

NCAA[®] 08 FOOTBALL



⚠ 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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GAMEPLAY CONTROLS

Refer to the Gameplay Controls (cont.) section of this manual for in-depth offensive and defensive controls.

BOTH SIDES OF THE BALL

Move player	D-button or left analog stick
Sprint	⊗ button
Dive	⊞ button
Jump/Intercept/Catch	△ button
Spin/Switch player	⊙ button
Call timeout	SELECT button
Pause game	START button

OFFENSE

AT THE LINE OF SCRIMMAGE

Snap the ball	⊗ button
Fake snap	⊙ button
Cycle man in motion/Send man in motion	D-button ↓ (to select player) + D-button ↔
Coach cam	
—Show cams	R2 button
—Show routes	R2 button + right analog stick ↑
—Rotate left/right	R2 button + D-button ←/→
Quiet the crowd	L2 button
Slide protection (offensive line only)	L1 button + D-button:
—Slide pinch	↓
—Slide spread	↑
—Shift left/right	←/→

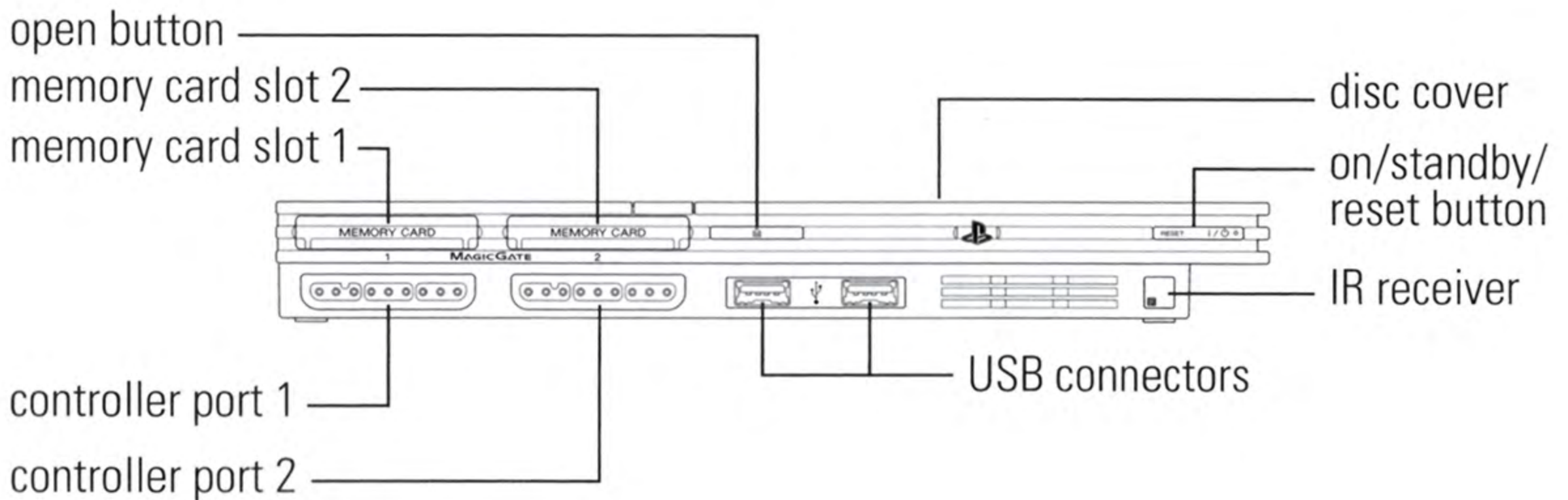
RUNNING WITH THE BALL

Stiff arm left/right	L2 button
Juke left/right/back	right analog stick ←/→/↓
Cover up ball	△ button
Small jukes	L1 button/R1 button
Highlight Stick	right analog stick ↑



