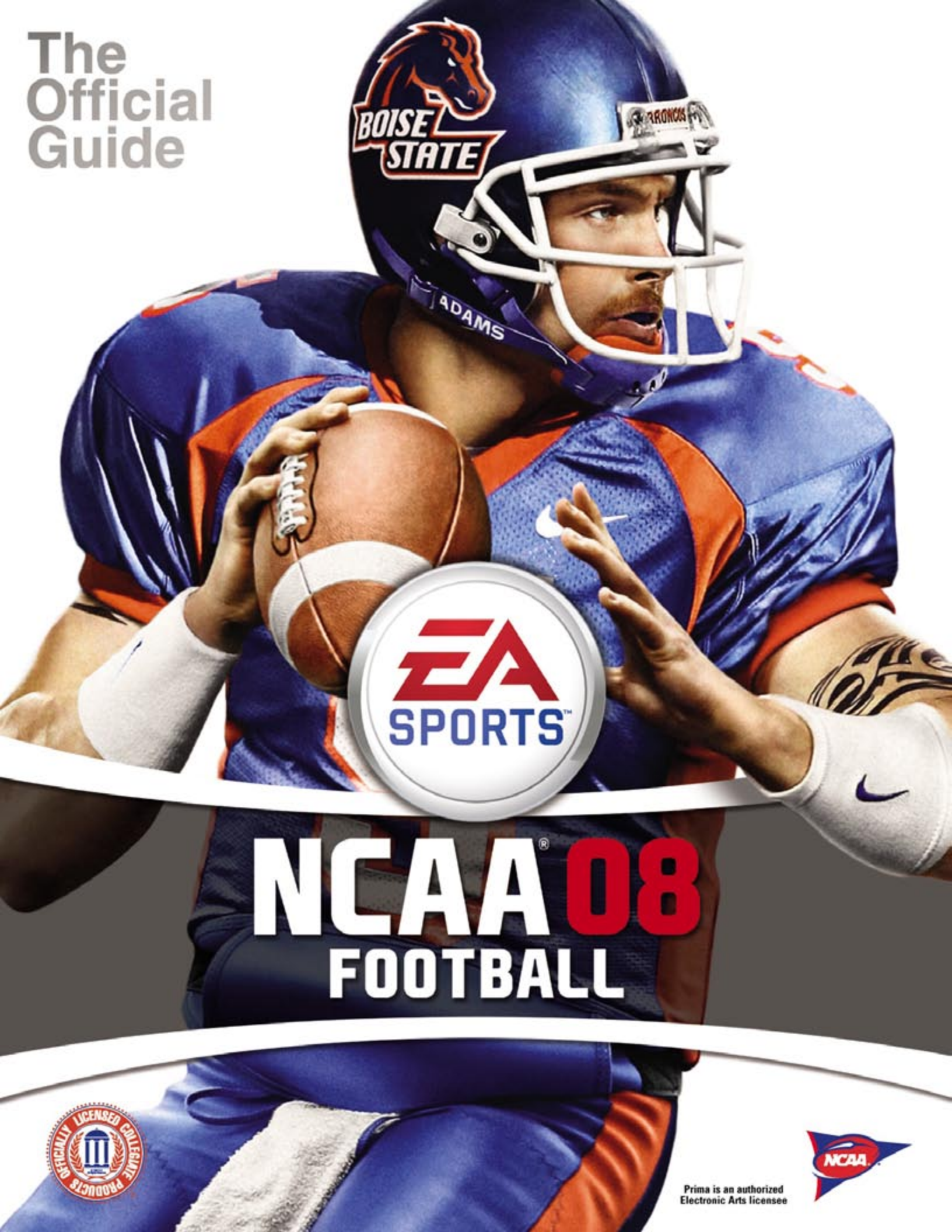


The Official Guide



NCAA[®] 08 FOOTBALL



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Introduction



Thank Jared Zabransky and Boise State's performance in the Tostitos Fiesta Bowl for inspiring some new plays for this year's game—including the infamous Statue of Liberty play (sequence from left to right).

There's much more to the sport of college football than Xs and Os, or stats and match-ups. It's also about heart and spirit—and an unwavering belief that you can emerge victorious no matter what the odds and pundits might dictate.

The power to become a leader and inspire your teammates to play at a higher level is what drives *NCAA Football 08*. This year's all new Leadership Control lets you lead by example: Success on the field will increase your teammates' confidence as well as their personal ratings. If your teammates believe in you, they

will believe in victory.

No one embodies those qualities of leadership more than the cover athlete of *NCAA Football 08*, former Boise State University quarterback and Tostitos Fiesta Bowl MVP Jared Zabransky.

Zabransky led Boise State to an undefeated record last season, capped off with a breathtaking 43-42 overtime victory against Oklahoma at the Tostitos Fiesta Bowl, which has been hailed as one of the most exhilarating games in college football history. In three seasons as the starting quarterback, Zabransky compiled a 33-5

record and was named a semifinalist for the Davey O'Brien and Maxwell Awards this past season.

"This has been a magical season for me, and seeing my face on the cover of *NCAA Football 08* is yet another unforgettable moment in what has already been a great year," said Zabransky. "This video game truly embodies the spirit of college football, and I'm very proud to be a part of it."

We hope you enjoy this comprehensive strategy guide of the most complete, most realistic and most enjoyable college football game ever made: *NCAA Football 08*.

Game Overview

Here is an overview of what comprises *NCAA Football 08*. Most of the game menu screens offer a help button or text to walk you through available options for that menu.

PLAY NOW

This is where you can start a quick game against either the computer or other human player(s). The "Select Team" screen lets you choose from more than 200 Division FBS and FCS teams, including famous squads from seasons past and any teams you

unlocked via pennants or created yourself. A report card graph lets you quickly measure team strengths and weaknesses as well as how the two teams shown match up. Below each team name is a list of three impact players to give you an idea of who to look out for on offense and defense. Also, there's a button to select a random team as well as a button to set any two selected teams to equal strength.

There's an option in this mode to select not only a specific (or random) stadium to play in (there are more

NOTE

Except where noted, this strategy guide focuses on the PlayStation 2 and Xbox versions of this game. While many of the gameplay strategies found in this guide are very applicable to other platforms, be aware that specific game features, gameplay and graphics will vary from platform to platform. We point out major differences whenever possible in this guide.

FAST FACT

The Oklahoma Sooners football team holds the NCAA record for most consecutive wins by a major college program at 47. The streak spanned five seasons from 1953-57.



The Play Now team select screen.

than 200 total to choose from), but also weather factors such as temperature, precipitation (rain or snow), and wind. The weather can become a key factor: High winds greatly disrupt both kicks and passes, while rain and snow may affect field conditions and the ability to handle the ball. (Of course, weather is not a factor when playing in a domed stadium.)

Once the teams and stadium are selected, the "Select Controller" screen appears; you can select which team you want to play with as well as choose a specific player profile and/or change offensive/defensive playbooks or team uniform colors.

Note that many of the customization factors described above (such as weather, stadium, playbooks, team uniforms, etc.) are also available in other gameplay modes.

GAME MODES

This section is where you'll find the bulk of this game's single-player features, including:

► CAMPUS LEGEND

Create your own student-athlete from scratch and follow the path to college football stardom. Earn a place in your school's hall of fame at the end of your college career by balancing your time wisely between studies, practice, and social events. Look for a full breakdown in the Advanced Strategy section.



Campus Legend is brand new on the Xbox and PlayStation 3.

► PLAY ONLINE/XBOX LIVE

Play single games or tournaments against other *NCAA Football 08* players online.



Summer training is a new addition to Dynasty Mode.

► DYNASTY MODE

In Dynasty Mode, turn your favorite school into a collegiate powerhouse. Dynasty mode includes in-season recruiting, coaching contracts, customizable schedules, and the deepest stat-tracking system ever. Find in-depth information on Dynasty Mode in the Advanced Strategy section.

► RIVALRY GAME

Play a game from a list of nearly 200 traditional team rivalries, which feature either special trophies (which can be won and displayed in the player's Trophy Room) and/or are historically significant. Rivalries can be sorted by conference or team.



Nothing says rivalry quite like the "Clean, Old-Fashioned Hate" that Georgia and Georgia Tech share...

► MASCOT GAME

The Mascot Game is a fun deviation from normal gameplay; instead of football players, both team lineups are filled with mascots from each chosen school. All mascot teams have maximized player stats, so there's no advantage to choosing one mascot team over another.



Mascots can play football, too!

