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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) 628-1001. No hints or codes are available from (650) 628-1001.
Mailing Address: Electronic Arts Technical Support
P.O. Box 9025
Redwood City, CA 94063-9025

NCAA
FOOTBALL 09

EmuMovies
WARNING: PHOTOSensitivity/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
- disorientation
- altered vision
- seizures
- eye or muscle twitches
- any involuntary movement or convulsion
- loss of awareness

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.

COMPLETE CONTROLS

Are you a die-hard college football fan looking for any advantage you can get to dominate your biggest rivals? If so, master the controls below and become a powerhouse.

NCAA® Football 09 also provides casual players with the option of using all-new EA SPORTSTM Family Play controls, an easy-to-use set of controls that simplify the gameplay experience. For a complete list of the EA SPORTSTM Family Play controls, see p. 08.

GENERAL GAMEPLAY

<table>
<thead>
<tr>
<th>BOTH SIDES OF THE BALL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move player</td>
</tr>
<tr>
<td>Sprint</td>
</tr>
<tr>
<td>Dive</td>
</tr>
<tr>
<td>Jump/Intercept/Catch</td>
</tr>
<tr>
<td>Spin/Throw player</td>
</tr>
<tr>
<td>Call timeout</td>
</tr>
<tr>
<td>Pause game</td>
</tr>
</tbody>
</table>

OFFENSE

<table>
<thead>
<tr>
<th>AT THE LINE OF SCRIMMAGES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Snap the ball</td>
</tr>
<tr>
<td>Fake snap</td>
</tr>
<tr>
<td>Cycle man in motion/Send man in motion</td>
</tr>
<tr>
<td>Coach cam</td>
</tr>
<tr>
<td>— Show cams</td>
</tr>
<tr>
<td>— Show routes</td>
</tr>
<tr>
<td>— Rotate left/right</td>
</tr>
<tr>
<td>Quiet the crowd</td>
</tr>
<tr>
<td>Slide protection (offensive line only)</td>
</tr>
<tr>
<td>— Bunch together</td>
</tr>
<tr>
<td>— Fan out</td>
</tr>
<tr>
<td>— Shift left/right</td>
</tr>
</tbody>
</table>

NOTE: Complete Controls section continued on p. 3
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 99 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

- L2 button
- L1 button
- R2 button
- R1 button
- R3 button when pushed down
- D-pad buttons
- SELECT button
- ANALOG mode button
- START button
- right analog stick

RUNNING WITH THE BALL

<table>
<thead>
<tr>
<th>Action</th>
<th>Buttons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stiff arm left/right</td>
<td>L2 button</td>
</tr>
<tr>
<td>Juke left/right/back</td>
<td>right analog stick</td>
</tr>
<tr>
<td>Cover up ball</td>
<td>@ button</td>
</tr>
<tr>
<td>Cut moves</td>
<td>L1 button, R1 button</td>
</tr>
<tr>
<td>Highlight Stick</td>
<td>right analog stick</td>
</tr>
</tbody>
</table>

QB OPTION

<table>
<thead>
<tr>
<th>Action</th>
<th>Buttons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pitch ball</td>
<td>R2 button</td>
</tr>
<tr>
<td>Fake pitch</td>
<td>L3 button</td>
</tr>
<tr>
<td>Hand off to fullback</td>
<td>@ button</td>
</tr>
<tr>
<td>(triple option)</td>
<td></td>
</tr>
<tr>
<td>QB dive/slide</td>
<td>@ button</td>
</tr>
</tbody>
</table>

PASSING/RECEIVING

<table>
<thead>
<tr>
<th>Action</th>
<th>Buttons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Throw to receiver</td>
<td>@ button, @ button, @ button, L1 button, or R1 button (hold for a bullet pass; tap for a lob)</td>
</tr>
<tr>
<td>Throw ball away</td>
<td>L2 button</td>
</tr>
<tr>
<td>Pump fake</td>
<td>R2 button</td>
</tr>
<tr>
<td>Catch</td>
<td>@ button</td>
</tr>
</tbody>
</table>
### Audibles

- **Call audible**: D button, then D button, R button, L button, L button, or R button.
- **Flip play**: L button.
- **Cancel audible**: L button (if a new play was selected); L button to audible back to the original play.
- **Change audible at Playcalling screen (up to three only)**: L button (press and hold), then press and hold the D button, the L button, or the R button to set the highlighted play to the corresponding button.