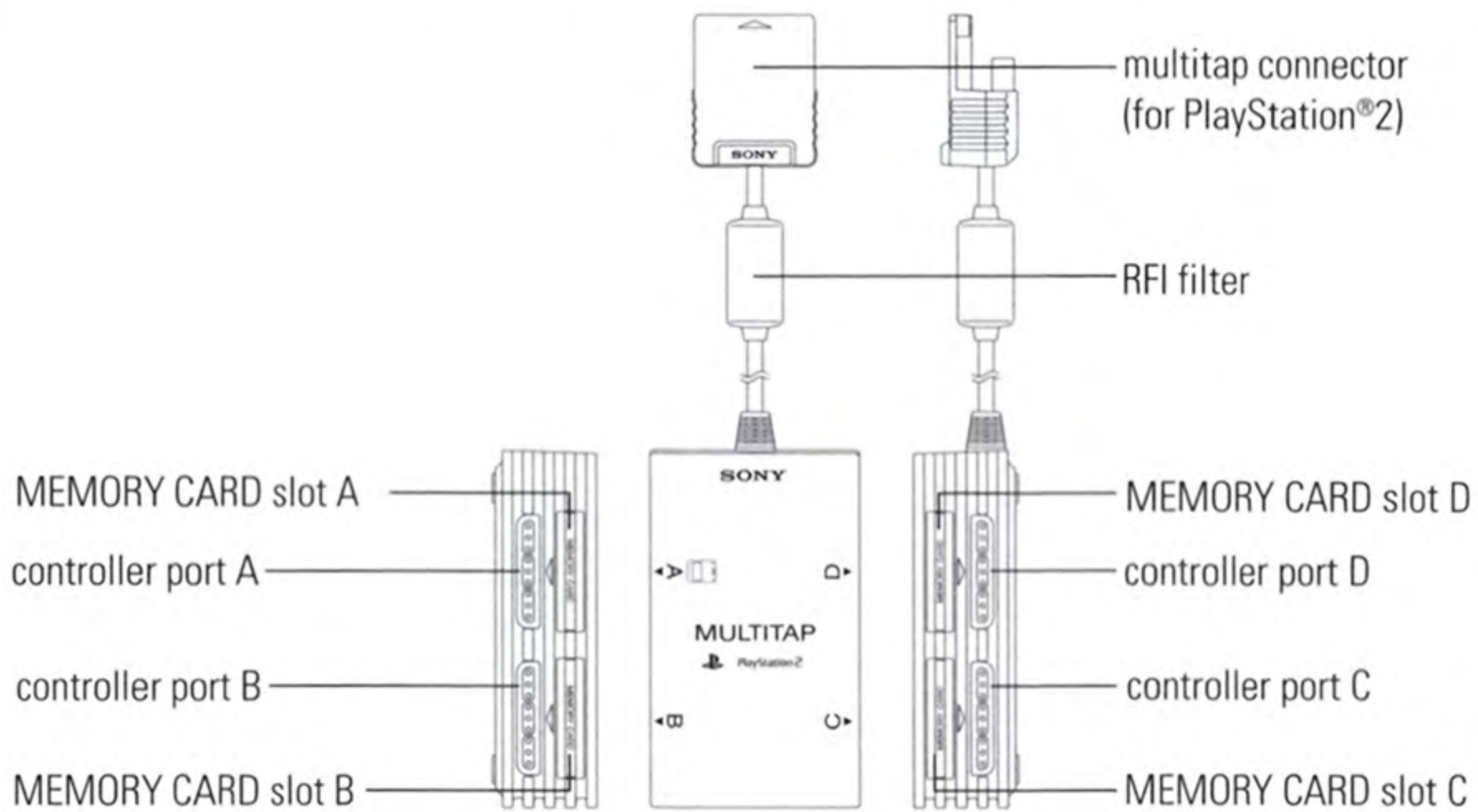
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GETTING STARTED



