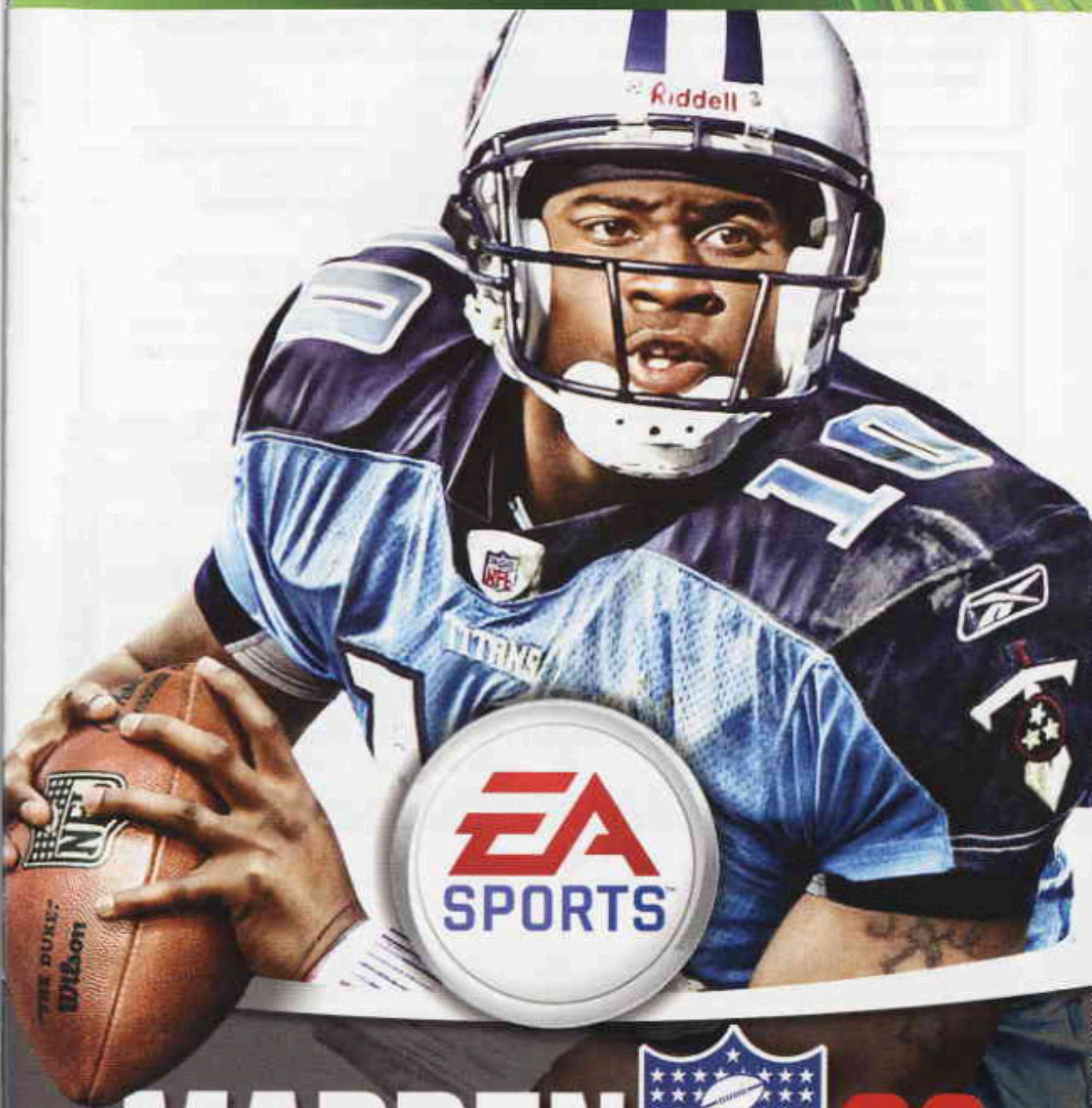




XBOX 360

XBOX  
LIVE



MADDEN  08



**! 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.

### 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 screen; use a smaller screen; play in a well-lit room; and 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.