**NOTE**: You can set all 10 of your audibles (five on offense and five on defense) from the Playbook/Audibles menu.

### HOT ROUTES

Press the D 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, move the right analog stick down once you’ve selected a receiver.

<table>
<thead>
<tr>
<th>Fly pattern</th>
<th>D-Button ↑</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quick hitch</td>
<td>D-Button ↓</td>
</tr>
<tr>
<td>In/Out pattern</td>
<td>D-Button ↔</td>
</tr>
<tr>
<td>Slant pattern left/right (for receivers)</td>
<td>L button + R button</td>
</tr>
<tr>
<td>Pass block left/right (for running backs/right ends)</td>
<td>L button + R button</td>
</tr>
<tr>
<td>In/Out Flare left/right (for running backs)</td>
<td>D-Button ↔</td>
</tr>
</tbody>
</table>

**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**: D button (after breaking the huddle)
- **Repeat previous play**: D button (immediately after the whistle blows)
- **QB spike**: D button (press and hold)
- **Fake spike**: D button (press and hold)

### Defense

#### At the Line of Scrimmage

- **Cycle through players**: D button
- **Pump up crowd (linebackers and secondary only)**: L button
- **Jump the Snap**: D 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**: L button
- **Big hit**: Right analog stick (in direction of offensive player)
- **Strip ball**: R button
- **Slafe**: R button
- **Swim/Spin left/right (with linemen)**: L button + R button

### Secondary Coverage Audibles (Before the Snap)

<table>
<thead>
<tr>
<th>Man Up</th>
<th>D button, then D-Button right</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shade left</td>
<td>D button, then right analog stick</td>
</tr>
<tr>
<td>Shade right</td>
<td>D button, then right analog stick</td>
</tr>
<tr>
<td>Tight/Loose coverage</td>
<td>D button, then D-Button ↑/↓</td>
</tr>
<tr>
<td>Reset</td>
<td>D button, then D-Button</td>
</tr>
<tr>
<td>Cancel coverage audible</td>
<td>D button, then D button</td>
</tr>
</tbody>
</table>

### Defensive Line/Linebacker Shifts (Before the Snap)

| Shift defensive line left/right | L button + D-Button ↔ |
| Spread/Pinch defensive line | L button + D-Button ↑/↓ |
| Shift linebackers left/right | R button + D-Button ↑/↓ |
| Spread/Pinch linebackers | R button + D-Button ↑/↓ |
| Spy with right defensive end | L button + D button |
| Spy with left defensive end | L button + R button |
| Rush defensive line outside/Jam middle | L button + right analog stick ↑/↓ |
| Crash left/right with defensive line | L button + right analog stick ↔ |
| Call off linebacker blitzes (any blitzing linebacker is reassigned to a hook zone while the MLB changes to a QB spy assignment) | R button + right analog stick |
| Blitz with all linebackers | R button + right analog stick ↑/↓ |
| Blitz with the outside linebackers | R button + 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 punt/field goal (after the ball is snapped)**: L button

#### Returning Kicks/Punts

- **Fair catch**: D button
- **Knee in end zone**: Stay in end zone

---

**EA SPORTS**

[www.easports.com](http://www.easports.com)
PLAYING 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. Don't let all of your hard work go to waste!

GAME SCREEN

Score
Down and distance
Possession indicator
Play clock
Quarter
Yard line
Game clock
Stadium Pulse

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 button + the corresponding playcall button to select the play shown above it. Press the button + the corresponding playcall button to select the play shown below it.

MY SKILLS
In NCAA Football 03, your success on the field matters more than ever—making big plays unlocks user bonuses and improves your Dynamic Player Ratings. You can also see how well you've played in previous games with the all-new User Report Card, which grades your performance 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.

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 against an opponent, tap the button for a second chance to either make or break the tackle.

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 button to bring up the Coach Cam, then move the right analog stick to show the plays).

Move the right analog stick for a fake play action, for a fake pass, for a fake run, or for the actual play.

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 bluffed plays, making your real play more effective.

COACH CAM MATCH-UP VISUALS
See who the best players on the field are by using the Coach Cam (press and hold the 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.