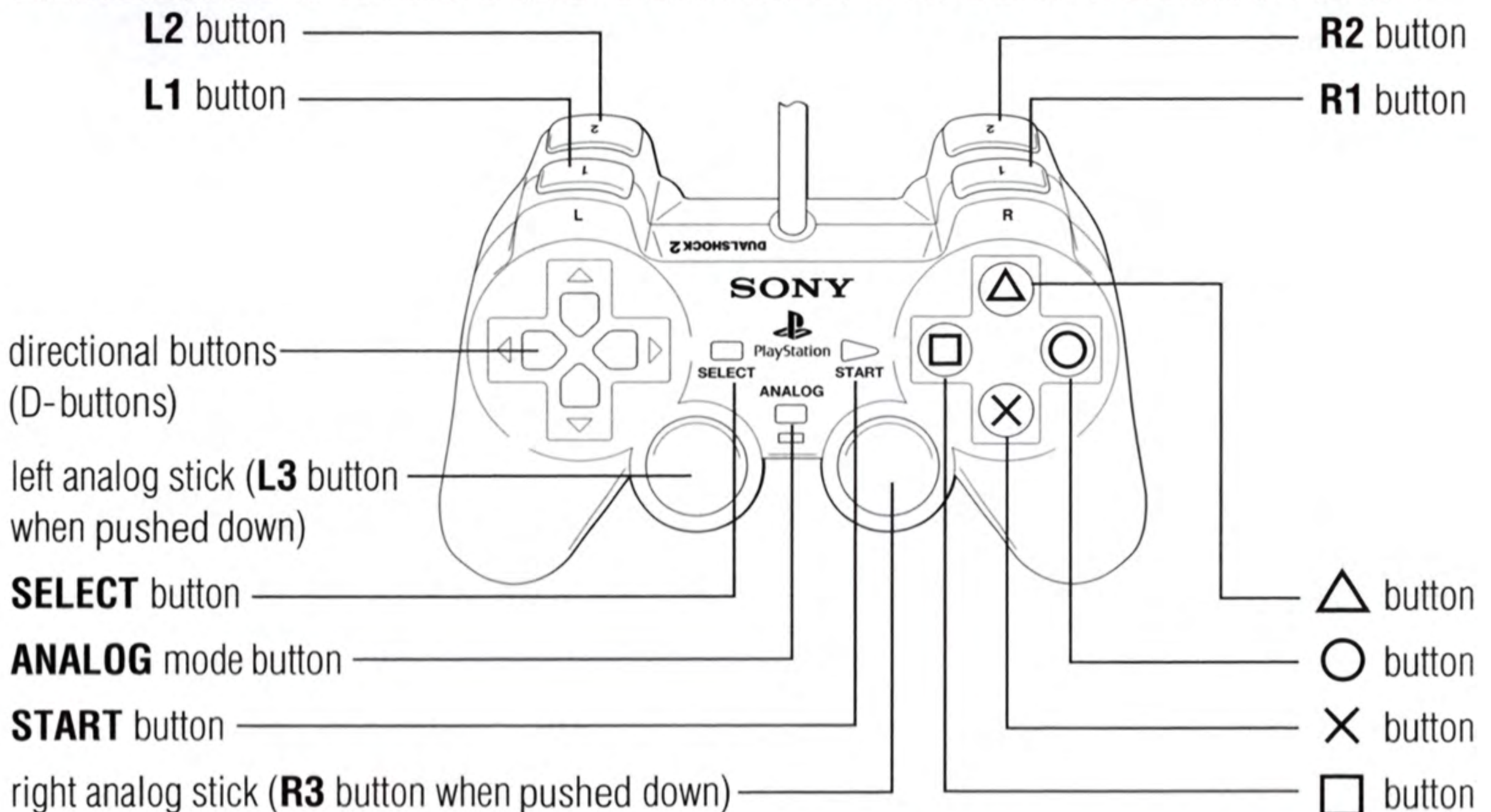
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *NCAA® Football 08* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



GAMEPLAY CONTROLS (CONT.)

QB OPTION

Pitch ball	R2 button
Fake pitch	L2 button
Hand off to fullback (triple option)	X button
QB dive/slide	□ button

PASSING/RECEIVING

Throw to receiver	□ button, △ button, ○ button, L1 button, or R1 button (hold for a bullet pass; tap for a lob)
Throw ball away	L2 button
Pump fake	R2 button
QB Avoidance Stick	right analog stick ↑/↓/←/→
Catch	△ button



NOTE: Scramble with your quarterback to avoid getting sacked, stay on your feet, and turn sure losses into big plays with enhanced quarterback avoidance capabilities in *NCAA Football 08*.















AUDIBLES

Call audible	□ button, then □ button, X button, ○ button, L1 button, or R1 button
Flip play (playcalling screen only)	R2 button
Cancel audible	△ button (if a new play was selected); L2 button to audible back to the original play
Change audible at Playcalling screen (up to three only)	R1 button (press and hold), then press and hold the □ button, the ○ button, or the X button to set the selected play to the corresponding button

NOTE: You can change all 10 default audibles from the Playbook/Audibles menu.





HOT ROUTES

Press the  button then press the corresponding button symbol of the receiver or back whose route (or pass blocking assignment) you want to change. To call a Smart Route, press the right analog stick  once you've selected a receiver.