► SCRIMMAGE

Scrimmage is a variation of the game's standard Practice mode. Unlike a regular game or practice, each team gets two five-minute halves on offense. The offense starts on its own 20-yard line and has four downs to get a first down or score. If the offense fails to gain a first down or score, they have to start again at the 20-yard line. Scrimmage games have a unique scoring structure: An offense scores two points for each first down and

Offensive Formation Sets

Calling the right plays in the right situations is arguably the most important skill to master in *NCAA Football 08*. A horrible player who's great at selecting plays will often do better against the computer than an excellent player who's horrible at play calling—that's how vital this part of the game is to ensuring success.

This section breaks down the offensive and defensive playbooks so that you can find plays that best suit your playing style.

WHAT'S NEW

NCAA Football 08 has made a few changes to its playbooks relative to previous versions.

Each playbook still has 12 user-editable formation slots; however, in the PlayStation 2 and Xbox versions, all the Hail Mary plays are incorporated into various shotgun playbooks rather than as a separate formation. (The Hail Mary remains a separate formation set in the Xbox 360 and PlayStation 3 versions.)

Several formations have expanded the number of formation sets; other sets (such as Full House and Power T) are no longer offered as separate formation sets to choose from.

On the following pages are lists of the most common formations in the game. After each formation is a number in parentheses, which represents the number of Division I FBS team playbooks that contain that formation set. That number is a good indication of how common or rare a specific formation might be.

ACE

Ace formations feature a single running back (often the halfback) behind the quarterback and four pass catchers (either wide receivers and/or tight ends). Ace formations are usually biased toward the passing game—but with a talented halfback and solid blocking from the tight end, you can run out of it as well.

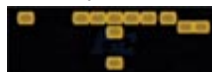
Team playbooks that rely heavily on ace formation sets include Idaho and Northern Illinois.



Ace Big is heavily used; it appears in 95 FBS team playbooks.

MOST COMMON ACE SETS

Ace
4WR Trey (0)



Ace
4WR Trio (2)



Ace
4WR Trips (9)



Ace
Big (95)



Ace
Big Bunch (5)



Ace
Big Flip (5)



Ace
Big Twin TE (33)



Ace
Big Twins (34)



Ace
Big Wing (1)



Ace
Big Wing Twins (2)



Ace Big
Emory Henry (1)



Ace
Bunch (27)



Ace Bunch
Regular (8)



Ace
Double Flex (4)



Ace
Empty (0)



Ace
Flip Trips (1)



Ace
Jumbo (6)



Ace
Jumbo Pair (5)



Ace
Slot (67)



Ace
Slot Flex (15)



Ace
Slot HB Str (1)



Ace
Slot Wing (1)



Ace
Spread (20)



Ace
Spread Flex (9)



Ace
Tight (1)



Ace
Tight Slots (1)



Ace
Trio (2)



Ace
Trips (12)



Ace
Twin TE Slot (40)



Ace
Wing Trips (4)



Ace
Y-Trips (64)



Ace
Y-Trips HB Str (0)



NOTE

When customizing playbooks, keep in mind that some specific formations are available only to certain schools and playbooks.

FAST FACT

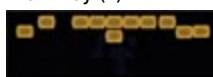
The NCAA was originally formed in 1905 because of the need to regulate dangerous college football formations, such as the flying wedge, which were responsible for numerous injuries and deaths in the sport during that time.

EMPTY

With an empty backfield, an offense has five receivers available for passes. Empty formation sets are designed to spread the defense, and if you have running backs lined up as receivers, you can also run the option. However, empty formations usually scream “pass play” to defenses—so watch out for blitzes.

MOST COMMON EMPTY SETS

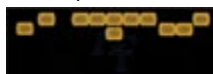
Empty Flex Trey (1)



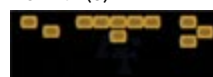
Empty Flex Trio (0)



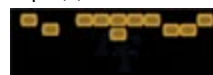
Empty Flex Trips (1)



Empty Normal (0)



Empty Trips (3)



MOST COMMON FLEXBONE SETS

Flexbone Normal (2)



Flexbone Slot (1)



Flexbone Split (1)



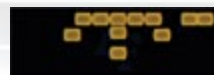
Flexbone Tight (1)



Flexbone Trips (2)



Flexbone Twins Over (1)



Flexbone Wide (1)



Flexbone Wing (1)



Flexbone Wing Twins (1)



where they line up). Because the running backs line up in receiver-type positions, there is “flexibility” in calling a run, option, or pass play out of this formation—so it’s very tough for defenses to handle.

I-FORM & POWER I

In the I formation (known in the game as I-Form), the halfback and fullback line up directly behind the quarterback—thus creating the “I.”

A variant of the I-Form is the Power I, in which the middle back lines up offset so that the three running backs form a tight triangle behind the quarterback. Generally, the I Formation is used for power running or option run plays.

In addition, a number of plays in the Goal Line playbook are based on the I-Form, except that the receivers and/or tight ends are pulled in closer to the offensive line.



Navy’s playbook relies heavily on the flexbone formation.

MOST COMMON I-FORM/POWER I SETS

I-Form Close Twins (0)



I-Form H Pro (2)



I-Form H Slot Flex (1)



I-Form H Twins (1)



I-Form Normal (77)



I-Form Slot (25)



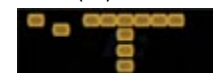
I-Form Tight (53)



I-Form Twin TE (13)



I-Form Twins (50)



I-Form Twins Flex (14)



I-Form Y-Trips (4)



Power I Normal (1)



PISTOL

Perhaps the most notable offensive formation innovation in recent years, the pistol is a passing-oriented formation developed by Nevada and introduced in last year’s game.

This year, a few other teams have



Oregon has a few pistol formation sets in its playbook this year.

FBS Teams

NCAA Football 08 features all 119 current Division I FBS (Football Bowl Subdivision) teams from 11 various conferences: the Atlantic Coast Conference (ACC), Big Ten, Big 12, Big East, Conference USA (C-USA), Mid-American Conference (MAC), Mountain West, Pacific-10 (PAC-10), Southeastern Conference (SEC), Sun Belt and Western Athletic Conference (WAC). A handful of teams, such as Notre Dame, operate independent football programs with no official conference affiliations.

Each team has Report Card grades that indicate its relative strength overall as well on offense and defense.

Below the grades are prestige ratings (from one to six stars), which reflect the reputations of each school's academics, program and coach, and a quick recap of each team's 2006 season. Not surprisingly, teams with top grades and high prestige ratings are the top-tier schools in the game—and therefore ideal team choices for first-time players.

This year's strategy guide is the first to offer complete offensive and defensive depth charts. Each player is represented by a box: The top number is that player's overall rating (kick/pass power and accuracy stats are also listed for quarterbacks, punters and kickers); the bottom number is the jersey number.

All ratings are based on the Xbox and PlayStation 2 versions of the game; ratings on other versions should be similar but may vary by a few points.

The depth charts also show where each team's three impact players are. Use the depth charts to look for mismatches between positions or weaknesses to exploit (especially in your opponent's offensive/defensive lines).

Finally, each team profile lists the default coaching philosophies and playcall tendencies (as found in the game's Dynasty Mode) as well as the 12 default offensive play sets. This gives you a general idea of what to expect from computer opponents.



Best of the Best: USC is the only team with an overall A+ grade.



AIR FORCE Falcons

Conference: **Mountain West**

Location: **Colorado Springs, CO**

REPORT CARD AND PRESTIGE

D+

Overall

C

Offense

C-

Defense

PRESTIGE RATINGS

Academic ★★★★★

Program ★★

Coach ★★

2006 SEASON RECAP

■ 4-8 overall record

■ 3-5 conference record

■ 6th in Mountain West

DEFENSIVE DEPTH CHART AND SCOUTING REPORT

Neutral 3-3-5 Defense

AI Playcall Tendency: 45% defend run, 55% defend pass

85 #11	76 #32	68 #52	72 #34	84 #33	76 #27
62 #23	76 #4	68 #53	68 #37	74 #9	62 #22
78 #39	FS	ROLB	MLB	SS	LOLB
76 #2	78 #97	70 #79	76 #95	72 #3	76 #6
59 #20	76 #91	68 #93	70 #92	56 #28	76 #2
CB	RE	NT	LE	CB	

IMPACT PLAYERS

LIKELY STARTERS

OFFENSIVE DEPTH CHART AND SCOUTING REPORT

Aggressive Balanced Offense

AI Playcall Tendency: 60% run, 40% pass

K	WR	LT	LG	C	RG	RT	TE	WR	P
74 KPW 87	74 #7	74 #74	76 #63	82 #64	78 #69	76 #70	80 #88	70 #12	62 KPW 84
87 KAC 84	68 #26	74 #73	68 #57	65 #65	68 #67	72 #59	76 #86	68 #80	84 KAC 78
13	65 #82	FB	QB1	QB2	HB	65 #38			
	82 #21	85 THP 85	76 THA 86	76 THA 70	82 #1	80 #24			
	76 #40	85 #5	76 #15						