## COMPLETE CONTROLS



### GENERAL GAMEPLAY

BOTH SIDES OF THE BALL	Move your player	
	Sprint	(pull)
	Receiver cam (at the line of scrimmage)	(pull)
	Coach's cam	(pull) +  in any direction
	Call an audible (before the snap)	then , , , , or
	Cancel audible (before selecting a play)	
	Call timeout	
Pause game		

### OFFENSE

AT THE LINE OF SCRIMMAGE	Snap ball	
	Switch direction of a running play	/
	Lock on to receiver	(pull) + receiver's button
	Call a Hot Route	Press  to bring up the receiver buttons, then press the corresponding receiver button and move  or  to run the routes shown onscreen
	Send a player in motion	Press  to highlight eligible player then move  /   /  to send that player in motion
	Quiet crowd	
Fake snap		



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Highlight Stick	<ul style="list-style-type: none"> <li>Ⓢ↑ power backs lower their shoulder and "truck" over defenders/agile backs dodge the tackler</li> <li>Ⓢ↓ Back juke</li> <li>Ⓢ←/→ Big juke left/right</li> </ul>
Dive/QB slide	X (tap to slide, hold to dive)
Jump/Hurdle	Y
Protect ball	RB
Spin	B + Ⓢ to choose direction of the spin move
Stiff arm	A
Pitch ball	LT (pull)
Fake pitch	LB

Look left/right (QB vision only)	Ⓢ←/→
Throw the ball	X, A, B, Y, or RB (tap button for lob pass; hold button for a bullet)
Lead the receiver	Ⓢ/◇
Throw ball away	Ⓢ
Pump fake	LB
QB scramble (behind the line of scrimmage)	RT (pull and hold)
QB Action mode (enables running controls)	RT (pull) + LT (pull)
Catch the ball	Y
Diving catch	X

### THE PASSING GAME

Want to improve your passing game? Pull and hold LT to reveal potential mismatches. If the best part of your game is throwing deep passes, then you need to take advantage of the speed receivers and the spectacular catch receivers in one-on-one situations. The speed receiver will get the separation needed for those deep balls and the spectacular catch receiver will make the highlight reel catches. When you need that crucial third down conversion, look to your possession receivers over the middle. Also be sure to check for mismatches at the line of scrimmage.

### PRECISION PASSING

Ball placement is key in the passing game. As you're throwing the ball, move the Left stick in the direction you want to lead the receiver. Mastering this technique will help you complete more passes and cut down your interceptions. For more on this feature, be sure to watch the Accurate QB tutorial.

### LEAD BLOCKING CONTROLS

Press B to select a player then press LB to become a lead blocker before the snap of a running play, and 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:</b> Be careful, if you whiff on a block, your running back will pay the price.
Strafe	LT (pull)

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	<ul style="list-style-type: none"> <li>B (tap) to change players one by one or hold B + Ⓢ or ◇ to scroll through defenders</li> </ul>
Jump the Snap	Ⓢ (click)
Defensive line audible	<ul style="list-style-type: none"> <li>LB then Ⓢ:</li> <li>↑ to spread the defensive ends outside the tackles</li> <li>↓ to move the line in tight between the tackles</li> <li>←/→ to shift the line left/right</li> <li>LB then Ⓢ:</li> <li>↑ to crash outside</li> <li>↓ to crash inside</li> <li>←/→ to crash left/right</li> <li>LT (pull) to reset</li> </ul>
Linebacker audible	<ul style="list-style-type: none"> <li>RB then Ⓢ:</li> <li>↑ to spread out linebackers</li> <li>↓ to move in tight</li> <li>←/→ to shift left/right</li> <li>RB then Ⓢ:</li> <li>↑ to put all linebackers in hook zones</li> <li>↓ to blitz all linebackers</li> <li>←/→ to blitz left/right linebackers</li> <li>LT (pull) to reset</li> </ul>
Coverage audibles	<ul style="list-style-type: none"> <li>Y then Ⓢ:</li> <li>↓/↑ to put DBs into press/loose coverage</li> <li>← to show blitz</li> <li>→ to shift safeties and linebackers into better position to cover their assigned man</li> <li>Y then Ⓢ:</li> <li>←/→/↑ to shift safety coverage left/right/out</li> </ul>
<b>NEW</b> Receiver Spotlight (see p. 7)	RT (pull and hold) + icon of the receiver you want to spotlight
Pump up crowd	Ⓢ (click)

## NEW DEFENSIVE PLAYMAKER

To call for a Defensive Playmaker before the ball is snapped, tap **B** until your desired defender is selected, then use one of the following commands:

DEFENSIVE LINEMEN AND LINEBACKERS	Deep zone	<b>A</b> + <b>R</b> ↑
	Blitz	<b>A</b> + <b>R</b> ↓
	Flat zone	<b>A</b> + <b>R</b> →
	QB spy	<b>A</b> + <b>R</b> ←
	Hook zone	<b>A</b> + <b>R</b> ↖
	QB contain	<b>A</b> + <b>R</b> ↘
	Curl to flats	<b>A</b> + <b>R</b> ↔
	Man to man	<b>A</b> + receiver's icon + <b>R</b> ←