Deep route	D-button 
Come back	D-button 
In/Out pattern left/right	D-button  / 
Slant pattern left/right (for receivers)	 button/  button
Pass block left/right (for running backs/tight ends)	 button/  button
In/Out flare left/right (for running backs)	D-button  / 
Advanced routes	right analog stick  /  /  / 




NOTE: Smart Routes take existing routes and extend them to where the first down marker is, so if your selected play has a 5-yard out route and it's 8 yards for a 1st down, you can call a Smart Route Hot Route and the 5-yard out turns into an 8-yard out.

HURRY-UP OFFENSE

Hurry to line of scrimmage	 button (after breaking the huddle)
Repeat previous play	 button (immediately after the whistle blows)
QB spike	 button (press and hold)
Fake spike	 button (press and hold)

DEFENSE

AT THE LINE OF SCRIMMAGE

Cycle through players	 button
Pump up crowd (linebackers and secondary only)	 button
Jump the Snap	 button (right before ball is hiked)

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'll be called for offsides and receive a five-yard penalty. Jump too late and the offensive lineman will manhandle you.

WHILE IN PURSUIT

Swat ball	 button
Big hit	right analog stick (in direction of offensive player)
Strip ball	 button
Strafe	 button
Swim/Spin left/right (with linemen)	 button/  button



SECONDARY COVERAGE AUDIBLES (BEFORE THE SNAP)

Man up	 button, then D-button 
Shade left	 button, then right analog stick 
Shade right	 button, then right analog stick 
Tight/Loose coverage	 button, then D-button  / 
Reset	 button, then D-button 
Cancel coverage audible	 button, then  button



You Played the Game. Now Play the Music.
EA Soundtracks and Ringtones
 Available at www.ea.com/eatrax/

DEFENSIVE LINE/LINEBACKER SHIFTS (BEFORE THE SNAP)

Shift defensive line left/right	L1 button + D-button ←/→
Spread/Pinch defensive line	L1 button + D-button ↑/↓
Shift linebackers left/right	R1 button + D-button ←/→
Spread/Pinch linebackers	R1 button + D-button ↑/↓
Spy with right defensive end	L1 button +  button
Spy with left defensive end	L1 button +  button
Rush defensive line outside/Jam middle	L1 button + the right analog stick ↑/↓
Crash left/right with defensive line	L1 button + the right analog stick ←/→
Call off linebacker blitzes (any blitzing linebacker is re-assigned to a hook zone while the MLB changes to a QB spy assignment)	R1 button + the right analog stick ↑
Blitz with all linebackers	R1 button + the right analog stick ↓
Blitz left/right with the outside linebackers	R1 button + the right analog stick ←/→

KICKING GAME

KICKING OFF/PATS/PUNTS

Adjust height	left analog stick ↑↓
Adjusting power/direction	right analog stick ↓ (until power is desired), then right analog stick ↑ toward desired part of field
Abandon kick/punt (after the ball is snapped)	L2 button

RETURNING KICKS/PUNTS

Fair catch	 button
Kneel in end zone	Stay in end zone

PLAYING THE GAME

NEW MY SKILLS



In *NCAA Football 08*, your success on the field matters more than ever—making big plays unlocks user bonuses and improves your Dynamic Player Ratings. See how well you've played in previous games with the all-new User Report Card, which grades you in multiple facets of the game and indicates your skill level. You can also monitor your team's User Leaders within Dynasty Mode™. The players that have been controlled best by the user are rewarded with a higher Motivation, and can make a greater impact on the game.

USER PROFILES

Keep track of your personal stats and accomplishments with a User Profile. An active User Profile saves Campus Legend and Dynasty Mode achievements and statistics to your memory card (8MB)(for PlayStation®2).

ON THE FIELD

PLAYCALLING SCREEN

- To flip/reverse a set, formation, or play, press the **R2** button. To swap a package with different player personnel, press the  button.
- When in doubt (offense only), ask Lee Corso for his advice on the next play by pressing the  button.
- Each play has an alternative play shown above and below it. Press the **L2** button + the corresponding playcall button to select the play shown below it. Press the **L1** button + the corresponding playcall button to select the play shown above it.