IMPACT PLAYERS

LIKELY STARTERS

TEAM OFFENSIVE PLAYBOOK

Ace Big

Ace Bunch Regular

Ace Slot

Ace Y-Trips

Flexbone Normal

I-Form Normal

I-Form Slot

I-Form Tight

Strong Normal

Strong Twins Flex

Shotgun 2 Back Slot

Shotgun Norm. Flex Str



MIAMI (Ohio) UNIVERSITY

RedHawks

Conference: **MAC (East)**
Location: **Oxford, OH**

REPORT CARD AND PRESTIGE

C

Overall

C+

Offense

C-

Defense

PRESTIGE RATINGS

Academic ★★★★★
Program ★★
Coach ★★

2006 SEASON RECAP

■ 2-10 overall record
■ 2-6 conference record
■ 5th in MAC East

DEFENSIVE DEPTH CHART AND SCOUTING REPORT

Aggressive 4-3 Defense

AI Playcall Tendency: 52% defend run, 48% defend pass

74 #13	76 #9	80 #48	74 #44	76 #6	
72 #34	68 #32	65 #20	70 #47	70 #15	74 #3
78 #33	FS	ROLB	MLB	LOLB	SS
74 #26	89 #58	74 #94	72 #93	76 #51	72 #16
72 #23	82 #99	70 #98	68 #65	68 #21	65 #25
CB	RE	DT	DT	LE	CB

IMPACT PLAYERS LIKELY STARTERS

OFFENSIVE DEPTH CHART AND SCOUTING REPORT

Aggressive Spread Offense

AI Playcall Tendency: 49% run, 51% pass

K	WR	LT	LG	C	RG	RT	TE	WR	P
76	78	89	86	84	80	74	82	76	70
KPW	#88	#76	#68	#72	#50	#55	#80	#18	KPW
92	74	68	72	76	74	68	72	70	87
KAC	#11	#71	#75	#61	#52	#78	#83	#86	KAC
82	68	FB	QB1	QB2	HB	65	#4		
#19	#89	70	85	72	87	#81			
		#39	THP	THP	#24				
			90	88	78				
			THA	THA	#29				
			86	80					
			#3	#12					

IMPACT PLAYERS LIKELY STARTERS

TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Big Twins
Ace Big Twin TE
Ace Y-Trips
I-Form Normal
Weak Normal
Shotgun 2 Back Slot
Shotgun Normal HB WK
Shotgun Y-Trips
Shotgun Y-Trips HB WK
Shotgun Spread
Shotgun Spread Flex



MICHIGAN

Wolverines

Conference: **Big Ten**
Location: **Ann Arbor, MI**

REPORT CARD AND PRESTIGE

A

Overall

A+

Offense

A-

Defense

PRESTIGE RATINGS

Academic ★★★★★
Program ★★★★★
Coach ★★★★★

2006 SEASON RECAP

■ 11-2 overall record
■ 7-1 conference record
■ Lost Rose Bowl

DEFENSIVE DEPTH CHART AND SCOUTING REPORT

Aggressive 4-3 Defense

AI Playcall Tendency: 44% defend run, 56% defend pass

92 #31	91 #37	87 #55	94 #2	95 #22	
76 #36	84 #8	78 #49	86 #46	80 #3	87 #5
88 #14	FS	ROLB	MLB	LOLB	SS
85 #35	91 #90	90 #67	80 #44	82 #99	84 #27
78 #21	78 #58	78 #93	78 #97	78 #92	78 #23
CB	RE	DT	DT	LE	CB

IMPACT PLAYERS LIKELY STARTERS

OFFENSIVE DEPTH CHART AND SCOUTING REPORT

Neutral Balanced Offense

AI Playcall Tendency: 52% run, 48% pass

K	WR	LT	LG	C	RG	RT	TE	WR	P
65	92	97	90	80	87	84	88	84	78
KPW	#86	#77	#57	#65	#73	#75	#83	#13	KPW
85	80	78	82	78	74	82	78	78	94
KAC	#18	#71	#70	#62	#78	#52	#89	#82	KAC
80	78	FB	QB1	QB2	HB	74	#41		
#43	#80	80	93	82	95				
		#39	THP	THP	#20				
		78	97	96	88				
		#32	THA	THA	#24				
			90	86					
			#7	#15					

IMPACT PLAYERS LIKELY STARTERS

TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Twin TE Slot
Ace Slot
Ace Y-Trips
Ace Bunch
Ace Double Flex
I-Form Normal
I-Form Twins
I-Form Tight
Strong Normal
Strong Twins
Strong Tight

Advanced Scouting

Here are the most likely offensive looks and defensive packages the computer will throw at you while playing against these FBS teams. Offenses are listed on the left two columns; defenses are on the right.

In addition, the top 25 pre-season ranked teams are listed in red; the top 10 have 2007 scouting previews:

AIR FORCE

Split Backs 3-4

AKRON

5 WR 5 WR Tight 3-4
Power I

ALABAMA

5 WR Power I 3-3-5
Pro Set Spread 3-4
4-3
Nickel

ARIZONA

Power I Two TEs 3-4
Spread 4-3

ARIZONA STATE

3 WR 5 WR 4-3
Power I Pro Set
Split Backs Two TEs

#10 ARKANSAS

5 WR I Form 4-3
Power I Split Backs

2007 Scouting Preview



The Razorbacks have one of the best running backs in the nation as well as a talented senior wide receiver. Look for the team to get somewhat more conservative on offense in order to take some pressure off the quarterback position, which lacks experience aside from the projected starter.

ARKANSAS STATE

Power I Pro Set 4-3



Arizona State vs. Arizona: The Duel in the Desert

ARMY

Power I 4-3

#13 AUBURN

Offset I Power I 4-3
Pro Set

BALL STATE

Power I 4-3

BAYLOR

Pro Set Nickel

#23 BOISE STATE

Pro Set Spread 4-3

#25 BOSTON COLLEGE

5 WR Power I 4-3
Pro Set Spread Nickel
Two TEs

BOWLING GREEN

Pro Set 4-3

BUFFALO

Power I Nickel

#16 CAL

Power I Pro Set 4-3

CENTRAL MICHIGAN

Pro Set 4-3

CINCINNATI

Power I Pro Set 4-3
Spread

CLEMSON

Power I Pro Set 4-3
Nickel

COLORADO

Split Backs 4-3
Nickel

COLORADO STATE

Pro Set 4-3

CONNECTICUT

5 WR Power I 4-3

DUKE

5 WR Power I 4-3
Two TEs

ECU

Power I Pro Set 4-3

EASTERN MICHIGAN

Pro Set 4-3

**FAST FACT**

Georgia Tech owns the most lopsided victory in college football history, beating Cumberland 222-0 in 1916. In that game, Cumberland had only one play for positive yards, while Georgia Tech racked up 32 touchdowns.

#4 FLORIDA

5 WR	Power I	4-3
Pro Set	Spread	Dime Nickel

2007 Scouting Preview

The defending national champs have a young but talented quarterback who can both pass and run effectively. The

Gators have some holes to fill on the defensive line as well as in the secondary, and the kicking game needs to become more reliable.

#21 FLORIDA STATE

Florida State	5 WR
Power I	Pro Set
Split Backs	

FRESNO STATE

Power I	4-3
---------	-----

#18 GEORGIA

Power I	Pro Set	4-3
Wishbone		Nickel

GEORGIA TECH

Power I	4-3
---------	-----

HAWAII

Spread	4-3
--------	-----

HOUSTON

Power I	Pro Set	3-4
		4-3

IDAHO

Pro Set	4-3
---------	-----

ILLINOIS

Power I	Pro Set	4-3
Spread		

INDIANA

Power I	Pro Set	4-2-5
Spread		4-3

IOWA

Power I	4-3
---------	-----

IOWA STATE

Power I	Pro Set	4-3
---------	---------	-----

KANSAS

5 WR	Power I	4-3
Pro Set	Split Backs	
Spread	Two TEs	

KANSAS STATE

Power I	Pro Set	4-3
Two TEs		

KENT STATE

Power I	Pro Set	3-4
		4-3

KENTUCKY

Power I	3-4
	4-3

LOUISIANA TECH

Pro Set	3-4
---------	-----

#11 LOUISVILLE

Power I	Pro Set	4-3
Spread		

#3 LSU

5 WR	Power I	4-3
Pro Set		

2007 Scouting Preview

A lot of big guns are returning on defense, including impact players at linebacker and defensive tackle. Led by a new starting quarterback, the Tigers' offense will need to find wideouts who can compensate for the loss of two key wide receivers from 2006.

