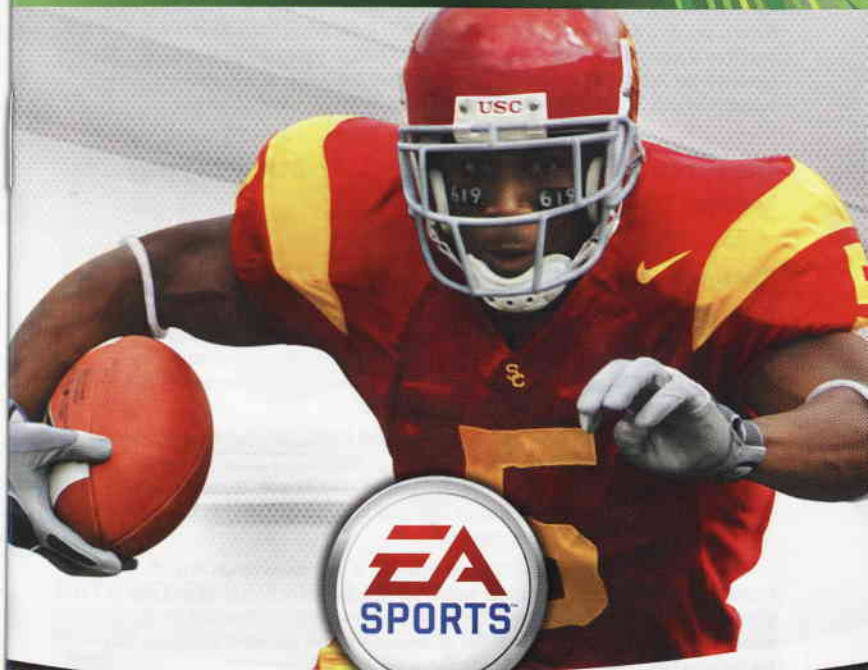




XBOX 360

XBOX
LIVE



NCAA[®] 07

FOOTBALL



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

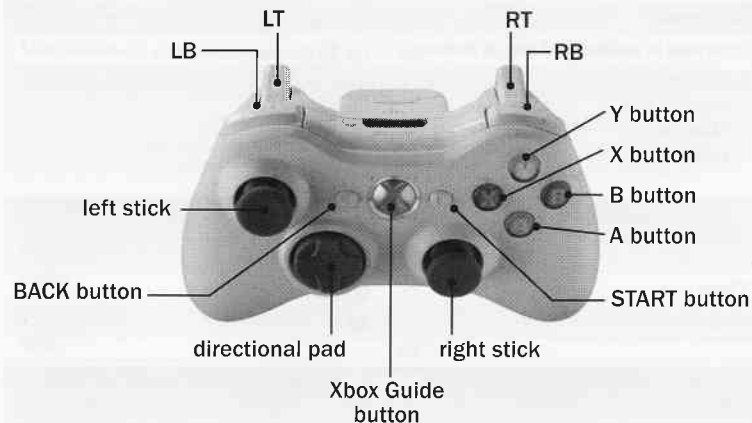


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COMPLETE CONTROLS

For information on the Audibles, Hot Routes, running the Hurry-Up Offense, and more, refer to the Playing the Game section of this manual.

GENERAL GAMEPLAY



BOTH SIDES OF THE BALL

Move player	
Sprint	 (pull and hold)
Dive	
Audible	
Call timeout	
Pause game	

OFFENSE

PREPLAY	
Snap ball	A
Fake snap	RB
Quiet crowd	L (click)
Cycle man in motion/Send man in motion	Tap B (to select player) then ○ →
Coach cam	
—Receiver cam	LT (pull)
—Show routes	RT (pull)
—Rotate left/right	○ ←/→

PASSING	
Throw to receiver	RB , Y , X , A , B (hold for a bullet pass; tap for a lob)
Throw away	* (click)
Pump fake	LB

