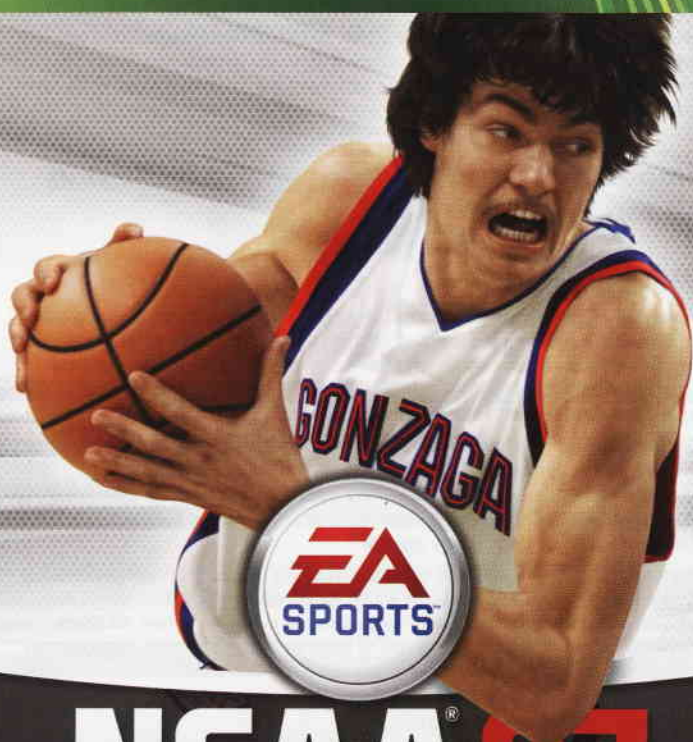




XBOX 360

XBOX  
LIVE



# NCAA<sup>®</sup> 07

## MARCH MADNESS<sup>®</sup>



## ! 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](http://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.

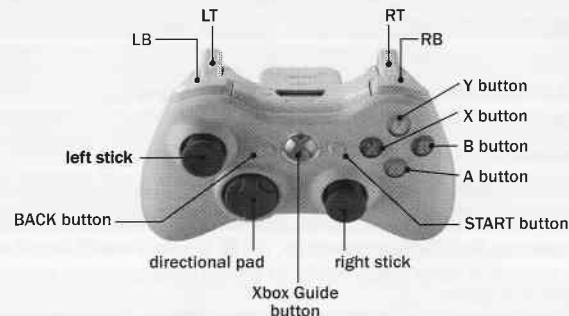
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing



[WWW.EASPORTS.COM](http://WWW.EASPORTS.COM)

## COMPLETE CONTROLS

Dribble past defenders and create your own shot or dish to the open man as you blow past your biggest rivals by mastering the controls in *NCAA® March Madness® 07*.



### GENERAL CONTROLS

Move player	
EA SPORTS™ Freestyle Control (see p. 5)	
Quick Plays (see p. 6)	
Floor General playcalling	(double-tap to view additional plays)
Turbo	(pull)
Call timeout (on offense)/Intentional foul (on defense)	
Pause game	

### OFFENSE

Shoot	(press and hold to jump then release to shoot; tap to fake)
Pass (direction of the left stick chooses receiver)	(tap for a hard pass; hold for a lob pass)
Dunk/Lay-up	(double-tap to adjust your shot)
Pro-hop/Power dribble	(hold for power dribble when player is standing still)
Back down defender/Protect ball	(pull)
Off Ball Switch (see p. 2)	(press and hold)
Direct pass	(hold) + , , , or
Alley-oop pass	(tap when a teammate is near the basket)
Show play overlay	

## DEFENSE

Switch player (direction of the left stick chooses receiver)	<b>A</b>
Steal/Dive	<b>X</b>
Hard foul	<b>B</b>
Block/Rebound	<b>Y</b>
EA SPORTS Lockdown Stick	<b>R</b> ↓ (hold) or <b>R</b> → (hold)
Take a charge	<b>LT</b> (pull)
Direct player switch	<b>RB</b> + <b>X</b> , <b>A</b> , <b>B</b> , or <b>Y</b>
Free throw distract (multiplayer only)	<b>X</b> + <b>B</b> (rapidly press while opponent is shooting free throws)

**NOTE:** When using the EA SPORTS Lockdown Stick, pull **RT** to make a steal attempt.

**NOTE:** When an opponent makes a pass, flick the EA SPORTS Lockdown Stick in any direction to initiate an interception attempt.