MARSHALL

5 WR	Power I	4-3
Pro Set		

MARYLAND

Power I	Pro Set	3-4
		4-3

MEMPHIS

Pro Set	Spread	3-3-5
---------	--------	-------

MIAMI

5 WR	Power I	4-3
Pro Set	Spread	Dime
Two TEs		

MIAMI (OHIO)

Pro Set	4-3
---------	-----

#2 MICHIGAN

Power I	Two TEs	3-4
		4-3

2007 Scouting Preview

Loaded with talent on both offense and defense, Michigan's only weakness might be their brutal November schedule. Two away games against in-state rival Michigan State and Wisconsin will be followed by a season finale against some team from Ohio...

MICHIGAN STATE

5 WR	Pro Set	3-4
Split Backs	Spread	4-3
		Dime Nickel

MID TENNESSEE STATE

Pro Set	Spread	4-3
---------	--------	-----

MINNESOTA

Power I	Pro Set	3-4
Split Backs	Spread	4-3
Two TEs		Dime Nickel

MISSISSIPPI STATE

5 WR	Power I	4-3
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MISSOURI

5 WR	Pro Set	4-3
Spread		Nickel

NAVY

Pro Set	Flexbone	3-4
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FCS Teams

The PlayStation 2 and Xbox versions of *NCAA Football 08* feature 79 Division I FCS (Football Championship Sub-division) teams from nine conferences: Atlantic 10, Big Sky, Ivy League, Mid-Eastern Athletic Conference (MEAC), Gateway Football, Ohio Valley, Southern, Southland and Southwestern Athletic Conference (SWAC).

In terms of structure and content, the FCS team profiles are similar to the FBS profiles. When comparing FCS and FBS teams, you'll notice that the FCS Report Card grades and prestige ratings are rather low compared to FBS teams (the notable exception being the academic ratings of some schools, particularly those in the Ivy League).

However, those low grades and rankings do *not* mean that FCS teams play poorly. It merely reflects the relative disparity between the two divisions. As one can imagine, an FCS school is almost always at a disadvantage when playing against an FBS school. Still, upsets are indeed possible and have happened numerous times in recent history—but it'll take smart play calling and mistake-free gameplay.

Something else you'll notice in the FCS depth charts is the reduced roster total for most teams. While all FCS teams have three impact players, there are fewer substitutes available for many positions.

While FBS schools have school-specific playbooks, the default playbooks of FCS schools are based on one of six fairly self-explanatory playbook templates: Balanced Pass, Pass Heavy, Run and Gun, Balanced Run, Option Run and West Coast.

In addition, FCS teams in Dynasty Mode have the 3-3-5 as the default defensive playbook; the defensive scouting reports in this section list a suggested alternative defensive playbook to choose instead.



Appalachian State has been the FCS champion the past two seasons.

2006 FCS PLAYOFF TEAMS

These 16 teams made it to the FCS playoffs in 2006. Eight were conference champs, the rest received at-large bids. The top four teams were seeded 1st through 4th.

1. Appalachian State	Montana State	Southern Illinois
2. Montana	Furman	Tennessee-Martin
3. UMass	Eastern Illinois	McNeese State
4. Youngstown State	Illinois State	Lafayette*
	James Madison	Coastal Carolina*
	New Hampshire	*Not found in this game



ALABAMA A&M Bulldogs

Conference: **SWAC (East)**
Location: **Huntsville, AL**

REPORT CARD AND PRESTIGE

D-

Overall

D-

Offense

D-

Defense

PRESTIGE RATINGS

Academic ★★
Program ★
Coach ★

2006 SEASON RECAP

■ 9-3 overall record
■ 6-3 conference record
■ 1st in SWAC East

DEFENSIVE DEPTH CHART AND SCOUTING REPORT

Aggressive 4-3 or 3-3-5 Defense

AI Playcall Tendency: 42% defend run, 58% defend pass

48 #44	44 #45	48 #50	40 #55		
48 #30	40 #53	40 #57	40 #58	48 #34	
FS	ROLB	MLB	LOLB	SS	
56 #6	59 #90	48 #93	40 #95	76 #98	48 #18
44 #20	40 #69	40 #61	40 #59	52 #94	40 #23
CB	RE	DT	DT	LE	CB

IMPACT PLAYERS

LIKELY STARTERS

OFFENSIVE DEPTH CHART AND SCOUTING REPORT

Conservative Balanced Offense

AI Playcall Tendency: 52% run, 48% pass

K	WR	LT	LG	C	RG	RT	TE	WR	P
44 KPW 72 KAC 76 #24	72 #12 56 #16 48 #83	52 #64	52 #66	40 #67	48 #70	40 #77	40 #88	62 #82	44 KPW 76 KAC 74 #38
				40 #54	44 #65	40 #68	40 #3	52 #87	
		FB		QB1	QB2		HB	44 #85	
		52 #28		72 THP 82 THA 76 #10	59 THP 72 THA 68 #9		52 #5		
		44 #27					44 #32		

IMPACT PLAYERS

LIKELY STARTERS

OFFENSIVE PLAYBOOK: RUN AND GUN

Ace Big	Shotgun Norm. HB WK	Shotgun Spread
Pistol Big Twin TE	Shotgun Y-Trips	Shotgun Spread HB WK
Shotgun 2 Back Slot	Shotgun Trips TE	Shotgun 4WR Trio Str
Shotgun Twin Slot Str	Shotgun Flip Trips	Shotgun 4WR Trio



ALABAMA STATE Hornets

Conference: **SWAC (East)**
Location: **Montgomery, AL**

REPORT CARD AND PRESTIGE

D-

Overall

D-

Offense

D-

Defense

PRESTIGE RATINGS

Academic ★
Program ★
Coach ★

2006 SEASON RECAP

■ 5-6 overall record
■ 5-4 conference record
■ 5th in SWAC East

DEFENSIVE DEPTH CHART AND SCOUTING REPORT

Neutral 4-3 or 3-3-5 Defense

AI Playcall Tendency: 36% defend run, 64% defend pass

52 #33	40 #56	44 #40	52 #43
40 #34	40 #55	40 #54	48 #53
FS	ROLB	MLB	LOLB SS
74 #22	40 #96	52 #74	40 #97
40 #25	40 #58	40 #1	40 #71
CB	RE	DT	DT
		LE	CB

IMPACT PLAYERS LIKELY STARTERS

OFFENSIVE DEPTH CHART AND SCOUTING REPORT

Aggressive Balanced Offense

AI Playcall Tendency: 43% run, 57% pass

K	WR	LT	LG	C	RG	RT	TE	WR	P
40	72	40	48	48	48	40	40	56	48
KPW	#9	#65	#76	#78	#64	#71	#84	#17	KPW
76	52		40	40	40	40	40	52	80
KAC	#81		#62	#69	#73	#66	#86	#19	KAC
70	44	FB		QB1	QB2		HB		70
#24	#10	44		56	40		74		#13
		#32		THP	THP		#2		
				72	59		52		
				THA	THA		#44		
				68	56				
				#7	#8				

IMPACT PLAYERS LIKELY STARTERS

OFFENSIVE PLAYBOOK: RUN AND GUN

Ace Big
Pistol Big Twin TE
Shotgun 2 Back Slot
Shotgun Twin Slot Str

Shotgun Norm. HB WK
Shotgun Y-Trips
Shotgun Trips TE
Shotgun Flip Trips

Shotgun Spread
Shotgun Spread HB WK
Shotgun 4WR Trio Str
Shotgun 4WR Trio



ALCORN STATE Braves

Conference: **SWAC (East)**
Location: **Alcorn State, MS**

REPORT CARD AND PRESTIGE

D-

Overall

D-

Offense

D-

Defense

PRESTIGE RATINGS

Academic ★★
Program ★
Coach ★

2006 SEASON RECAP

■ 6-4 overall record
■ 5-3 conference record
■ 2nd in SWAC East

DEFENSIVE DEPTH CHART AND SCOUTING REPORT

Conservative 4-3 or 3-3-5 Defense

AI Playcall Tendency: 30% defend run, 70% defend pass

52 #26	74 #59	48 #49	62 #40	52 #19
48 #42	40 #47	40 #34	44 #46	52 #41
FS	ROLB	MLB	LOLB	SS
59 #23	48 #37	40 #96	52 #99	52 #57
48 #24	40 #90	48 #91	40 #95	44 #48
CB	RE	DT	DT	LE
				CB

IMPACT PLAYERS LIKELY STARTERS

OFFENSIVE DEPTH CHART AND SCOUTING REPORT

Aggressive Balanced Offense

AI Playcall Tendency: 40% run, 60% pass

K	WR	LT	LG	C	RG	RT	TE	WR	P
40	82	44	48	44	44	59	52	82	40
KPW	#5	#74	#60	#73	#68	#77	#85	#82	KPW
72	65	40	48	40	40	56	40	62	72
KAC	#84	#67	#61	#79	#62	#63	#66	#7	KAC
72	48	FB		QB1	QB2		HB		70
#11	#17	72		72	65		56		#38
		#36		THP	THP		#33		
		48		84	80		52		
		#43		THA	THA		#2		
				80	76				
				#1	#15				

IMPACT PLAYERS LIKELY STARTERS

OFFENSIVE PLAYBOOK: WEST COAST

Ace Big
Ace Twin TE Slot
Ace Slot
Ace Bunch

I Form Normal
I Form Tight
Pro Normal
Strong Normal

Weak Normal
Weak Close Twins
Shotgun Y-Trips HB WK
Shotgun Spread Flex WK

Coach's Corner: Offense

Here is a collection of various offensive gameplay tips that can improve your game and increase your chances for victory:

BEFORE THE SNAP

Know Your Personnel: When you choose a team to play, realize who your offensive impact players are, and plan your offensive attack around those players. Also understand your players' limitations—if your quarterback has a weak arm, focus on short-yardage high-percent-age passes. On third or fourth down situations, you definitely want to put the ball in your impact players' hands (especially if they're "In the Zone").