NEW BLUFF PLAY ART

If you feel your opponent is on to your playcalling schemes, throw 'em off by showing play art for four different plays while at the line of scrimmage (press the **R2** button to bring up the Coach Cam, then press the right analog stick **↑/↓/←/→** to show the plays). For example, when you call a run play you can show your opponent the play art for a deep pass or play action. Your opponent will be unaware which play you are actually running and may overcompensate to cover one of the bluff plays, making your real play more effective.

MOMENTUM METER

Now you must do more than score if you expect to win—you must keep momentum working in your favor with big plays on offense, defense, and special teams.

The more momentum you have the better your players perform, and the greater your chances at making a big play, whether it's breaking a tackle on offense or forcing a turnover on defense. With momentum on your side, your team plays better.

IMPACT PLAYERS

Impact Players, indicated by a star-shaped 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 is pulsating, the player is "In the Zone" and is more likely to make a big play. If your Impact Player is struggling with an opponent, tap the **X** button for a second chance to either make or break the tackle.

COACH CAM MATCH-UP VISUALS

See who the best players on the field are by using the Coach Cam (press and hold the **R2** button). Three colors are shown with corresponding halos to represent the different types of players on the field: Green—the best, most highly rated players; Yellow—above average players; Red—below average or worst players.

NOTE: The majority of players don't have a colored halo. They represent the middle-of-the-pack, average players.

NEW HIGHLIGHT STICK

When carrying the ball, press the right analog stick **↑** to fend off would-be tacklers by ducking past them or trucking over them. Your ability to do so depends on the size, agility, and tackle-breaking ability of the ball carrier and the size, strength, and tackling ability of the defender.

NEW IN-GAME SNAPSHOTS

Capture your most memorable plays and incredible moments by using the Instant Replay feature, then save them in your Photo Album (in the My Shrine menu).

NEW GRUDGE MATCH

Lose a close game to your fiercest rival? Then get right back on the field for a rematch! The Grudge Match option lets you play another game using the same two teams without first having to return to the Main menu.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to your memory card—all unsaved information will be lost otherwise. You can also save or load manually by accessing the LOAD/SAVE screen on the Main menu.

NOTE: Never insert or remove a memory card when loading or saving files.

CAMPUS LEGEND

Go from a prep star to a Campus Legend and leave a lasting impression on college football. Create a legend, attend summer camp to attract scholarship offers from prestigious universities, choose your major, and turn yourself into a potential Heisman Trophy® candidate.

During your freshman season, you reside in a campus dorm room. Here you can access your game schedule, playbook, newsletters, fan mail, and more. As you progress through your career, the living conditions should improve. If you're as good as advertised it shouldn't be long before you're dubbed a "Campus Legend."

To perform your best, make sure to keep your life organized using the following:

Calendar	Manage your day to day activities, attend practice, figure out how you want to spend your nights, and play your week's game from the calendar.
Progress Report	Track your progress throughout your career. Keep tabs on your GPA, view the bonuses you have achieved, as well as see how much of a Campus Legend you are.
Computer	Log on to view game, player, and team stats, plus Top 25 rankings, bowl projections, awards, and rosters.
Newsletter	Read what the media has to say about you and your team in the weekly newsletter. If the news turns negative, you need a big game to quiet the critics.
Fan Mail	Are you as popular as you think? The fans let you know by what they say in their fan mail.
Closet	Edit your appearance and add attribute points to your ratings.
Trophy Crate	Check out all the hardware earned during your collegiate career. No matter what you have earned, the crate isn't complete without a Heisman Trophy.

DURING YOUR FRESHMAN SEASON

As a freshman, you are slated to start. Play out the entire season and see if you can lead your team to a coveted bowl game.

BETWEEN GAMES

Each weekday you will need to attend class, go to practice, and decide what to do each evening. You can either study, visit a tutor, get in additional practice, or attend an on-campus social event.

END OF THE REGULAR SEASON

Once the regular season ends, the bowl invitations are handed out. If your team was fortunate enough to receive an invite, play out the final game of the season before advancing to the off-season.

POSTSEASON AWARDS

Between the end of the regular season and the start of the bowl games, the postseason awards are handed out—the biggest being the Heisman Trophy. Five of college football's greatest players make the final list, but only one can bring home the trophy.

