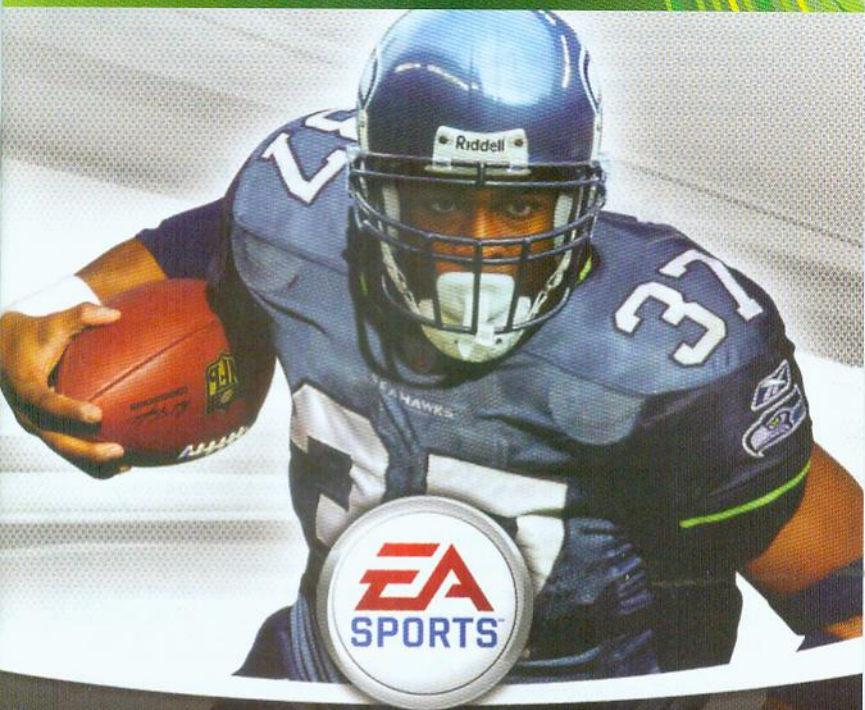




XBOX 360

XBOX
LIVE



MADDEN 07





WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing



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COMPLETE CONTROLS

GENERAL GAMEPLAY







ALL PHASES





Move your player	or
Sprint	
Receiver cam	
Coach's cam (Unavailable online)	
Call an audible (before the snap)	then , , , , or
Cancel audible (before selecting a play)	
Call timeout	
Pause game	

NOTE: Select your audibles in the My Madden Strategy menu.

OFFENSE

PREPLAY	Snap ball	A
	Switch direction of a running play	R  
	Lock on to receiver	LT + receiver's button
	Call a Hot Route	Press B to highlight eligible player then press Y , then R or L
	Send a player in motion	Press B to highlight eligible player then move L   to send that player in motion
	Quiet crowd	
	Fake snap	RB

BALL CARRIER	NEW Highlight Stick	R  power backs lower their shoulder and "truck" over defenders/Agile backs dodge the tackler R  Back juke R   Big juke left/right
	Dive/QB slide	X (tap to slide, hold to dive)
	Stiff arm	Y
	Protect ball	RB
	Spin	B + L to choose direction of the spin move
	Juke	A + L to choose direction of the juke

PASSING AND RECEIVING	Look left/right	R  
	Throw the ball	X , A , B , Y , or RB (tap button for a lob pass; hold button for a bullet)
	Lead the receiver	L or 
	Throw ball away	
	Pump fake	LB
	QB scramble (behind the line of scrimmage)	RT (pull and hold)
	QB Action mode (enables running controls)	RT + LT
	Playmaker passing (guide closest receiver while QB is in Action mode)	RT + LT (to enter Action mode), then move R to send the closest receiver in a certain direction
	Catch the ball	Y
	Diving catch	X

NEW LEAD BLOCKING CONTROLS

Press **LB** to become a lead blocker before the snap of a running play and then lay down a big block to open a hole for your ball carrier. When you're ready to switch to the ball carrier and run to daylight, press **B**.

If you want to bluff a run play during a multiplayer game, you can switch to a blocker pre-snap. You automatically become the quarterback after the snap.

NOTE: Fine tune the blocking controls to your liking in the Blocking Controls section located in the Pause menu's Settings section.

Impact/Cut block

B ↑/↓

TIP: Be careful, if you whiff on a block, your running back will pay the price.

Strafe

LT

Spike ball (to stop the clock)

X (hold)

Fake spike trick play

B (hold)

No huddle/Hurry-up offense

Y (hold) to repeat previous play

DEFENSE

Choose a player to control

Tap B to change players one by one or hold B + L or C to scroll through defenders

Jump the Snap

Y

NOTE: Time the snap correctly and use this to get a jump on the offensive line. Time it wrong and you'll end up with a penalty.