Pre-Read the Defense: Before you snap the ball, look at the defense and how they react to your play call—are there obvious man-to-man passing situations? Are they favoring one side of the field? Are any receivers being double-teamed? If you can analyze the defense, you can make an educated guess on whether you need to call an audible to adjust. If you called a pass play, look at how the cornerbacks line up to guess where your most-open receivers might be.

Scouting Report: Practice or scrimmage against a future opponent before playing a big game so you can get a feel for the impact players and their strengths/weaknesses. This is also a good way to test the effectiveness of your favorite plays.

CLOCK MANAGEMENT

Outstanding gameplay gets you the lead in a game, but clock control lets you keep it—so remember these tips:

1. Always hurry to the line if you're trying to save time, and use no-huddle audibles or spike the ball if you need to save precious seconds.
2. Pass and run routes to the sidelines enable the ball handler to run out of bounds and freeze the clock.
3. If you're trying to eat up clock,

don't run out of bounds. The safest way to ensure ball control while staying in bounds is to dive with the ball before a defender touches you. Assuming that you aren't touched when diving, you will not fumble.

RUNNING THE BALL

If the opposing team's defense blitzes frequently, consider calling a counter. It's a misdirection play designed to make the defense over-pursue to one side of the field while the ball carrier cuts back to the other side of the field. Also, sweeps and tosses are most effective when you have a speedy halfback. In general, try to flip these plays so that they run to the wide side of the field (so your back has more room to maneuver).

PASSING

Hot Routes: While playing against the computer, reading a defense (as described above) and adjusting to it by switching a receiver's assignment via a hot route is a great way to exploit potential weaknesses in that defense. Against a human, occasionally *faking* a hot route call (especially on a run play) may serve as a visual red herring.

Pump Once: After you've read the defense and determined your primary receiver, there's one more thing you can do after the snap—pump the ball once (and only once) just as your receiver makes his primary cut



Don't call play action if you think the defense will blitz aggressively.

(for example, on an out route, the cut toward the sideline). This may freeze the defense enough to help the receiver create separation. However, never pump while being hit—you will likely fumble the ball.

If You Can't Pump, Dump: Once the play begins, if your read is wrong and your primary receiver is not open, quickly read your other receivers to see if any others are open. If not, don't hesitate—immediately sprint with the ball to run or dump the ball off to an outlet receiver. Your window for passing is usually less than five seconds, so waiting for a receiver to get open is the surest way to get sacked.

Precision Passing: When you toss a precision pass, you can use the controller to direct the throw. It's vital to take advantage of precision passing when throwing into coverage—guide the pass away from the coverage, and if you're throwing to an impact player, keep it high so your receiver can go up and grab it.

PA Power: The play-action pass is effective against human opponents because the pass icons disappear momentarily—it's an effective visual trick to sell the run.

Stop Before You Pop: Passing accuracy improves if you stop running before you throw—this is especially important in trick plays when the halfback or punter is throwing.

NOTE

You control the player highlighted by the circular icon. However, if you don't touch the controller when the ball is snapped, the computer will automatically take control of your player until you override the control by touching any button or direction stick.

Next-Gen Statistics/Rosters

The depth charts featured earlier in this guide are based on the Xbox and PlayStation 2 versions of *NCAA Football 08*. The statistics in those charts are close to—but not exactly the same as—the player statistics for the Xbox 360 and PlayStation 3 versions. That's because those versions of the game generate overall player ratings based on additional player ability categories (listed at right). On the following pages are the complete rosters and overall scores for every single player and team in *NCAA Football 08* for the Xbox 360 and PlayStation 3.

NEXT-GEN PLAYER ABILITY CATEGORIES

Acceleration (ACC)	Juke Move (JKM)	Run Block (RBK)
Agility (AGI)	Jumping Ability (JMP)	Run Block Footwork (RBF)
Awareness (AWR)	Jumping Ability (JMP)	Run Block Strength (RBS)
Ball Carrier Vision (BCV)	Kick Accuracy (KAC)	Speed (SPD)
Block Shedding (BSH)	Kick Power (KPW)	Spin Move (SPM)
Break Tackle (BKT)	Man Coverage (MCV)	Stamina (STA)
Carrying Ability (CAR)	Pass Block (PBK)	Stiff Arm (SFA)
Catching Ability (CTH)	Pass Block Footwork (PBF)	Strength (STR)
Elusiveness (ELU)	Pass Block Strength (PBS)	Tackle (TAK)
Finesse Moves (FMV)	Play Recognition (PRC)	Throw Accuracy (THA)
Impact Blocking (IBL)	Power Moves (PMV)	Throw Power (THP)
Importance (IMP)	Punt/Kick Return (RET)	Trucking (TRK)
Injury (INJ)	Pursuit (PRS)	Zone Coverage (ZCV)

Note: Some categories are limited to certain player positions

AVERAGE OVERALL/OFFENSE/DEFENSE/SPECIAL TEAM STATISTICS BY SCHOOL (BASED ON DYNASTY MODE)

	OVR	OFF	DEF	SPT		OVR	OFF	DEF	SPT		OVR	OFF	DEF	SPT
Air Force	69	72	67	53	Kansas	76	78	73	67	Rutgers	87	90	79	85
Akron	76	78	75	64	Kansas State	80	85	77	61	San Diego State	80	90	75	67
Alabama	89	92	85	85	Kent State	73	76	71	64	San Jose State	71	72	67	72
Arizona	85	83	85	75	Kentucky	85	92	77	72	SMU	73	74	69	67
Arizona State	87	90	83	77	Louisiana Tech	71	74	71	53	South Carolina	89	90	83	88
Arkansas	85	90	83	77	Louisville	92	96	85	88	Southern Miss	80	85	73	67
Arkansas State	73	76	73	61	LSU	94	92	95	67	Stanford	80	85	73	69
Army	71	72	67	64	Marshall	76	83	67	59	Syracuse	82	81	77	80
Auburn	85	85	85	64	Maryland	89	87	89	80	TCU	82	81	83	77
Ball State	76	78	67	77	Memphis	78	83	71	67	Temple	69	74	67	56
Baylor	69	72	67	61	Miami	92	92	93	67	Tennessee	92	92	89	83
Boise State	85	90	79	69	Miami University	76	81	69	72	Texas	94	99	89	80
Boston College	85	87	85	53	Michigan	96	99	95	77	Texas A&M	92	92	85	88
Bowling Green	78	81	71	72	Michigan State	85	87	81	69	Texas Tech	87	90	81	77
Buffalo	69	67	69	61	Mid Tenn State	76	81	75	45	Toledo	80	85	77	56
BYU	69	74	65	48	Minnesota	80	83	79	59	Troy	78	81	77	64
Cal	89	96	81	80	Mississippi State	78	78	77	64	Tulane	81	74	69	53
Central Michigan	78	83	71	64	Missouri	87	92	77	88	Tulsa	76	74	73	77
Cincinnati	78	81	73	75	Navy	71	78	63	67	UAB	69	72	67	64
Clemson	87	85	89	80	NC State	82	87	81	56	UCF	78	78	77	64
Colorado	87	85	89	80	Nebraska	92	92	91	83	UCLA	92	92	91	88
Colorado State	78	83	73	67	Nevada	73	74	73	64	UL Lafayette	71	74	67	67
Connecticut	71	76	67	61	New Mexico	76	83	69	67	UL Monroe	71	76	59	75
Duke	80	83	73	77	New Mexico State	76	85	67	53	UNLV	80	83	77	69
ECU	71	74	69	51	North Carolina	80	78	77	88	USC	99	99	99	80
Eastern Michigan	76	74	75	64	North Texas	71	74	69	56	USF	82	85	77	69
Florida	89	94	85	69	Northern Illinois	78	81	73	75	Utah	82	85	77	69
Florida Atlantic	71	72	71	51	Northwestern	85	87	83	64	Utah State	66	72	65	48
FIU	69	72	65	72	Notre Dame	89	87	89	91	UTEP	78	83	73	64
Florida State	94	92	95	83	Ohio	80	83	77	69	Vanderbilt	78	85	75	53
Fresno State	76	78	73	64	Ohio State	92	92	91	77	Virginia	82	85	81	59
Georgia	89	87	83	93	Oklahoma	94	92	91	93	Virginia Tech	92	90	91	88
Georgia Tech	89	80	89	77	Oklahoma State	92	92	85	99	Wake Forest	85	90	83	88
Hawai'i	85	92	95	77	Ole Miss	85	87	77	77	Washington	85	85	81	72
Houston	80	83	81	59	Oregon	87	92	83	67	Washington State	78	81	77	56
Idaho	69	70	67	67	Oregon State	87	90	81	88	West Virginia	94	99	87	80
Illinois	82	85	81	69	Penn State	87	90	89	64	Western Michigan	80	81	79	75
Indiana	80	83	75	57	Pittsburgh	82	85	75	80	Wisconsin	89	92	83	88
Iowa	89	90	87	75	Purdue	85	94	77	64	Wyoming	69	74	63	69
Iowa State	82	83	79	75	Rice	76	81	71	64					