## MID-AIR REBOUNDS, TIPS, AND DUNKS

Mid-air rebounds	<b>Y</b>
Tip-slam	<b>X</b> (when close to the basket)
Tip-in	<b>B</b>

## CALL-FOR-PASS INBOUNDING

Move pass receiver	<b>L</b>
Call for pass	<b>A</b>
Strategic player switch	<b>RB</b> (hold) to bring up the icons, then press <b>X</b> , <b>A</b> , <b>B</b> , or <b>Y</b>

## LOW POST MOVES

Slam dunk	<b>L</b> toward basket + <b>X</b> when close to the basket
Fade away jump shot	<b>L</b> away from basket + <b>B</b>
Power dribble	<b>Y</b>
Spin move from back down	<b>LT</b> (pull and hold) + <b>L</b> (in the direction you would like to spin). Release <b>LT</b> to initiate the spin move.

## OFF-BALL SWITCH (PLAYER LOCKED WITHOUT BALL)

Call for shot	<b>B</b>
Call for pass	<b>A</b>
Call for dunk/lay-up	<b>X</b>

**NOTE:** These buttons must be pressed while holding **A**.

## FREE THROWS

When shooting free throws, move **R** ↓ to begin the shooting motion. Once the player pulls the ball up (near his forehead), move **R** ↑ to release the ball.

The 'down and up' motion on the right stick results in a smooth, clean shot if timed properly. Moving and holding **R** ↓ too long results in the loss of strength—the shot will miss short. Moving **R** ↑ too quickly results in too much power—you will back-rim the shot.

Also, be sure to move **R** straight ↓ then **R** ↑. Moving **R** up and to the left forces the ball to the left and may result in a missed shot; moving **R** up and to the right pushes the shot to the right.

**NOTE:** Your margin for error depends on the player's free throw ability as well as the skill level you are playing on.

## TEAM INTENSITY CONTROL

Intensity Control menu	<b>LB</b> (during gameplay)
Interact with crowd	<b>R</b> → (with the Intensity Control menu open)
Pump up yourself	<b>R</b> ← (with the Intensity Control menu open)
Pump-up teammates	<b>R</b> ↓ (with the Intensity Control menu open)
Intimidate opponent	<b>R</b> ↑ (with the Intensity Control menu open)

## IMPACT MOMENT CONTROL

Trigger an Impact Moment	<b>LB</b> (during a stoppage in play when your Team Intensity is at 100%)
Move player	<b>L</b>
Interact	<b>A</b> (when in proximity to other players, cheerleaders, mascots, the crowd, or the band)

## ESPN INTEGRATION

The integration of ESPN with *NCAA March Madness 07* bridges the gap between real life NCAA® basketball and gaming like never before. Stay connected with the sports world at all times with each of the following:

<b>ESPN Sports Ticker</b>	Get up-to-the-minute news and scores with the ESPN Sports Ticker, which is available in all menus.
<b>ESPN Radio</b>	Listen to radio broadcasts from ESPN programs throughout the game. In addition, you can listen to radio podcasts updated every 20 minutes with fresh news directly from ESPN.
<b>ESPN Motion</b>	Watch streaming videos of recent ESPN broadcasts directly from your console.
<b>ESPNEWS</b>	Pick and read text and image-based articles from the ESPN on Demand screen.

**NOTE:** The ESPN Sports Ticker and ESPN Radio are available throughout the game. ESPN Motion and ESPNEWS are available from the ESPN World only.

## SETTING UP THE GAME

When you turn on *NCAA March Madness 07*, you find yourself in Campus Hoops—a fully interactive 3D environment. This is basketball central. From the court, select your favorite game mode or pick up the ball and go.

## CAMPUS HOOPS

In Campus Hoops mode, you can immediately work on your EA SPORTS Freestyle moves or just shoot around from anywhere on the court. You have unlimited time and can practice with up to four players at once.

➤ To begin practicing, press **A** on an active Xbox 360™ Controller to begin the shoot-around.

After draining some shots from around the arc or jamming home a few monster dunks, press **ESC** to access the Game menu. You can shoot around in Campus Hoops mode while waiting for the game to load.



## PLAYING THE GAME

When you first play *NCAA March Madness 07* you have the option to select a favorite school. More than 300 Division I universities are available to choose from including schools from all 31 conferences. Once a school is selected, it is set as your default team in all game modes. You can switch your favorite school preference via the Settings menu.

### PLAY NOW

Get on the court quickly with a Play Now game. The games don't count in the standings but the intensity runs just as high as a national tournament game with lively crowds, bands, mascots, cheerleaders, and student sections.

