, more physical battle for possession. On certain fumbles, a sequence of buttons appears on-screen requiring you to hit the appropriate buttons as they appear. The first person to finish the sequence in the right order gains possession for their team.

## INDIVIDUAL MOMENTUM

In *Madden NFL 12*, players go through hot and cold streaks based on who is making plays and who on the bench is chomping at the bit to get in. View individual momentum for both teams by selecting **INDIVIDUAL MOMENTUM** from the Coaching Strategy menu in the pause menu.

## SAVING AND LOADING

You can save profiles, regular rosters, NFL Superstar: Hall of Fame, and Franchise mode progress, plus spawned files, settings, and more to your memory card (8MB) (for PlayStation®2). If roster, profile, or settings files are present on a memory card, they are auto-loaded during the initial boot-up from any available **MEMORY CARD** slot.

## AUTOSAVE

You have the option to enable the Autosave feature when you first turn on *Madden NFL 12*. When ON, game information is automatically saved to your memory card when exiting game menus.

## EA SPORTS™ FAMILY PLAY

Now anybody can dominate the game like an All-Pro with EA SPORTS Family Play, an easy pick-up-and-play game mode without penalties, injuries, or player fatigue.

**NOTE:** EA SPORTS Family Play is available in most game modes, including Play Now, and more.

### EA SPORTS FAMILY PLAY CONTROLS—OFFENSE

Throw ball	ⓧ button
Aim throw	left analog stick
Dive	Ⓜ button
Spin	Ⓞ button
Special move	ⓧ button

### EA SPORTS FAMILY PLAY CONTROLS—DEFENSE

Switch player	Ⓞ button
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## GAME MODES

### FRANCHISE

To begin a franchise, choose the number of users, decide to conduct a fantasy draft, choose whether or not to enable the salary cap, and then select the team for each user. Choosing the TOTAL CONTROL SIMULATION option lets you call the shots from the sideline without actually playing the games.

#### FANTASY DRAFT

If you conduct a fantasy draft, you have 49 rounds to fill out your roster. Be sure to pay attention to a player's rating, age, and salary.

#### THE FRANCHISE SCHEDULE

##### Training Camp

Put your players through drills and earn points to boost their attributes.

##### Preseason

Finalize your roster and evaluate rookies before the regular season begins.

##### During the Season

You can make trades before the sixth week of the season, sign free agents, and change game settings. Even if your team doesn't make the playoffs, you can still play any postseason game.

##### Owner Mode Off-Season

Hire your staff, set your team's ticket prices, build your own stadium, reward key players with signing bonuses, and more.

##### Off-Season

There are a number of steps to the off-season that you must complete before beginning a new season. If you wish to skip any steps, you can simulate past them. However, if your coaching options are not set to CPU for a given step, your team won't participate in or benefit from that step.

##### Spawn Games

Spawn games are games you save and play outside of Franchise mode. Merge the results back to your Franchise season to continue. If you make changes to your franchise or start a new franchise after spawning a game, you won't be able to merge the results of that spawned game.

**NOTE:** If you delete a Franchise file, any spawned game results attached to it become unusable.

## FRANCHISE MENU

### My Week

Get all the tools and information you need in one place to prepare for your next opponent.

### Rosters

View team rosters and make all player movements and transactions.

### Coach's Corner

Stay one step ahead of your coaching rivals by preparing your audibles, custom Hot Routes, and packages ahead of time.

### Stats/Info

View your stat book, get up to speed on news from around the league, and be one of the first to read the latest stories from local and national newspapers.

### My Team

View team information such as salary cap/cap room, coaching prestige and more, or export your franchise to use in other game modes, create a player, or modify your team uniform.

### Owner's Box

Adjust prices for tickets and merchandise, set your advertising budget, and check fan support.

### My Franchise

Set the gameplay and system settings for your franchise and save your progress.

## FANTASY CHALLENGE

Leverage your fantasy football knowledge by drafting the ultimate NFL dream team. With your hand-picked squad, play through three competitive leagues in hope of increasing your roster point budget, adding more elite superstars to your team, and reaching the fourth and final Supreme League.

### SETTING UP YOUR TEAM

Before playing games and raiding other squads, you'll need to build your team through one of three different ways. You can take to the field with the players from your Favorite Team, participate in the 15-round Mini-Draft or handpick players from all 32 NFL teams in the Dream Draft.

### NEGOTIATIONS AND TRADES

After your team is assembled, you are asked to protect your most valued players. Those who are left unprotected are vulnerable to negotiations from rival teams. If a team offers your player more roster points, you have the option to either match their offer or release the player. Trades, on the other hand, can be made for either protected or unprotected players of the same position.

### ROSTER POINTS

Roster Points are used primarily to lure other players to your team. If you find yourself getting low on roster points, don't worry, you can earn more throughout the season by winning games or mini-game challenges.

## FANTASY CHALLENGE MAIN MENU

### Rosters

Let the wheeling and dealing begin. Upgrade your squad by negotiating or trading for players on other teams.

### Team Schedule

Head to the field by selecting a game on the schedule. You can also view the team matchup and league standings from here.

### My Fantasy Challenge

Adjust audibles, Hot Routes, and packages, set your gameplay and system settings, and save your progress.

## NFL SUPERSTAR

Create an NFL superstar or play as a rookie from the 2011 NFL draft class and guide his life from pre-draft workouts all the way to the Hall of Fame. After filling out a registration form and adjusting your attributes and build, your career begins.

## MY APARTMENT

Your apartment is where you find everything you need to navigate your way around the NFL.

## BECOMING A HALL OF FAMER

Work your way towards the Hall of Fame by gaining influence throughout your career. Acquire influence by performing well in games and meeting season, career, and media goals.

## GAINING INFLUENCE ON GAMEDAY

Position-specific milestones earn influence. An overlay appears at the end of each play you're involved in showing the influence events and how much influence was gained or lost. Clutch moments increase the influence gains/losses.

## GAMEPLAY

You only control your superstar from his perspective when he is on the field. When your superstar is off the field, either play the game like you normally would or watch an accelerated version of the game. The playcalling screen shows the play the coach has selected and your superstar's key stats for that game. You are not able to select your own plays.

## LIMITED 90-DAY WARRANTY

### Electronic Arts Limited Warranty

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

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### Returns Within the 90-Day Warranty Period

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

### EA Warranty Information

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

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

### EA Warranty Mailing Address

Electronic Arts Customer Warranty  
9001 N I-35 Suite 110  
Austin, TX 78753

### Notice

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

### Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://support.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

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Austin, TX 78753

Package Cover Photography: Tim Mantoani and Poppun Design



YOU PLAYED THE GAME. NOW PLAY THE MUSIC.  
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