**AIR
FORCE**

POS.	#	OVR
C	64	79
C	65	63
CB	39	77
CB	2	76
CB	6	75
CB	3	72
CB	20	60
CB	28	56
DT	79	71
DT	93	68
DT	51	56
FB	21	81
FB	40	75
FS	11	85
FS	27	76
FS	22	63
FS	23	62
HB	1	81
HB	24	78
HB	17	73
HB	31	73
HB	25	66
K	13	79
LE	95	78
LE	92	70
LE	90	61
LG	63	76
LG	57	68
LOLB	33	84
LOLB	9	75
LOLB	35	70
LOLB	99	64
LT	74	75
LT	73	74
MLB	52	70
MLB	53	69
MLB	48	59
MLB	54	49
P	98	77
QB	5	85
QB	15	76
QB	14	66
QB	16	62
RE	97	79
RE	91	75
RE	89	75
RE	94	67
RG	69	78
RG	67	67
ROLB	32	77
ROLB	4	76
ROLB	55	59
ROLB	56	58
RT	70	76
RT	59	70
SS	34	71
SS	37	66
SS	36	64
TE	88	80
TE	86	78
TE	85	69
WR	7	73
WR	12	70
WR	80	68
WR	26	67
WR	38	66
WR	81	63
WR	82	62
WR	19	62

**AKRON**

POS.	#	OVR
C	68	74
C	64	73
CB	20	87
CB	5	84
CB	28	83
CB	22	68
CB	11	61
DT	95	81
DT	55	81
DT	93	80
DT	91	68
FB	33	84
FB	32	80
FS	21	80
FS	8	78
FS	31	75
FS	46	72
HB	3	82
HB	26	79
HB	29	74
HB	34	71
K	45	79
K	39	70
LE	92	77
LE	65	72
LE	51	74
LG	70	74
LG	52	70
LOLB	43	87
LOLB	7	77
LOLB	44	51
LT	69	76
LT	79	74
LT	71	72
MLB	30	81
MLB	47	72
MLB	56	71
P	16	81
QB	7	77
QB	13	71
QB	6	70
QB	11	70
RE	48	79
RE	94	74
RG	78	77
RG	75	71
ROLB	19	73
ROLB	54	70
ROLB	27	68
ROLB	59	56
RT	74	80
RT	77	72
SS	10	84
SS	23	69
SS	40	67
TE	84	83
TE	83	82
TE	15	75
TE	25	72
WR	12	87
WR	2	84
WR	18	80
WR	14	79
WR	80	75
WR	17	74
WR	1	72
WR	81	72
WR	4	71
WR	85	66

**ALABAMA**

POS.	#	OVR
C	59	93
C	70	75
C	62	74
CB	2	93
CB	36	85
CB	8	76
CB	24	75
CB	16	74
CB	23	74
DT	79	80
DT	77	77
DT	97	77
FB	34	76
FB	40	74
FS	20	88
FS	49	83
FS	43	79
HB	38	83
HB	10	79
HB	5	75
HB	26	73
HB	27	72
K	86	82
LE	92	91
LE	95	80
LE	96	76
LG	50	80
LG	74	75
LOLB	46	76
LOLB	32	73
LT	71	90
LT	75	76
LT	78	72
MLB	56	91
MLB	21	90
MLB	57	76
MLB	55	75
P	11	84
P	14	90
QB	17	76
QB	15	74
QB	18	70
RE	93	88
RE	94	83
RE	47	82
RE	90	76
RG	61	87
RG	76	86
RG	60	77
ROLB	44	85
ROLB	6	75
RT	72	88
RT	68	74
SS	35	83
SS	13	73
SS	33	72
SS	41	69
TE	83	82
TE	88	82
TE	89	76
TE	22	91
TE	81	89
WR	11	86
WR	9	85
WR	80	79
WR	84	78
WR	7	75
WR	82	69

**ARIZONA**

POS.	#	OVR
C	50	71
C	65	69
CB	5	97
CB	3	87
CB	6	85
CB	2	81
CB	29	70
CB	36	61
DT	96	86
DT	46	83
DT	54	80
DT	64	78
DT	60	76
DT	61	69
FB	49	86
FB	45	77
FS	34	85
FS	8	85
FS	21	73
HB	30	85
HB	28	83
HB	35	79
HB	43	78
HB	26	76
K	13	75
K	14	72
LE	1	91
LE	97	83
LE	91	77
LE	95	63
LG	52	70
LG	64	67
LOLB	39	82
LOLB	56	78
LT	76	80
LT	66	76
LT	78	73
MLB	33	89
MLB	25	81
P	47	79
QB	7	86
QB	13	78
QB	12	76
RE	16	67
RE	98	77
RE	99	73
RE	53	71
RG	57	81
RG	68	80
RG	75	74
ROLB	51	87
ROLB	55	79
ROLB	15	78
ROLB	41	72
RT	77	85
RT	70	69
SS	32	80
SS	31	77
TE	86	83
TE	87	81
TE	88	80
TE	85	79
TE	81	73
WR	10	86
WR	9	83
WR	4	81
WR	11	78
WR	89	76
WR	82	73

**ARIZONA
STATE**

POS.	#	OVR
C	76	89
C	69	72
C	60	69
CB	4	85
CB	9	80
CB	21	80
CB	23	77
CB	30	73
CB	6	70
CB	8	70
CB	31	67
DT	77	85
DT	57	83
DT	90	76
DT	92	76
DT	93	73
DT	60	69
FB	87	84
FB	84	82
FS	19	96
FS	14	83
FS	15	74
HB	26	88
HB	24	87
HB	36	87
HB	32	81
HB	28	73
K	38	73
LE	55	82
LE	94	81
LE	58	81
LG	73	73
LG	64	73
LG	67	72
LOLB	49	86
LOLB	41	82
LOLB	48	78
LT	62	90
LT	71	70
MLB	25	81
MLB	45	72
MLB	52	69
P	35	84
QB	12	88
QB	2	78
QB	10	70
QB	17	69
RE	85	84
RE	97	81
RE	95	81
RG	78	86
RG	63	75
ROLB	29	90
ROLB	44	81
ROLB	56	69
RT	79	80
RT	75	69
SS	22	82
SS	7	80
TE	80	84
TE	88	76
TE	3	88
TE	1	86
WR	18	80
WR	16	78
WR	9	76
WR	82	73
WR	81	71
WR	13	71

**ARKANSAS**

POS.	#	OVR
C	63	88
C	58	68
CB	9	85
CB	27	76
CB	17	72
CB	29	69
CB	1	64
DT	55	94
DT	90	81
DT	95	79
DT	98	74
FB	22	93
FB	36	89
FB	33	78
FS	8	89
FS	3	84
FS	39	76
FS	43	71
HB	5	99
HB	25	89
HB	21	80
HB	27	74
HB	26	74
K	52	75
LE	40	87
LE	96	82
LE	93	78
LG	56	78
LG	66	75
LG	64	67
LOLB	44	88
LOLB	54	78
LOLB	42	78
LT	78	78
LT	76	70
MLB	30	89
MLB	47	75
P	50	69
QB	11	77
QB	16	71
QB	15	69
RE	94	87
RE	97	84
RE	99	72
RG	61	77
RG	60	67
RG	65	66
ROLB	45	83
ROLB	41	77
ROLB	59	67
RT	75	86
RT	62	69
SS	31	87
SS	35	81
SS	32	75
SS	39	69
TE	82	81
TE	84	77
TE	86	77
TE	83	72
WR	85	92
WR	28	83
WR	13	79
WR	2	77
WR	18	77
WR	19	75
WR	88	74
WR	87	74
WR	7	73