Defensive line audible

LB then L:

↑ to spread the defensive ends outside the tackles

↓ to move the line in tight between the tackles

←/→ to shift the line left/right

LB then R:

↑/↓ to crash outside/inside

←/→ to crash left/right

LT to reset

Linebacker audible

RB then L:

↑ to spread out linebackers

↓ to move in tight

←/→ to shift left/right

RB then R:

↑ to put all linebackers in hook zones

↓ to blitz all linebackers

←/→ to blitz left/right linebackers

LT to reset

Coverage audibles

A then L:

↓/↑ to put DBs into press/loose coverage

← to show blitz

→ to shift safeties and linebackers into better position to cover their assigned man

A then R:

←/→/↑ to shift safety coverage left/right/out

LT to reset

Pump up crowd





L

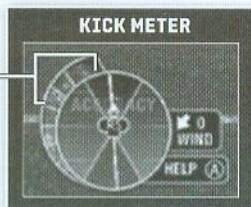
AFTER THE SNAP

Unleash the Hit Stick	R (in any direction)
Diving tackle/interception	X
Swat ball	A
Strafe	LT
Spin move (when engaged)	LB
Power move (when engaged)	RB
Hands up/Bat pass/Intercept	Y

KICKING OFF AND PUNTING

The new Kick Meter gives you precise control of every kick.

1. Move  or  to aim the kick.
2. Move  to start the Power Meter.
3. When the Power Meter reaches this area, move  to kick the ball.


KICK RETURNING

Fair catch	Y
Touchback	Remain in the end zone

SUPERSTAR/MINI GAME CONTROLS
WHEN PLAYING AS THIS POSITION:

QB	Pan camera	R ←/→
	Follow ball/Look downfield	B
WR/TE/HB	Cut moves left/right/up/back	R ←/→/↑/↓
	Strafe facing the ball	LT
	Call for ball	LB
	Switch camera during play/preplay	B
Blocker	Strafe facing away from ball	LT
Defense	Press coverage presnap	R ↑
	Attempt chuck	A

PLAYING THE GAME

Get right into the action with a Play Now game or find a live opponent any time via the online menu.

MAIN MENU

Press **X** from any menu screen to access the Main menu.



MADDEN GAMER LEVEL

Your Madden Gamer Level tracks your accomplishments and increases as you complete certain tasks, regardless of whether you're playing online or offline. Your Madden Gamer Level also unlocks Hall of Fame players and Player Types in the Create A Player section.

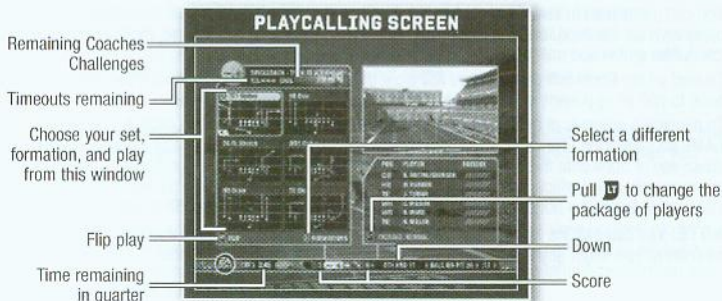
NOTE: Your User Profile stores the Madden Gamer Level data and game settings. Be very careful—if you delete your User Profile, all the Gamer Level progress tied to it will be lost.

Click **ⓘ** from most menu screens to access the Madden Gamer Level screen, where an Overall Progress bar tracks your total level of accomplishment completion. Selecting any of the four categories (In Game, Franchise, Superstar, and Mini Game) shows what you need to do to complete them.

RISKING YOUR MADDEN GAMER POINTS

When you begin an offline multiplayer head-to-head match-up, you're asked if you want to wager your Madden Gamer Points on the outcome of the game. You can risk up to five accomplishments at up to five times their value.

NOTE: Both players must have active User Profiles to wager Madden Gamer Points.



To bluff your playcalling during multiplayer games, press **X** to covertly select a play, then press **A** to exit the Playcall screen once you've highlighted a different play. If no play was selected, the highlighted play when you pressed **A** is run. If you press **X** more than once, the last play selected is run. Pressing **Y** acts the same as pressing **X**, but does not actually select the play.

SAVING AND LOADING

You can save Profiles, Rosters, Franchise and Superstar progress, and your settings to your Xbox 360 Hard Drive or Xbox 360 Memory Unit. Only the Profile and the most recent Roster file of the Gamer Tag logged in to the controller pressing Start on the Press Start screen is auto-loaded.

To save a file select SAVE from the My Madden menu then choose the type of file you want to save. To load or delete previously saved files, select LOAD~DELETE from the My Madden menu and choose which file you want to access or erase.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Move **LB** from any menu screen to access the Xbox Live menu.

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EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EASPORTS.COM OR 30 DAYS AFTER THE LAST DAY OF THE 2006-2007 NFL SEASON.

CONNECTING

Before you can use Xbox Live, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

NEW LIVE OPPONENT

Live Opponent lets you take Play Now and Franchise mode games online to request a live opponent instead of playing the CPU. Once the game is over, the results are recorded back to your Franchise.