CORNERBACKS AND SAFETIES	Deep zone	<b>A</b> + <b>R</b> ↑
	Blitz	<b>A</b> + <b>R</b> ↓
	Flat zone	<b>A</b> + <b>R</b> →
	QB spy	<b>A</b> + <b>R</b> ←
	Hook zone	<b>A</b> + <b>R</b> ↖
	QB contain	<b>A</b> + <b>R</b> ↘
	Curl to flats	<b>A</b> + <b>R</b> ↔
	Man to man	<b>A</b> + receiver's icon + <b>R</b> ←

AFTER THE SNAP	Hit Stick 2.0 high/low	<b>R</b> ↑/↓
	Diving tackle	<b>X</b>
	Swat ball (when ball is in the air)/ Strip ball carrier (when a player is in possession of the ball)	<b>A</b>
	Strafe	<b>LT</b> (pull)
	Spin move (when engaged)	<b>LB</b>
	Power move (when engaged)	<b>RB</b>
	Hands up/Bat pass/Intercept	<b>Y</b>

## KICKING OFF AND PUNTING

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

1. Move **R**/○ to aim the kick.
2. Move **R**↓ to start the Power Meter.
3. When the Power Meter reaches this area, move **R**↑ to kick the ball.



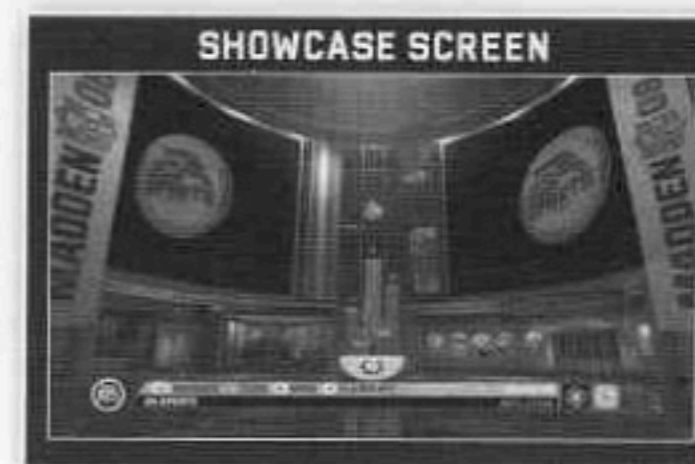
KICK RETURNING	Fair catch	<b>Y</b>
	Touchback	Remain in the end zone

## SUPERSTAR/MINI-GAME CONTROLS

WHEN PLAYING AS THIS POSITION	QB	Pan camera	<b>R</b> ←/→
		Cut moves left/right/up/back	<b>R</b> ←/→/↑/↓
	WR/TE/HB	Strafe facing the ball	<b>LT</b> (pull)
		Call for ball	<b>A</b>
	Blocker	Switch camera during play/preplay	<b>B</b>
		Strafe facing away from ball	<b>LT</b> (pull)
	Defense	Look back at QB	<b>B</b>
		Press coverage presnap	<b>RB</b>
		Attempt chuck	<b>RB</b>

## NEW THE SHOWCASE

The Showcase is the 3D environment that displays your trophies earned and ring progress. Navigate between all the different game modes to fully take advantage of *Madden NFL 08*.



## PLAYING THE GAME

Get right into the action with a Play Now game.

### MAIN MENU

Press **◀** from any menu screen to backtrack to the Main menu.

