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Technical Support Contact Info

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

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

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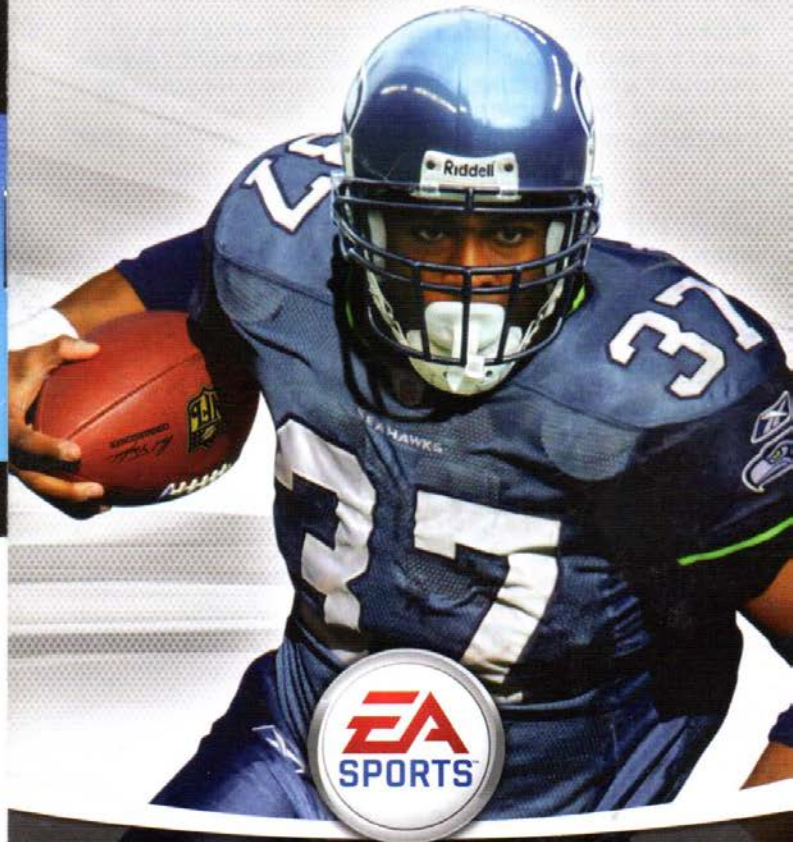
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EmuMovies



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MADDEN 07

INSTRUCTION BOOKLET


PLAYERS


NINTENDO
GAME CUBE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



LICENSED BY



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COMPLETE CONTROLS

ALL PHASES

Move your player	Control Stick
Flip play at the line of scrimmage	B Button then Z Button + R Button
Sprint	A Button
Play art	Z Button + R Button
Coach's cam	Z Button + L Button
Call an audible (before the snap)	B Button then A Button, Y Button, X Button, L Button, or R Button
Cancel audible (before selecting a play)	B Button
Reset original play (after calling an audible)	B Button then Z Button + L Button
Call timeout	Z Button + A Button

OFFENSE

PRE-SNAP ADJUSTMENTS	Snap ball	A Button
	Switch direction of a running play	C Stick ←
	Change primary receiver's route	C Stick
	Change primary receiver/ Lock on to receiver	Z Button + L Button/R Button + receiver's button
	Call a Hot Route	Y Button then the receiver's button, then: <ul style="list-style-type: none"> +Control Pad ↑ for a fly pattern +Control Pad ↓ for a curl pattern +Control Pad → for an in/out pattern C Stick ↓ to run smart route Z Button + L Button or Z Button + R Button for a left/right slant pattern TIP: Customize your Hot Routes in the My Madden Coaching Strategy menu.
	Send a player in motion	Control Stick ↓ to highlight eligible player then Control Stick → to send that player in motion
	Slide offensive line protection	L Button, then: <ul style="list-style-type: none"> +Control Pad ↑ to spread the offensive line +Control Pad ↓ to pinch the line +Control Pad → to shift blocking left/right TIP: Use this to stop the blitz. If the blitz comes up the middle, pinch your line in tight to block the rushing lanes.
	Quiet crowd	Z Button + B Button
	Formation shift	R Button then +Control Pad



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NEW Highlight Stick

C Stick:
 ↑ Power backs lower their shoulder and "truck" over defenders/Agile backs dodge the tackler
 ↓ Back juke
 ← Big juke left/right

NEW Double Moves

C Stick ← then quickly → or vice versa; or **R Button** then quickly **L Button** or vice versa
NOTE: Double Moves are only possible for the most agile ball carriers.

QB or wide receiver slide/Dive **B Button** (tap)/**B Button** (hold)

Cover up/Protect ball **Y Button**

Spin **X Button**

Cut move left/right **L Button/R Button**

Stiff arm left/right **Z Button**

Look left/right **C Stick** ←

Precision Passing Control Stick or **+**Control Pad as you release the ball to lead the pass in a certain direction

Throw the ball **Y Button**, **B Button**, **X Button**, **L Button**, or **R Button** (tap for lob pass; hold for a bullet)

Activate Playmaker Passing to guide closest receiver

Z Button + **C Stick**

Throw ball away **Z Button** + **Y Button**

Call for ball **L Button** **NOTE:** This feature only works when playing with a teammate in a multiplayer game, and in Superstar Mode when playing as a wide receiver, tight end, or running back.