You can participate in Live Opponent in two forms: either by adding yourself to a list of available opponents (or spoilers), or by hosting your own Franchise or Play Now game. Hosts are able to bypass the public queue and invite anyone from their Friends list to the game.

To host a Live Opponent game, press **LB** from the offline Team Select screen (Franchise or Play Now) once to pull an opponent from the public queue and twice to invite a Friend.

To become a member of the public queue, move **LB** to access the online section. Select ONLINE GAME MODES, then LIVE OPPONENT and choose the settings used to filter any incoming game invites. When you're done with the settings, select SEARCH to enter yourself into the Public Queue. Notice the green search meter which indicates that you are a member of the queue. You will be notified in the information bar at the bottom of the screen when a game is found. Press **LB** to join the game.

NOTE: You can exit the Xbox Live menu screen and still be notified when a game is found. However as soon as you begin any type of new game, your search automatically ends.

GAME MODES

Whether you're taking an entire organization to the top in Franchise mode or creating a future Hall of Famer in Superstar mode, there's always a challenge waiting for you.

NEW MINI GAMES

Hone your skills in six mini games designed to test your speed, strength, and skills. The 40 Yard Dash and Bench Press mini games have a unique set of controls explained on screen before the event begins. Your performance goes a long way in increasing your Gamer Level.

NEW SUPERSTAR

Create a Superstar and guide his life from pre-draft workouts through his entire career, and hopefully all the way to the Pro Football Hall of Fame in Canton.

CREATING YOUR SUPERSTAR

The Superstar Position shown on the top of the screen is tied to a certain set of parents. Keep scrolling until you find the right set of parents for the type of player you want to become. Next, fill out your personal information and choose your build.

TIP: When choosing an agent, look for one who offers the performance institute, where you can run drills to increase your attributes.

SUPERSTAR MENU

Everything from interviews, to the draft, to practice, to actual games is mapped out for you on your calendar. Participate in as many events as you want or simulate past them. Make sure you read all your emails as well so you don't miss any crucial information sent from your mentor, agent, or coaches.

BECOMING A HALL OF FAMER

You work your way towards the Pro Football Hall of Fame by gaining Influence throughout your career by performing well in games and meeting goals. Going to practice and making successful plays on gameday can earn you influence for the next game. Keep an eye on the Hall of Fame Meter—if you max it out, you're guaranteed a spot in the Hall of Fame.

GAINING INFLUENCE ON GAMEDAY

Position-specific milestones earn Influence. For example, quarterbacks gain Influence by completing passes, throwing touchdowns, etc., and lose Influence by throwing interceptions, getting sacked, etc. You also gain and lose Influence for what your teammates do while you're on the field. 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 can only control your Superstar from his perspective when he is on the field. When your Superstar is off the field, you can either play the game like you normally would or watch an accelerated version of the game. The new 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.

ROLES

You earn position-specific roles based on different factors like career stats, career Influence, ego, and more. Each role allows you to affect teammate, opponent, and personal attributes. The higher your Influence, the more drastic your effect will be on others.

EGO

Your ego comes into play when determining roles and Influence gains/losses. Gain positive ego by answering interviews in a team-oriented, professional manner. Negative ego comes from answering questions selfishly. Extreme positive and negative egos affect every in-game Influence gain/loss and unlock ego-specific roles such as the Team Leader or Lone Wolf.

FRANCHISE MODE

Start with your favorite teams with their current-day rosters, then try to stay on top for three full decades. To begin a franchise, choose the number of users, then select the team for each user.

THE FRANCHISE SCHEDULE

Preseason—Finalize your roster and evaluate rookies before the regular season. Your preseason depth chart is automatically set: starters play the first half, rookies and backups play the second half.

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 including the Super Bowl and Pro Bowl.

Off-Season—There are six 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 Franchise Options are not set to CPU for a given step, your team won't participate in or benefit from that step.

FRANCHISE MENU

Set up and manage your Franchise and keep track of everything going on around the league and with your team. Make roster moves, set your coaching schemes, adjust your depth chart, review the schedule, and more. Press **X** to access the Franchise menu.

NEW HALL OF FAME

Check out highlight reel footage, read bios, and review career stats of the players enshrined in Canton. You unlock more Hall of Famers as you increase your Madden Gamer Level.

NEW PRACTICE

No pressure. No play clock. Master a set of plays and learn the new controls in practice mode at your own pace.

MY MADDEN

Create a player and set your strategies and settings. Most of the My Madden section is self explanatory. The all-new Create A Player feature is described below.

NEW CREATE A PLAYER

Create an NFL star exactly how you want him, and add him to your team. Enter the My Madden menu and select Create A Player to begin. The first step is to customize your new player's appearance and bio, then accessorize him with some new gear. Next, use the Player Type screen to choose the type of player you want to create. The final step is putting your player through a series of mini games to determine his attributes.

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Electronic Arts Limited Warranty

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US 1 (650) 628-1900

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P.O. Box 9025

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In Australia, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the United Kingdom, contact:

Electronic Arts Ltd.

P.O. Box 181

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