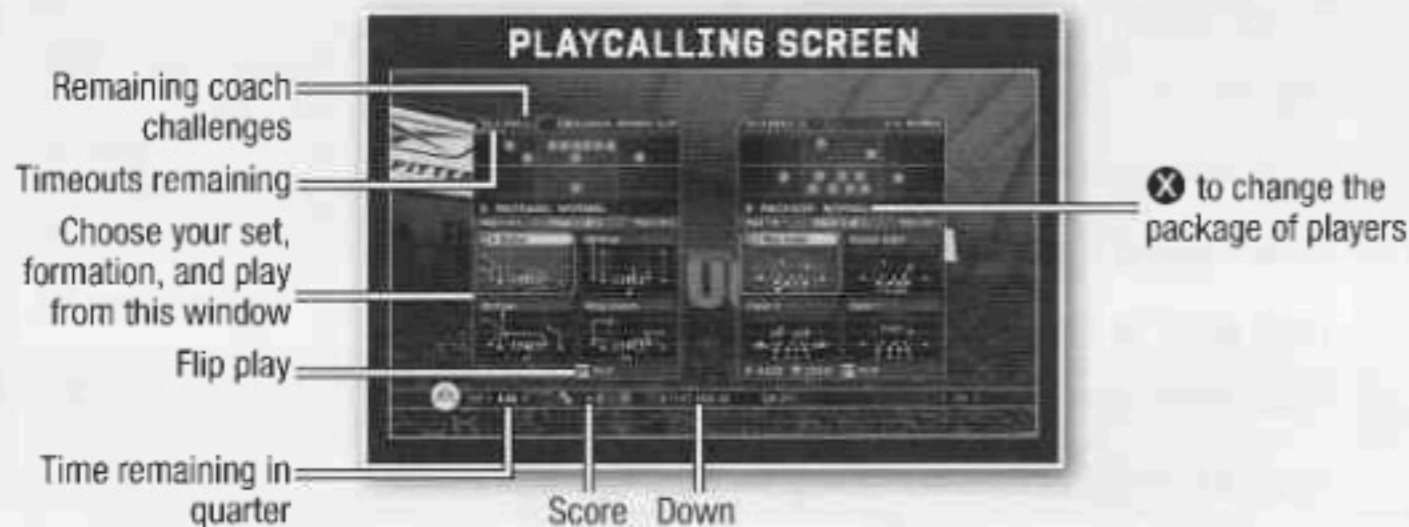
### NEW RINGS OF A CHAMPION

Rings are 3D objects that represent your overall gamer level. The more rings you have, the higher gamer level you are at. Collect rings by playing games and completing tasks. Tasks can be completed in any order and have points associated with them. Rings also contain stats that you can view via a game ticket that sits alongside the rings.

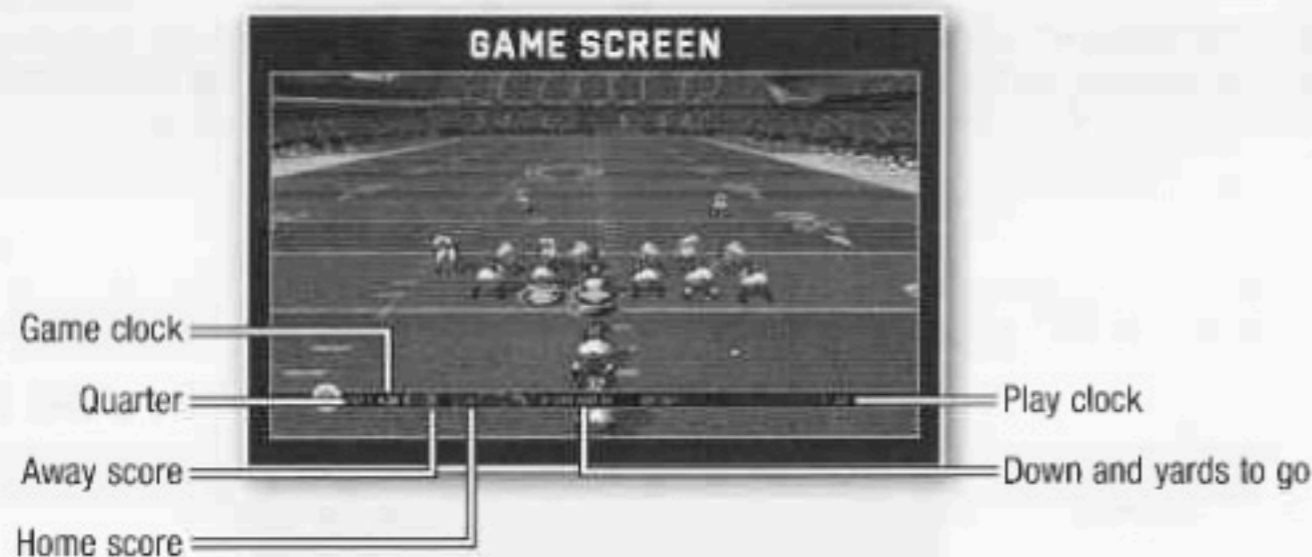
**NOTE:** Your User Profile stores the Rings of a Champion data and game settings. Be sure to regularly save your progress. Also, be careful not to delete your User Profile, or else all the Rings of a Champion progress tied to it will be lost.