IN-GAME SNAP SHOTS
Capture all of your most memorable plays and incredible moments. All you have to do is take a snap shot of your memorable moment and access the Instant Replay feature via the Pause menu, then click the button during the appropriate time. After your pictures are saved, you can view all of them by visiting your Photo Album My Shrine menu.

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.

HIGHLIGHT STICK
When carrying the ball, move 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.

QB AVOIDANCE
When defenders are closing in on your quarterback, move the right analog stick in any direction to make your quarterback do a side-step in the pocket or an elusive maneuver that shakes off a sack attempt.

RECEIVER DIRECT
After rolling out of the pocket with your quarterback, an indicator appears under the receiver closest to you. Move the right analog stick to direct that receiver to go in the direction you want. To switch between different receivers, click the button.

RUNNING BACK COMBO MOVES
Set defenders up like never before by stringing together multiple moves, including jukes, spins, and stiff arms. Enhanced running animations provide a more fluid and responsive feel, allowing you to use your next move while you're playing out another.

ADVANCED HOT ROUTES
Before the snap on offense, press the button then move the right analog stick to assign your receiver to a safe route. to assign your receiver to drag route left/right, or to assign your receiver to a Smart Route, which makes him run a route as long as is needed for a first down.
DEFENSIVE HOT ROUTES
Before the snap on defense, switch to the appropriate defender and move the right analog stick ↓ twice to assign him to a QB Contain defense, which helps to collapse the edge of the field. To assign your defender to a Smart Zone, making him defend the first-down area of the field, move the right analog stick ↑ twice.

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. An unsaved information snapshot will be lost. You can also save or load manually by accessing the Load/Save screen via the My NCAA menu.

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

NEW EA SPORTS™ Family Play
EA SPORTS Family Play is an easy pick-up-and-play game mode with no penalties, injuries, or fatigue. Compete against the greatest programs in college football with easy-to-use, simplified play and control systems. Take on friends and family in a light-hearted game in each of the following parts of NCAA Football 09: Play Now, Dynasty, Campus Legend, Points Pursuit, Mascot Game, and Rivalry Game. The EA SPORTS Family Play controls are displayed below:

**OFFENSE**

| Dive | ➡ button |
| Spin | ➡ button |
| Special move | ➡ button |
| Pitch ball (on option plays) | ➡ button |

**DEFENSE**

| Dive | ➡ button |
| Switch player | ➡ button |
| Special move | ➡ button |
| Catch (ball in air) | ➡ button |

**SPECIAL TEAMS**

| Kick (kickoff/punt/field goal) | ➡ button |

NEW MASCOT CHALLENGE

Quickly go from a novice or mid-level player to All-American status by improving your skills and technique in a series of practice drills that focus on passing, rushing, catching, and defense. Choose your favorite team and go up against famous mascots from across the country in four different challenges.

The Passing Challenge is designed to help you get more comfortable throwing the ball from the pocket while avoiding defenders. The goal is simple: complete passes to your receivers while they are covered by the mascots. You have to complete at least six out of 10 passes to advance to the next level.

The Rushing Challenge teaches you to react quickly to defenders and helps you get more familiar with using special moves under pressure. You have to run through a gauntlet of mascots before time runs out in order to do so, however. Do the action that appears on the next mascot’s head to avoid being tackled.

The Receiving Challenge puts you on the receiving end of the pass, and you have to hurry to the highlighted area of the field and catch the ball before the mascot receivers do. You have to catch at least six out of 10 to win the challenge.

The Defense Challenge teaches you how to play defense, then puts your skills to the test. As each mascot tries to rush or throw for a touchdown, you must attempt to stop them by doing the defensive action listed above their head. For every tackle, the mascots are pushed further back on the field. You have 10 attempts to push them all the way back to their end zone.

GAME MODES

Experience the excitement and drama that is college football by trying each of the exciting game modes.

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 can choose from a campus dorm, playbooks, newsletters, playable college, and more. As you progress through your career, the 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 honors you have achieved, and 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 notes.