### TEAM SELECT SCREEN

After selecting a match-up for the upcoming game you have the option to set up your Quick Settings.

### QUICK STRATEGY SCREEN

Before storming the court, adjust your starting lineup or alter your team's style of play to give you an edge over your opponent. Sub in bench players by swapping them with one of the starting five or leave the lineup as is.

### QUICK SETTINGS

Select the Skill Level for the next game, along with Half Length and Camera View. You can also adjust the Rules, Camera Options, Volume Settings, Visual Settings, and Gameplay Settings from the Quick Settings screen.

### ON THE FLOOR



### INTENSITY CONTROL

Now you can own the floor and control everything from the excitement in the arena to the confidence of your opponents like never before with Intensity Control.

Every player on the court has a Player Composure rating that affects how well he plays. Star freshmen and experienced upperclassmen are more familiar with pressure-packed situations, and thus have a higher Player Composure rating. Meanwhile, the average incoming freshmen raw to the college game, as well as other inexperienced players, have a lower rating.

Player Composure ratings fluctuate throughout every game based on how each player performs. Players with low composure are more susceptible to blown lay-ins and unforced turnovers, while those with high composure have the ability to step up and drain the clutch three-pointer and make the big play.

At the same time, a Team Intensity meter tracks your team's success while the game is being played. Making key three-pointers, forcing turnovers, and going on long scoring runs are just some of the factors that add to your Team Intensity.

At any time throughout the game, you have the ability to directly affect the game in one of the following four ways—interacting with teammates, interacting with the crowd, pumping yourself up, and intimidating your opponent—by pressing **LB** and moving **←**, **→**, **↓**, or **↑**. Each of these interactive measures can impact the game differently, so carefully consider the current game situation before making a choice. For instance, if your team is playing at home and goes on a 6-0 scoring run that's capped by a thunderous fastbreak dunk, take the opportunity to pump up the crowd and use the homecourt to your advantage. On the other hand, if you are playing on the road in a game that is tight, it might not be wise to provoke the crowd by celebrating the long three you just drained.

When your Team Intensity meter is completely full, you can trigger an Impact Moment by pressing **LB** when prompted during certain post-whistle situations. Impact Moments can change the entire course of the game, and give you the opportunity to interact with the environment in unique ways. During an Impact Moment, move your player towards a teammate, your bench, an opposing player, a cheerleader, the mascot, the crowd, or the band and press **A** to watch the action unfold!

**NOTE:** Refer to the tutorial for more information on Intensity Control.

### EA SPORTS™ LOCKDOWN STICK

Dictate the flow of the game and take total control on defense with the EA SPORTS Lockdown Stick. Playing an up-tempo style of basketball, smother opponents with an aggressive style of defense and create turnovers that lead to easy baskets.

When playing in front of a ball-handler trigger the EA SPORTS Lockdown Stick by moving **↵** (move **↑** to stay in front of your man). Once your opponent is trapped, you can force him into a turnover situation or put him in a position for an easy double-team. In addition, pull **LT** to draw a charge, or pull **RT** for a steal attempt (when using the EA SPORTS Lockdown Stick).

### EA SPORTS™ FREESTYLE CONTROL

Run the floor with EA SPORTS Freestyle Control. While dribbling, move **↵** in any direction to break out a Freestyle move. Making the same shape results in the same move every time. You can also create combinations of Freestyle moves, so be sure to use Campus Hoops mode to help perfect these moves.

## FLOOR GENERAL PLAYCALLING

Manage your offense and defense on the fly with the Floor General Playcalling system. Before each game, customize your school's playbook with dozens of available sets.

Call offensive plays that include a 1-4 high, Zone Base, 4 Around 1, and more. Pressing the once brings up three plays, and pressing the twice brings up three more.

Level the playing field with customized defensive playbooks, whether you want to play Man-to-Man or Zone defense. Press while on defense to call a play then click to view a graphic on where you should force the ball-handler.

## QUICK PLAYS

Direct traffic on both ends of the court by calling a Quick Play (press , , or ). On offense, you can run Isolation, Post Up, and Pick-and-Roll plays. On defense, choose to Double Team or Intentionally Foul.

## TEAM INTENSITY METER

The Team Intensity meter measures the team's collective composure, momentum, and energy. Team Intensity will increase with scoring runs, big plays, defensive stands and for the home team, crowd emotion.

## PLAYER COMPOSURE

The Player Information Box (PIB) displays information for the currently selected player. The PIB also displays the selected player's default and current composure in the area below his name and position. Composure changes dynamically during gameplay—players react to their own individual play, to their team's performance, to the opponent's performance, and to the intensity of the crowd.