RUNNING	
Stiff arm	Y
Spin	B
Protect ball	RB
Small juke	A
Big juke left/right	* ←/→
Juke back	* ↓
Impact stick	* ↑

QB OPTION	
Pitch ball	LT (pull)
Fake pitch	LB
Hand off to fullback (triple option)	A (hold)
QB dive/slide	X

BALL IN AIR/LOOSE BALL (OFFENSE AND DEFENSE)	
Switch player	B
Catch	Y (hold until catch is made)
Dive	X
Swat	A (hold until swat is made)

DEFENSE

PREPLAY	
Switch player	B
Jump the Snap	Y
Coverage audible	A
Line audible	LB
Linebacker audible	RB

NOTE: Jump the Snap is the ultimate risk/reward on defense. If you time it right, you can burst through the line and make a big tackle in the backfield. Jump too early, and you go offsidess and get a five-yard penalty. Jump too late and the offensive lineman will manhandle you.

WHILE ENGAGED	
Switch player (directional)	B + ○ / L
Power	RB
Hands up/Bat	Y
Spin	LB (pull)

WHILE IN PURSUIT	
Big hit	* (move in direction of ball carrier before impact)
Switch player	B
Dive	X
Strafe	LT (pull)

KICKING GAME

KICKING OFF/PATS/PUNTS	
Adjust height/direction	L
Adjust power/accuracy	* ↓ (until power is desired), then * ↑ toward desired part of field
Abandon kick/punt (after the ball is snapped)	LT (pull)

RETURNING KICKS/PUNTS	
Fair catch	Y
Kneel in end zone	Stand still in end zone

SETTING UP THE GAME

Before hitting the field, make sure to set up a gamer profile to save all of your memorable achievements.

GAMER PROFILE

Create a gamer profile to track achievements and save all game progress. A gamer profile must be created in order to play Xbox Live®.

- To create a new gamer profile, press **X** to bring up the Xbox Guide. Highlight CREATE NEW PROFILE and press **A**. Create a profile name using the virtual keyboard.
- After your gamer profile is created and saved to a storage device, you can customize your profile and set personal settings. When you are signed in with your gamer profile, achievements are tracked and game progress can be saved.

NOTE: If you have two controllers plugged in, both can be signed in with an active profile. In order to activate a gamer profile, you must press **X** at the *NCAA® Football 07* title screen using the Xbox 360 Controller associated with your gamer profile. Press **X** if you want to assign another profile to your controller.

PLAYING THE GAME

Experience the unparalleled emotion of college football with a Play Now game.

PLAYCALLING SCREEN

Cycle through the play windows to select a set, formation, and play. There are a number of running, passing, and special teams plays to choose from, plus a few trick plays.



- To flip/reverse a set, formation, or play, pull **RT**. To swap a package with different player personnel, pull **LT**.
- Press **LB/RR** to flip pages down/up.
- When in doubt (on both offense and defense), ask Lee Corso for his advice on the next play by choosing it from the specified playcall box.
- If you feel your opponent is on to your playcalling schemes, press **X** to select the play you want to run then keep toggling through plays by moving **DP**. Press **Y** to bluff your call, which makes your opponent think you are calling that play. Press **A** to lock in the play you originally selected. Although the diagram of the actual play is not shown in the play window, your team runs the selected play once the ball is snapped.

ON THE FIELD

MOMENTUM METER

Controlling momentum means controlling the game, and that's never been more important than in *NCAA Football 07*. Every game starts out with both teams holding even momentum, but starting with the opening kickoff it can shift on any given play. Now, more than ever before, you must do more than score if you expect to win—you must keep momentum working in your favor with big plays (including trick plays) on offense, by punishing your opponent on defense with sacks, turnovers, and goal line stands, or by making big blocks with your special teams.

The Momentum Meter ranges from +5 to -5, and affects your chances at making the big play, whether it's breaking a tackle on offense or forcing a turnover on defense. The higher your momentum, the better your team plays.