Pump fake **Z Button**

Control intended receiver **X Button** (while ball is airborne)

Dive for pass **B Button**

Catch **Y Button**

Swat **L Button**

NEW LEAD BLOCKING CONTROLS

You can begin any running play as the lead blocker (press the **X Button** to select a blocker before the snap). After you open a hole through the line, press the **X Button** to switch to the runner and pick up some big yardage.

NOTE: Fine tune the blocking controls to your liking in the Blocking Controls section of the My Madden Gameplay Settings menu.

Impact/Gut block **C Stick** ↑/↓ **TIP:** Be careful, if you whiff on an impact block, your running back will pay the price.

Turn block left/right **C Stick** ←

Pull/Hold defender left/right **L Button**

Diving block **B Button**

Jump **Y Button**

Change blocking assignment before the snap **Y Button**, then press the Button of the running back or tight end whose passing/blocking route you want to change.
 Press the **Z Button** + **L Button** to change to a blocking assignment to the left.
 Press the **Z Button** + **R Button** to change it to the right.

Spike ball (to stop the clock) **X Button** (Hold)
Instant replay **L Button** + **R Button** (before playcalling screen appears)
Fake spike trick play **B Button** (Hold)
No huddle/Hurry-up offense **Y Button** (Hold) to repeat previous play

DEFENSE

Choose a player to control **A Button** or **X Button** (tap) or **A Button** or **X Button** (hold) + **+**Control Pad to select a player in a certain direction

Defensive Playmaker Highlight a player then move the **C Stick**:
 ↑ 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
 ↓ to blitz/↓ twice for QB contain blitz
 ← to go into QB spy coverage (orange)
 → 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)

Defensive line adjustments **L Button** then **+**Control Pad:
 ↑ to spread the defensive ends outside the tackles
 ↓ to move the line in tight between the tackles
 ← to shift the line left/right
L Button then **C Stick**:
 ↓ to make line crash in
 ↑ to make line rush to the outside
 ← to make line crash left/right
L Button then **Z Button** + **L Button** to reset the shift

Linebacker shifts **R Button** then **+**Control Pad:
 ↑/↓ to spread linebackers out/move them in tight
 ← to shift linebackers left/right
R Button then **C Stick**:
 ↓ to blitz all linebackers
 ↑ to call off all linebacker blitzes and put them into hook zone
 ←/→ to blitz the right/left outside linebacker
R Button then **Z Button** + **L Button** to reset the shift

Coverage audibles **Y Button** then **+**Control Pad:
 ↓/↑ to put DBs into press/loose coverage
 ← to show blitz
 → to shift the safeties and linebackers into better position to cover their assigned man
Y Button then **Z Button** + **R Button** to disguise your coverage by sending your defenders back to their default positions (as seen on the Playcalling screen)
Y Button then **Z Button** + **L Button** to reset coverage

Shade safeties **Y Button** then **C Stick** ← or **↑** to shade the safeties' zone coverage to the left/right/up/down

Change individual matchups **Y Button** then the button of the offensive player you want to match up against, then **+**Control Pad:
 ↓/↑ to bump/play off the receiver
 → to double team the receiver with your defender

Pump up crowd **Z Button** + **B Button**

Control player nearest to the ball	X Button
NEW Commit to the run/pass	C Stick immediately after the snap of the ball to commit to:
	<ul style="list-style-type: none"> ↑/↓ a pass/an inside run → a run to the left/right
	NOTE: Committing to a play is the ultimate risk/reward situation. If you commit to the wrong play, odds are the offense will take advantage in a big way.
Unleash the Hit Stick	C Stick (in any direction)
Dive	B Button
Jump/Intercept/Hands up (while rushing QB)	Y Button
Strip ball (when not engaged)	Z Button
Rip/Swim/Spin (when engaged)	L Button/R Button
Strafe (when not engaged)	R Button
Swat ball (when not engaged)	L Button

KICKING OFF AND PUNTING

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

1. Move the Control Stick to aim the kick.
2. Move the C Stick ↓ to start the Power Meter.
3. When the Power Meter reaches this area, move the C Stick ↑ to kick the ball.



Switch players	A Button or X Button
Fair catch	Y Button
Touchback	Remain in the end zone

PLAYING THE GAME

With Man Lock OFF, defenses give the appearance that they're in zone coverage by not following receivers in motion. The coverage switches based on where the receiver lines up. With Man Lock ON, defensive backs follow the receiver in motion.

SAVING AND LOADING

You can save profiles, rosters, Superstar: Hall of Fame and Franchise Mode progress and spawned files, settings, instant replays, and tournaments to your Nintendo GameCube™ Memory Card. If roster, profile, or settings files are present on a Memory Card, they are auto-loaded during the initial power up from either Nintendo GameCube™ Memory Card Slot A or Memory Card Slot B. Rosters and Settings are set to load the first ones found, while User Profiles load the first four found.