### NEW RISKING MADDEN GAMER TROPHIES

When you begin a game—versus a friend or against the CPU—put a little something extra on the line by risking one of your Madden Gamer Trophies. Press **X** at the Team Select screen to go to the Trophy Select screen, then select which trophy you want to play for.



To bluff your playcalling during multiplayer games, press and hold **A**—it will secretly select the play choice—before scrolling on to other plays. To exit the playcalling screen, release **A**.



### NEW KNOW YOUR PLAYER WEAPONS

New player skill icons identify on-field strengths and abilities, providing an immediate read on what your opponent is giving you. Quickly react, create mismatches, and exploit opponent weaknesses before every play with the all-new Read and React System.



### NEW RECEIVER SPOTLIGHT

Spotlighting a receiver is a great way to guarantee solid coverage. Before the play, pull and hold **RT** + the icon of the receiver you want to spotlight. Be careful not to pay too much attention to one receiver, though—double-coverage on one receiver means other receivers could be left open.

### SAVING AND LOADING

You can save Profiles, Rosters, Franchise mode, Superstar mode progress, Created items, and your settings (not your separate settings file, which is saved to your Profile) to your Xbox 360 Hard Drive or Xbox 360 Memory Unit. Only the Profile and the most recent Roster file of the Gamer Profile logged into 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.

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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).

### EA SPORTS™ WORLD

EA SPORTS™ World combines *Madden NFL 08* with the Web to offer you the total sports experience. Collect stats to build your reputation, represent yourself in-game by using the new EA SPORTS World avatar feature, or participate in the online communities—the choice is yours! To create an EA SPORTS World Avatar, visit [www.easportsworld.com](http://www.easportsworld.com) and choose from a variety of options to build your ultimate virtual persona. From here, pay a visit to the EA SPORTS World store and use the credits earned in-game to purchase new avatar items and make yourself stand out from the crowd.

For additional information on EA SPORTS World, avatar creation, credits and accomplishments, check out the FAQ page within the Online Menu under EA SPORTS World or visit [www.easportsworld.com](http://www.easportsworld.com).

## 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.

### MINI-GAMES

Hone your skills in six mini-games designed to test your speed, strength, and skills. Each mini-game has a unique set of controls explained on screen before the event begins. Your performance goes a long way in increasing your Ring Level.

### SUPERSTAR

Create a Superstar either from scratch, by importing an NCAA Legend from *NCAA Football® 08*, or by choosing a rookie from the 2007 draft class and guide his life from pre-draft workouts through his entire career. Can your Superstar have a fantastic NFL career and make it all the way to the Pro Football Hall of Fame in Canton?

### 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 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 Board—if you're listed in the top five active players in your position, 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.



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## GAMEPLAY

You can only control your Superstar from his perspective when he is on the field. When your Superstar is not on the field, the new SuperSim will simulate the action. The new Playcalling screen shows the play the coach has selected. 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, then 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, 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, and select the team for each user.

## 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 **○** to access the Franchise menu.

## 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 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.

## **NEW** BUSTS AND GEMS

Make sure you take the time to evaluate players during the NFL Draft portion of the offseason, because now drafting well matters more than ever. Any player you draft can be labeled a "bust" or a "gem" after 1-3 seasons in the league, and when that happens a bomb or diamond icon appears next to them on the Player Management screen.

Players with a diamond icon are considered "gems" and play better than their ratings indicate. Players with a bomb icon are considered "busts" and play worse than their ratings indicate. Be sure you take advantage of your "gems" while they are overachieving. You can also try to reverse the "bust" label on players by using them in situations where they can make a big play (like at the goal line).

## **NEW** SUPER SIM

Don't want to play a full game? Sit back and watch the play-by-play as you sim the action. Available as a schedule option, you can simulate a game—and jump back into the action at any point. The options are yours.

## FRONT OFFICE MODE

Take charge and leave your imprint on your favorite organization in the all-new Front Office mode. You are in charge of the organization's finances, staff, stadium, and scouting players. See if your leadership can turn the organization into a championship contender.

## HALL OF FAME

Check out highlight reel footage, read bios, and review career stats of the players enshrined in Canton.

## 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.

## CREATE A PLAYER

Create the ultimate NFL star and add him to your team. Enter the My Madden menu and select Create A Player to begin. From there, you can customize your new player's appearance and bio, player type (or Create Custom), and accessories and gear.

## CREATE A TEAM

Want to create your own NFL team and move them to your hometown? Now you can. Choose a new destination for your team and give it whatever name you wish.