**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 title 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 09, do you return for your senior season (juniors only), or do you stay in college football as a coach (seniors only)? It all depends on how well you performed during your college career.
ONLINE PLAY

Registration required to access online features. EA online terms & conditions and feature updates are found at www.ea.com. You must be 13+ to register with EA online. EA may retire online features after 30 days notice posted on www.ea.com or 30 days after the last day of the 2008-2009 NCAA football season.

A network adapter (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 09 online. NCAA Football 09 is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adapter Start-Up Disc that came with your network adapter (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 51KB of free space on the memory card (8MB) for PlayStation®2.

PLAYING ONLINE
In order to play NCAA Football 09 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); 6800 (UDP).

WELCOME TO NCAA FOOTBALL 09 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™
Become a national powerhouse and make a run for a championship year after year. Nab the top recruits in the land, devise an unstoppable gameplan, and dominate your opponents every time you take the field. Transform your university into one of the most respected in college football. The program is in your hands.

DYNASTY MODE MAIN MENU
Preseason Schedule Customize your schedule however you want. Choose to play easier schools to rack up wins or schedule a slate of prestigious programs to challenge your team week in and week out. You can also choose which players to redshirt for the upcoming season, target prospects for In-Season Recruiting, and assign jersey numbers to all players on the user teams.

Summer Training Another facet of the pre-season which allows you to improve your players 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.

Coach's Desk 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.

Game Prep Prepare for each week's upcoming game by practicing against your next opponent's playbook and perfecting up to 10 key plays that will provide a ratings boost to your players while negating your opponent's home field advantage.

Game Prep Notebook View any plays prepared with Game Prep each week.

Player Promises
A 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.

Rosters
Adjust your depth chart, apply for a medical hardship redshirt, and more.

Playbooks/Audibles
Customize your playbook and audibles to your specifications.

Coach Options
Choose your game strategy, view (or quit) your coaching position, and review your coaching report card.

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 detailed breakdown of the Strongest Conferences in the country, and see which stadiums rank as the biggest 25 places to play.

NEW Strength of Schedule
The dynamic Top 25 list ranks the teams with the toughest schedule each week.

Stat Book
View season, career, and team stats, or look at rankings.

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 09 and oversee their professional careers.

POINTS PURSUIT
Forget traditional football scoring system. In Points Pursuit, your team gets points based on yards gained or lost, big defensive stands, and user actions such as User Break Tackles, User Picks, and User Sacks.

When the Multiplier comes into play, the stakes are doubled, tripled, or even quadrupled! The team with the most points at the end of the game wins.

Impress the crowd and earn big points. You can check out your point level by visiting My Shrine via the My NCAA® menu after the game.
RIVALRY GAME
Take on your school's biggest rival in a game where the only numbers that matter are the ones on the scoreboard.

COKE ZERO™ MASCOT MASH UP
Big Jay vs. Mike The Tiger, Sebastian vs. Sparty. The mascots are ready to take the field. In the Mascot Game, bragging rites are on the line when five of your side icons battle it out on the gridiron.

PRACTICE
Prepare for the big game by running through your playbook in Practice mode. You can work on all three phases of the game with or without an opponent on the field (offense/special teams/passer skeleton only).

SPRING DRILLS
Test your skills in a variety of drills on offense, defense, and special teams.

GAME FEATURES
Select your Playbooks and Audibles and personalize your game by creating an entire university in your name. You can also create your own player, playbook, sign, and more.

CREATE-A-SCHOOL
From uniform to mascot, create a school and see if it has what it takes to stake a place among the NCAA powerhouses. You can use created schools in Play Now, Dynasty Mode™, and Practice games.

CREATE-A-PLAYER
Build the ultimate college player and then add him to your created team or to any other team.

CREATE-A-PLAYBOOK
Forget taking a page from someone else's playbook—here's your chance to create your own. Each playbook has twelve formations, nine of which you can customize. The Tailgating, Goal Line, and Special Teams formations are in each playbook and cannot be changed.

CREATE-A-SIGN
Let your school spirit shine. Create fan signs to tell the opposing team just what you think of them. Fan signs work in all game modes except Online.

FBS/FCS/HISTORIC ROSTERS
View and edit rosters, adjust depth charts, delete players, or auto-name rosters. You can also modify the jersey numbers of any player.

MY NCAA
Customize your Settings or head into My Shine to check out your Record Book, Trophy Case, Photo Album, and more. You can also Load/Save games from here.

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

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