NOTE: Never insert or remove a Memory Card when loading or saving files. Turn the autosave feature on from the Save screen.

FRANCHISE MODE

Build a team from the ground up or start with your favorite team with its current-day rosters, then try to stay on top for three full decades.

To begin a franchise, choose the number of users, determine whether you will conduct a fantasy draft, 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

You can immediately put your mark on your franchise by selecting your team from the current pool of NFL players. You have 49 rounds to fill out your roster. Pay attention to a player's rating, age, and required cap room.

THE FRANCHISE SCHEDULE

This is the progression of each Franchise season.

Training Camp—Put your players through drills and earn points to boost their attributes. You can skip camp if you want, but your players will suffer.

Preseason—Finalize your roster and evaluate rookies before the regular season. The Position Battles screen shows who's fighting for the same position. 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.

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. Keep the fans happy while making sure you aren't losing money.

Off-Season—There are 11 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 are games you save then 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. Also, if you delete a Franchise file, any Spawn Game Results attached to it become unusable.

FRANCHISE MENU

Keep track of everything going on around the league and with your team. The following key menu options become available at different times of the year:

Gameplan

Get all the information you need to prepare for your upcoming game, including key plays and opposing players to watch.

Storyline Central

Stay on top of the league and your team by reading newspapers, reviewing e-mails, and listening to Tony Bruno's radio show.

Rosters

View team rosters and make all player movements and transactions.

My Franchise

Review your Madden Cards, set the coaching, gameplay, and system settings for your franchise, and save your progress.

Owner's Box

Keep an eye on the balance sheet while you set prices. Fan support, attendance, and other details can maximize your earnings.

NEW NFL SUPERSTAR: HALL OF FAME

Create an NFL 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. If you play your cards right, you could land a movie role, an endorsement or two, and some other nice perks along the way.

CREATING YOUR SUPERSTAR

Your ultimate goal is to perform well enough over the course of your career to earn a coveted spot in the NFL Hall of Fame after you hang up the cleats. You'll be able to set yourself up for success all the way from the beginning by selecting the perfect set of DNA. Be patient and look for the right set of parents for the type of player you want to become.

Next, fill out your personal information and choose your build—make sure you pay attention to the Appearance bar on the bottom of the screen when creating your build.

MY APARTMENT

Your apartment is where you find everything you need to navigate your way around the NFL. From checking cellphone messages to keeping up on your schedule, make sure you familiarize yourself with every item in your apartment because you need all of it to be successful.

BECOMING A HALL OF FAMER

As a Superstar, you work your way towards the Hall of Fame by gaining influence throughout your career. You do this by performing well in games and meeting season, career, and media goals. Keep an eye on the Hall of Fame Board—if you're listed in the top five active players in your position, you're guaranteed a spot in the Hall of Fame when you retire.

GAINING INFLUENCE ON GAMEDAY

There are position-specific milestones that earn influence. For example, quarterbacks gain influence by completing passes, getting first downs, 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 in which your Superstar is involved, listing the influence events and how much influence was gained or lost. Clutch moments like late-game heroics and postseason performance add a multiplier to 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 until your Superstar is back on the field. The new Playcalling screen shows the play the coach has selected and the 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 specific attributes for your teammates, opponents, and even yourself—the higher your influence, the more drastic your effect 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 ego affect every in-game influence gain/loss, unlock ego-specific roles such as the Team Leader or Lone Wolf, and open certain endorsements opportunities.

NEW NFL NETWORK MODE

The new NFL Network mode is a great way to master certain plays and see how complicated NFL plays come together. Sterling Sharpe walks you through and breaks down three plays from each offensive and defensive playbook. Once you practice the plays and know them inside and out, you can unleash them on unsuspecting opponents.

MY MADDEN

Keep track of all your Madden Cards and stats, and set your strategies and settings.

Coaching Strategy Set your audibles—including formation-specific audibles—create custom Hot Routes, and devise formation packages to keep the opposition guessing.

Gameplay Settings Most of the gameplay settings are self explanatory or are explained on-screen. The rest are described below.

Coach Mode: Call the plays, audibles, and pre-snap adjustments, and then watch the CPU execute your call. You have no control of your players with this on.

Pre-Existing Injuries: Players begin the first season with the same injuries as their real-world counterparts.

Madden Challenge: Earn tokens for completing in-game tasks (one-player games only).

Player Lock: The defensive player you select before the snap is who you control at the start of the next play.

QB Vision: When set to OPTIONAL, you can turn on QB Vision by moving the C Stick after the snap or locking on to a receiver before the snap.

Auto Pass: Enables your QB to make plays when you don't control him.

Auto Strafe: Automatically strafes your defender to help adjust to the ball carrier.

Offensive Catch Assist: The CPU helps catch the ball for a user-controlled receiver.

Defensive Pass Assist: The CPU swats/catches the ball for a user-controlled defender.

Pre-Play Instructions: Allows you to turn the pre-play instruction menus ON or OFF.

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