**ARKANSAS
STATE**

POS.	#	OVR
C	55	69
C	65	69
CB	20	86
CB	3	78
CB	8	74
CB	36	70
CB	30	64
CB	31	61
DT	91	80
DT	79	78
DT	52	73
DT	62	70
DT	96	67
FB	34	71
FB	32	70
FS	21	90
FS	39	68
HB	2	85
HB	23	74
HB	5	71
HB	25	64
HB	23	64
K	89	74
LE	98	78
LE	99	72
LE	97	70
LG	60	75
LG	64	68
LOLB	37	79
LOLB	52	73
LOLB	46	65
LT	63	80
LT	71	71
MLB	48	79
MLB	41	74
MLB	42	60
P	13	78
QB	17	77
QB	1	77
QB	12	70
QB	12	59
RE	94	84
RE	44	76
RE	96	75
RE	53	74
RE	90	61
RG	58	75
RG	59	71
RG	57	69
RG	61	63
ROLB	31	65
ROLB	51	60
RT	76	81
RT	72	71
RT	73	70
SS	16	89
SS	26	74
SS	22	70
TE	85	81
TE	87	79
TE	13	74
WR	9	85
WR	6	78
WR	88	75
WR	19	74
WR	10	72
WR	14	72
WR	7	68
WR	81	68

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NCAA 08 FOOTBALL

PRIMA Official Game Guide

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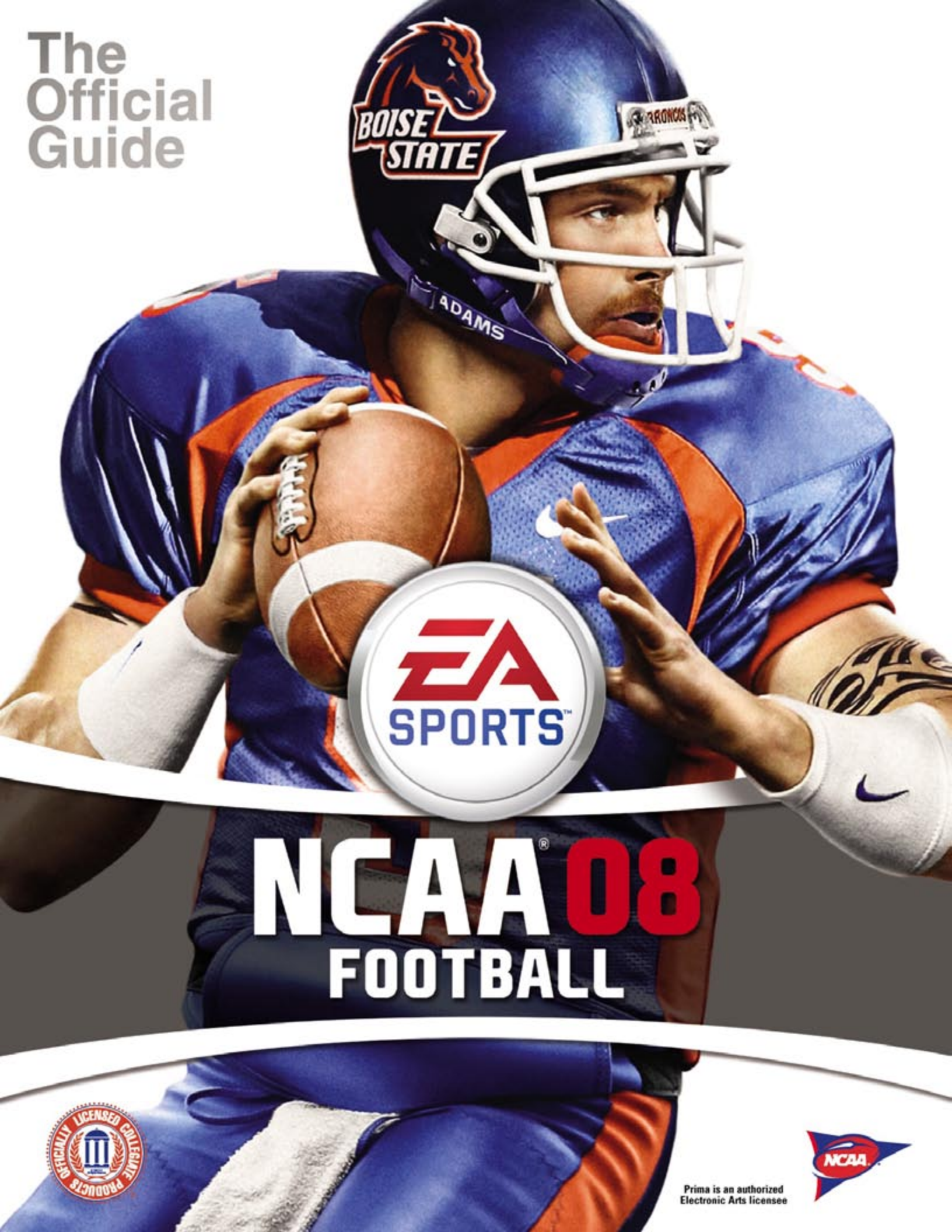
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*If lessons are learned in defeat,
our team is getting a great education.*

—Murray Warmath

The
Official
Guide



NCAA[®] 08

FOOTBALL



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Defensive Formation Sets

There are five different defensive playbooks to choose from: The 3-3-5, the 3-4, the 4-2-5, the 4-3, and the Multiple D. All five share a number of common formation sets, which are described in detail later.

3-3-5

The numbers represent three defensive linemen, three linebackers, and five secondary players. The linebackers have the flexibility to line up in various configurations behind the linemen, while two of the secondary players can line up close to the line of scrimmage—essentially representing an eight-man front. The five secondary players provide healthy zone coverage when needed.

The 3-3-5 is a rather flexible formation, but it relies on talented linebackers: If you aren't strong at that position, you may be vulnerable to inside run plays. This playbook also has access to some 3-4 plays to mix up the look of your defense.

3-3-5 FORMATION SETS

3-3-5
Bear



3-3-5
Cougar



3-3-5
Split



3-3-5
Stack



3-4
Solid



3-4
Under



3-4

The numbers represent three linemen and four linebackers; teams with exceptional talent/size on the defensive line can handle this defensive scheme. With only three linemen, this formation is susceptible to the inside run—especially

3-4 FORMATION SETS

3-4
Normal



3-4
Over



3-4
Solid



3-4
Under



4-4
Defense



5-2
Normal



against formations that feature two tight ends. On the plus side, the four linebackers are better equipped to handle short pass routes and runs to the sidelines such as sweeps. In addition, this playbook provides access to the 4-4 defensive play list, which provides a more aggressive look against the run.

4-2-5

The numbers represent four linemen, two linebackers, and five secondary players. This is essentially a compromise between the 4-3 and the 3-3-5—you get the coverage flexibility from the five in the secondary while adding strength against the run/pass rush with four down linemen. As with the 3-3-5, it's essential

4-2-5 FORMATION SETS

4-2-5
Bear



4-2-5
Normal



4-2-5
Over



4-2-5
Under



4-4
Defense



5-2
Normal



that linebackers play with talent and discipline to avoid getting caught out of position. This playbook also has access to the 4-4 defensive play list, which provides a more aggressive look against the run.

4-3

The 4-3 (representing four linemen and three linebackers) has historically been the standard defense for the majority of teams in college football.

This formation arguably provides the best balance between defending the inside run (with success relying on the talent of the defensive linemen), the outside run, and the pass (with success of the latter two relying on the speed of the linebackers).

In recent years, more teams have been using the spread offense—which uses extra receivers to force linebackers to line up outside the box—and the 4-3 can sometimes be vulnerable to such schemes.

The 4-3 playbook includes the 46-Bear, which is derived from pro football and allows defenses to pressure the passer by making the corners more aggressive through bump-and-run and blitzing tactics.

However, because of the aggressiveness of the 46 Bear, it relies on superior talent across the entire defense. It is also vulnerable to short passing routes.