## DRIBBLE HANDOFF

Execute a dribble handoff to a teammate when running your half-court game, stuck in traffic, or before you start to dribble. Press and hold the pass button and run towards the pass receiver to pull off the move.

## SAVING AND LOADING

Before exiting Play Now, Dynasty, and Tournament modes, be sure to save your progress (or rosters) to an Xbox 360 Hard Drive or Xbox 360 Memory Unit. All unsaved information will be lost otherwise.

## XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your Gamer 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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## 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](http://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](http://www.xbox.com/familysettings).

<b>Quick Ranked Match</b>	Match up with the first available opponent and play a competitive match while all stats are recorded.
<b>Online Game Modes</b>	Create Session, Custom Match, Quick Match, and Lobbies are all accessible here.
<b>Quick Match</b>	Match up with a user similar in level. If no opponent is found, you can create a session.
<b>Custom Match</b>	Search for either Unranked or Ranked Sessions that other users have created.
<b>Create Session</b>	Customize your session to your liking by choosing an Unranked Session or create a Ranked Session and work your way up the Leaderboard.
<b>Lobbies</b>	Create a room or enter a specific room based on skill level or home country. Users can chat and send game invites from here.
<b>Stats</b>	View your Career and check out the Leaderboards.

## DYNASTY MODE™

Dynasty Mode™ operates on a year-round calendar so be prepared to handle the duties on the court, as well as off it for multiple seasons. After choosing a school and selecting your settings, Season One begins. Before you start making key decisions be sure to check your PDA (click ) for messages from the Athletic Director, Coaching Staff, and more that can help determine the success of your Dynasty.

Use Dynasty Points during the season to improve player and team abilities. Dynasty Points are awarded for accomplishing feats in the Task List (displayed after each game, season, and tournaments).

### TRAINING CAMP

Before the season begins, put the team in your trainer's hands to improve player and team abilities during training camp. Your trainer focuses on certain aspects including Offense, Defense, Shooting, and Conditioning. Each has its reward and downfall. Be sure to balance the training in order to cover every area of need.

### DYNASTY CENTRAL/CALENDAR

Manage all aspects of your school in Dynasty Central, the biggest being the team schedule. Review your yearly Calendar to play or simulate the season schedule game-by-game. It's here where the games are won or lost.

If you choose to simulate a game on the schedule, you have the option to intervene anytime during the simulation period. Once the game picks up, you are thrown into the middle of the action with time already off the clock. See if you can help your team hold a lead or make a comeback and grasp a victory.

### COACH OPTIONS

Off the court, Coach Options allow you to recruit local and national players during the season. With the help of stat tracking, scout hot prospects and invite them to a game before extending scholarship offers.

Once your team is set, gain the upper hand by using your assistants to gather information on upcoming games, teams, and players from across the nation. Coaches can also create a gameplan before the big game by analyzing opponents before tip-off, or simply altering the overall team strategy and playbook.

You can also view Program Standards, your Report Card, conduct a Training Session, and view Dynasty Points anytime during the year.

### PLAYER VIOLATIONS

Players can get themselves into trouble, so it's up to you to make sure the team rules are enforced. Take action when GPAs drop or when rules are broken—or your school may suffer the consequences. You need to decide when to suspend players for a single game or for the entire season; if you don't take action or your Academic Progress Rate is too low, the NCAA may limit your school's scholarships, TV appearances, or its participation in either of the postseason tournaments.

### OFF-SEASON

After the NCAA® Tournament, it's time to evaluate your roster for the next season. To remain a successful program over the years, be sure to track which positions you'll need to concentrate your recruiting efforts on. If your senior point guard is leaving due to graduation, for example, you better replace him with a highly touted freshman or a solid junior college transfer who can fill his shoes the following season.

Pay attention to your scouting reports and study up on the incoming class before you make any offers. Also, take a look at what's been happening during the off-season; find out if players have been working on their game and perfecting their skills, or whether they've grown a couple inches. Remember, your recruitment decisions can make or break your school's chances of making it to the Big Dance.

### MY NCAA®

View the Hall of Fame, edit rosters, change game options, and edit jukebox settings.

## TOURNAMENT MODES

Embrace the madness of the NCAA Tournament as you battle 64 teams and stop at nothing for the coveted NCAA® Championship. You can also take part in the NIT and the NIT Season Tip-Off or the EA SPORTS™ Maui Invitational Tournament.

## LIMITED 90-DAY WARRANTY

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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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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  
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Redwood City, CA 94063-9025

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