IMPACT PLAYERS

Impact Players, indicated by a star icon, can change the game in a heartbeat. Be sure to key in on them during the biggest moments of the game. If the Impact Icon spins, the player is "In the Zone" and is more likely to make a big play.

AUDIBLES

Call an audible at the line of scrimmage (or at the In-Game Strategy screen) by pressing **X**. There are five preset audibles for both the offense and defense.

- After calling an audible, press **X**, **A**, **Y**, **LB**, or **RR**. The players realign and adjust to the new play selection.
- To flip the play, pull and hold **RT**.
- Cancel the audible by pressing **B**. If a new play was already selected, pull **LT** to audible back to the original play.

NOTE: If you wish to alter your original audibles, you can change all 10 from the Offensive or Defensive Audibles menu.

COVERAGE AUDIBLES

If you would like to adjust only the secondary, call a coverage audible by first pressing **A**, then using the following commands:

Press coverage	○ ↓
Back coverage	○ ↑
Show blitz	○ ←
Align	○ →
Reset changes	LB

DEFENSIVE LINE/LINEBACKER SHIFTS (AUDIBLES)

Before the snap shift the interior linemen or linebackers to adjust to the offensive formation or change their assignment on the fly.

Defensive line crash left/right	LB + R ←/→
Defensive line rush in/out	LB + R ↑/↓
Blitz left outside linebacker	RB + R →
Blitz right outside linebacker	RB + R ←
Blitz all linebackers	RB + R ↓
Cancel linebacker changes	RB + LT

HOT ROUTES

To call a Hot Route, press **B** to cycle to the desired player before the ball is snapped, then press **Y**. You can use **←** and **→** to call up to eight Hot Routes.

Fly pattern	⬆️⬆️⬆️
Comeback pattern	⬆️⬆️⬆️
In/Out pattern	⬆️⬆️⬆️
Fade route	⬆️⬆️⬆️
Drag route	⬆️⬆️⬆️
Slant route left/right	⬆️⬆️⬆️
Block left/right	⬆️⬆️⬆️ (pull) / ⬆️⬆️⬆️ (pull)

HURRY-UP OFFENSE

When leaving the huddle you can hurry your team to the line of scrimmage by pressing **A**. To run the no huddle, press **Y** immediately after the whistle blows to repeat the previous play. To have the quarterback spike the ball, press and hold **X**. To fake a spike, press and hold **B**.

SAVING AND LOADING

Before exiting Dynasty Mode (or a menu where changes have been made), be sure to save your progress to a storage device (Xbox 360 Hard Drive or Xbox 360 Memory Unit). All unsaved information is lost otherwise. You can save and load manually via the Dynasty Setup screen. You can also delete your Dynasty from the Load Dynasty screen.

DYNASTY MODE™

Become a national powerhouse and make a run for a championship year after year. Nab the top recruits in the land, strategize an unstoppable gameplan, and dominate your opponents every Saturday. Transform your university into one of the most respected in college football. The program is in your hands.

DYNASTY MODE MAIN MENU

Preseason Options	Customize your schedule and choose to play either unchallenging cupcake programs or prestigious powerhouse schools. You can also tweak your roster by redshirting players for the upcoming season, and shuffle your depth chart.
Play Week	Play or simulate games on the schedule, or choose to simulate the entire season.
In-Season Recruiting	You can now target a limited number of prep prospects before and during the season. As the season moves along, players let you know how they feel about your school. If they are still indecisive as the season progresses, or if you wish to finish off the deal, give them the attention they desire by adding to their recruiting points. Soon, they become available for campus visits. Don't wait too long—signing day arrives sooner than you think.
Coach Options	Choose your game strategy, view (or quit) your coaching position, and review your coaching report card.
Rosters/Playbooks	Adjust your team rosters and playbook.

DURING THE SEASON

You have one simple goal during the season: win the next game on the schedule. With all of the off-the-field activities that occur during the week, such as dealing with everyday player issues, in-season recruiting, and the ever-changing Top 25 Poll, don't lose focus on the task at hand. Learn to balance the workload.