THE OFFSEASON

At the end of your freshman and sophomore seasons, you immediately start preparing for the following season. Change your position, play in the Spring Game, and change your major if you want. Pre-season rankings are released and the fight for No. 1 soon begins.

For juniors and seniors, it's decision time. Do you declare yourself eligible for the NFL Draft and export your player to *Madden NFL 08*, do you return for your senior season (juniors only), or do you stay in collegiate football as a coach (seniors only)? It all depends on how well you performed during your college career.

PLAY ONLINE

Take on the top players from coast-to-coast, and see if you can hold your own.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com OR 30 DAYS AFTER THE LAST DAY OF THE 2007-2008 NCAA FOOTBALL SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB)(for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *NCAA Football 08* online. *NCAA Football 08* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB)(for PlayStation®2).

PLAYING ONLINE

In order to play *NCAA Football 08* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection); **6000** (VOIP).

WELCOME TO NCAA FOOTBALL 08 ONLINE

In Online mode you can play an evenly-matched Ranked Match, an Unranked Match where the results don't count toward your player ranking, a Session Match featuring settings of your own, or a Play Now game. You can also send challenges to other players from the Lobby, view the Leaderboard, or create a Club and play against your peers.

DYNASTY MODE™

DYNASTY MODE MAIN MENU

- Preseason Schedule** Customize your schedule and choose to play either unchallenging cupcake programs or prestigious powerhouse schools. You can also choose which players to redshirt for the upcoming season.
- NEW Summer Training** Improve your players during the preseason by competing in 17 drills; the better you do, the more points you can add to your player's applicable attributes.
- Play Week** Play or simulate games on the schedule, or choose to simulate the entire season.
- NEW Coaching** Access the following from the Coaching menu:
- Rosters** Adjust your depth chart, apply for a medical hardship redshirt, and more.
 - Playbooks/Audibles** Customize your playbook and audibles to your specifications.
 - Practice** Head to the practice field before games to be fully prepared for gameday.
- NEW Player Promises** A new wrinkle to the recruiting process is the ability to promise prospects certain benefits, such as a specific jersey number, immediate playing time, or even the guarantee of playing a particular position. Be careful to keep your promises, otherwise that recruit may transfer in the off-season.
- NEW Medical Redshirts** From the Rosters menu, apply for a medical hardship waiver for any of your injured players to try to prevent them from losing a year of eligibility.
- 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 hours. Soon, they become available for campus visits. Don't wait too long—signing day arrives sooner than you think.
- ESPN® The Magazine** View the Top 25 poll, see who is in the running for the Heisman Trophy, check out the list of All-Americans, get a conference overview, and see which stadiums rank as the toughest 25 places to play.
- Stat Book** View season, career, and team stats, or look at rankings.
- Coach Options** Choose your game strategy, view (or quit) your coaching position, and review your coaching report card.

SPRING GAME

Decide which underclassmen get the most reps during the annual Spring Game and designate your Impact Players for the upcoming season.

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.

INFRACTIONS

Maintaining a disciplined team is essential if you want to have a shot at the title. If one of your players commits an infraction, you can choose whether to take action. But be forewarned, your school may be penalized by the NCAA if you choose to ignore rule breakers.

You can suspend players for a quarter, an entire game, or for the remainder of the season. Each action you take costs a certain number of Discipline Action Points. Be sure that you don't use too many points on minor infractions or you might not have enough left for more serious violations.

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, hold your annual Spring Game, train your squad, cut players, and organize your depth chart. Once the paperwork is finalized, the Preseason begins.

EXPORT DRAFT CLASS

Disappointed that you're losing some of your key players? You can export your draft class to *Madden NFL 08* and oversee their professional careers.

NEW POINTS PURSUIT

Score not only with touchdowns, field goals, and safeties, but also do so by leading by example. Every yard gained, tackle made, swatted ball, and sack of the quarterback goes to your team's score. Rack up big points on special plays that can double, triple, or even quadruple the reward on that given play. At the end of the game, your points can be viewed in My Shrine. Score enough points and you can unlock extra stadiums and trophies.

NEW MY SHRINE

Relive your greatest moments on the field and track your accomplishments by visiting My Shrine, a one-stop shop that is home to your ESPN® Instant Classics, Trophy Case, Report Card, Photo Album, Pennants, Points Pursuit, Victory Patches, and Record Book.

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.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

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) 628-1900

EA Warranty Mailing Address

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

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