AFTER THE SEASON

After playing the final game on the schedule, hopefully in your case it was a major bowl game, your school may offer to extend your contract. If you're a hot coaching prospect, another school might offer you a better job as well. On the flip side, if you failed to reach the expectations of the school, you could lose your job.

THE OFFSEASON

Negotiate with players who are leaving the team early, recruit new talent, train your squad, and cut players. Once the paperwork is finalized, the new season begins.

EXPORT DRAFT CLASS

Disappointed that you're losing some of your key players? You can export your draft class to *Madden NFL 07* for the Xbox 360 and oversee their professional careers.

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.

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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 NCAA FOOTBALL 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.

WELCOME TO NCAA FOOTBALL 07 ON XBOX LIVE

The Xbox Live Main menu is your main resource for connecting to players from around the world. Whether you're looking to join a Quick Match or a Custom Match, all the tools you need to connect to other players are available from the Xbox Live Main menu.

Ranked Match	You are given a player ranking and all your stats are recorded. Playing a Ranked Match allows for more evenly matched games.
Unranked Match	Play in a game that doesn't count toward your player ranking.
Quick Match	Find the next available player waiting to play Xbox Live in a Ranked Match only.
Custom Match	Select your favorite settings and search to find a match that suits your playing style in a Ranked or Unranked Match.
Lobby	Locate players and/or visit rooms from the Lobby. Here, you can accept challenges from other players or send a challenge of your own.
Leaderboard	View the EA Leaderboard and see who is dominating <i>NCAA Football 07</i> on Xbox Live.
EA SPORTS™ Nation	Adjust your Quick Messages and alter other Xbox Live settings.

NOTE: Get score updates from around the world of sports while playing online with the ESPN Sports Ticker. To set it up, go to the user settings section of the My NCAA settings menu and set the ESPN Sports Ticker to "Real World."

OTHER GAME MODES

MINI-GAMES

Challenge friends and put your skills to the test in one of three entertaining mini-games.

BOWLING

Compete in a bowling-style scoring format as you start at your opponent's 10-yard line in 10 separate frames, with each frame consisting of two plays. Scoring a touchdown on your first play in a frame counts as a "strike." Scoring on your second counts as a "spare." The frame is left open if you are stopped short on both tries. The amount of points awarded for an open frame depends on how many yards you gained in the two attempts (e.g., two points for two yards gained, seven points for seven yards gained, etc.). Field goals are not allowed.

TUG OF WAR

Start at midfield and alternate plays with your opponent until one of the teams scores. For example, if you gain five yards on the first play, your opponent begins with the ball on their own 45-yard line. If your opponent answers with a 30-yard play, you get the ball at your own 25-yard line. The first team to score in any way other than a field goal wins.

OPTION DASH

Put your option skills to the ultimate test as you are given two minutes to march down the field as many times as possible, collecting points as you effectively run a variety of options plays. If you play against another player you each get two minutes to score as many times as possible. Every possession begins at your own 20-yard line, and the game clock stops if you run out of bounds. Make sure to accumulate additional points by using special moves, handing the ball to your fullback, and holding on to the football. Every fumble recovered by the defense costs you 10 seconds from the game clock.

PRACTICE

Prepare for the big game by running through your playbook in Practice mode. You can work on all three phases of the game in this exhibition format.

MY NCAA

Photo Album

Capture your best moments on the field. Press **A** to flip the photo and see pertinent game information on the back of the picture.

ESPN Instant Classic

The top 10 rated user-played games are stored here.

Rosters

View and edit rosters and depth charts, Create-A-Player, and choose if you want to auto-name rosters.

Strategy

Set your offensive and defensive audibles and determine whether you want automatic substitutions.

User Stats

Access user stats here to determine who in fact is the top player.

Settings

Tinker with all the settings of the game, including skills, AI, rules, controls, user settings, and volume control.

File Management

Save, load, and delete game files via this menu.

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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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.

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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) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

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