4-3 FORMATION SETS

4-3
Over



4-3
Stack



4-3
Under



46
Bear



4-4
Defense



5-2
Normal



FAST FACT

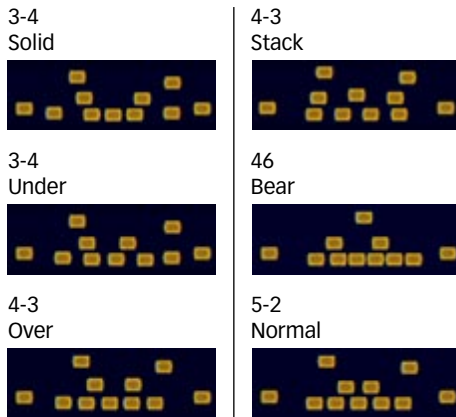
Virginia Tech led the nation in overall defense in 2006, allowing less than 220 yards per game and just 14 touchdowns for the entire season.

MULTIPLE D

This defense is a composite of the 3-4 and 4-3 defenses. The Multiple D is a great opportunity to throw different defensive looks at an opponent.

Also, note that the 5-2 defense (five linemen and two linebackers) is available through this and all other playbooks except for the 3-3-5. The 5-2 is designed to put stress on the offensive line and get greater penetration into the backfield against the run. In pass blitz situations, the 5-2 puts extreme pressure on the secondary to provide solid coverage—but with so much blitzing power aimed at the quarterback, he may not have time to read the coverage correctly.

MULTIPLE D FORMATION SETS



UNIVERSAL SETS

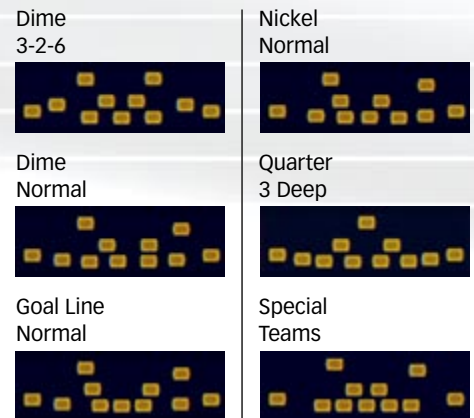
All the defensive playbooks share these additional universal sets:

Nickel Normal: Five defensive backs provide extra pass protection; the nickel is often called in second or third and long pass situations. The other six defenders (two linebackers and four linemen) can blitz or support the secondary depending on how aggressive the defense is. The nickel is not very good against the run.

Dime (3-2-6 and Normal): Six defensive backs provide even more support against the pass—especially on long-yardage situations. The Dime is also weak against the run; you essentially sacrifice a few run yards to stop the big pass. The Normal variant has four linemen and one linebacker; the 3-2-6 has three linemen and two linebackers. The latter adds strength at linebacker against run plays.

Goal Line Normal: This playbook features an aggressive set of play calls (mostly featuring six-man fronts) designed to neutralize the offense within five yards of the end zone. You may want to try a goal line defense in other short-yardage situations, but beware—an opponent who recognizes it can audible to a pass and go over the top because there is absolutely no deep zone support.

UNIVERSAL FORMATION SETS



Quarter 3 Deep: This formation features three linemen, a linebacker and seven defensive backs—three play deep. This set includes some very conservative pass defenses in which you essentially give up short yardage to prevent a long pass.

Special Teams: Use this playbook to return a punt or block a field goal. Note the variety of options available—for instance, on punt return you can call a reverse (or fake one) as well as dictate how many players you want to try and block a kick. With multiple fake punt/field goal options for the offense, call conservatively from this playbook on fourth down (especially against human opponents) to avoid any trick plays.

Reading Defensive Play Diagrams

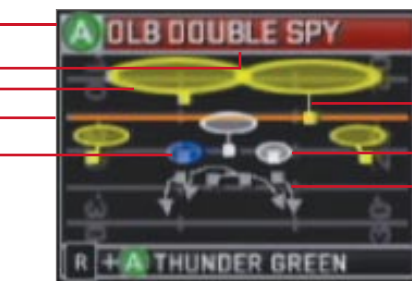
Button: Press to select this play

Defensive Play Name

Bubble (various colors):
General zone coverage area

Orange Line: Marks 10 yards past the line of scrimmage

Blue Bubble (Xbox and PlayStation 2 versions): Spy assignment



Alternate Play Call: Combo button press helps disguise your play call

Line to bubble (various colors):
Movement to zone coverage area

White Line/Arrow/Bubble (Xbox and PlayStation 2): Impact player

Gray or Orange Line/Arrow: Rush or pass blitz

(NOT SHOWN) Red/Orange Dot or White X: Man-to-man pass coverage



NORTHWESTERN Wildcats

Conference: **Big Ten**
Location: **Evanston, IL**

REPORT CARD AND PRESTIGE

B-

Overall

B-

Offense

B

Defense

PRESTIGE RATINGS

Academic ★★★★★
Program ★★★
Coach ★★★

2006 SEASON RECAP

■ 4-8 overall record
■ 2-6 conference record
■ 9th in Big Ten

DEFENSIVE DEPTH CHART AND SCOUTING REPORT

Neutral 4-3 Defense

AI Playcall Tendency: 56% defend run, 44% defend pass

92 #27	89 #43	78 #31	76 #40	87 #45	
86 #39	78 #36	68 #50	74 #57	78 #4	84 #10
80 #24	91 #72	82 #70	82 #79	82 #95	76 #23
72 #21	82 #91	78 #67	76 #92	82 #99	68 #26
CB	RE	DT	DT	LE	CB
FS	ROLB	MLB	LOLB	SS	

■ IMPACT PLAYERS ■ LIKELY STARTERS

OFFENSIVE DEPTH CHART AND SCOUTING REPORT

Aggressive Spread Offense

AI Playcall Tendency: 49% run, 51% pass

K	WR	LT	LG	C	RG	RT	TE	WR	P
68	86	89	82	91	78	78	70	86	70
KPW	#9	#74	#77	#50	#59	#78	#85	#84	KPW
82	82	76	74	80	76	74	70	78	86
KAC	#8	#68	#60	#52	#76	#63	#80	#88	KAC
86	76	FB	QB1	QB2	HB	76	#96		
#1	#87	87	84	78	89				
		#33	THP	THP	#19				
		80	THA	THA	88				
		#35	86	82	#11				
			#18	#12					

■ IMPACT PLAYERS ■ LIKELY STARTERS

TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Spread
I-Form Normal
I-Form Twins
Shotgun 2 Back Slot
Shotgun Normal HB WK
Shotgun Norm. Wing TE
Shotgun Wing Trips
Shotgun Trips TE
Shotgun Bunch
Shotgun Spread
Shotgun Trips HB WK



NOTRE DAME Fighting Irish

Conference: **Independent**
Location: **Notre Dame, IN**

REPORT CARD AND PRESTIGE

B

Overall

B

Offense

B+

Defense

PRESTIGE RATINGS

Academic ★★★★★
Program ★★★★★
Coach ★★★★★

2006 SEASON RECAP

■ 10-3 overall record
■ Lost Sugar Bowl; has lost 9 straight bowl appearances

DEFENSIVE DEPTH CHART AND SCOUTING REPORT

Aggressive 4-3 Defense

AI Playcall Tendency: 38% defend run, 62% defend pass

84 #27	84 #54	88 #40	92 #52	98 #9	
78 #43	78 #42	78 #41	80 #49	84 #6	84 #20
88 #22	89 #94	91 #98	80 #92	80 #57	82 #8
76 #4	76 #90	76 #93	68 #96	78 #97	76 #15
CB	RE	DT	DT	LE	CB
FS	ROLB	MLB	LOLB	SS	

■ IMPACT PLAYERS ■ LIKELY STARTERS

OFFENSIVE DEPTH CHART AND SCOUTING REPORT

Conservative Balanced Offense

AI Playcall Tendency: 48% run, 52% pass

K	WR	LT	LG	C	RG	RT	TE	WR	P
74	85	92	82	90	84	80	94	82	74
KPW	#11	#74	#55	#78	#71	#73	#89	#80	KPW
88	82	76	76	78	82	80	85	78	86
KAC	#1	#76	#77	#51	#59	#72	#88	#7	KAC
85	78	FB	QB1	QB2	HB	76	#17		
#39	#3	89	84	84	85				
		#44	THP	THP	#34				
		80	THA	THA	84				
		#32	89	87	#25				
			#12	#7					

■ IMPACT PLAYERS ■ LIKELY STARTERS

TEAM OFFENSIVE PLAYBOOK

Ace Jumbo
Ace Big
Ace Slot
Ace Y-Trips
Ace Spread
I-Form Normal
I-Form Twins
Pro Normal
Weak Normal
Shotgun Normal
Shotgun Spread Flex
Shotgun Trips

Advanced Scouting

Here are the most likely offensive looks and defensive packages the computer will throw at you while playing against these FBS teams. Offenses are listed on the left two columns; defenses are on the right.

In addition, the top 25 pre-season ranked teams are listed in red; the top 10 have 2007 scouting previews:

AIR FORCE

Split Backs 3-4

AKRON

5 WR 5 WR Tight 3-4
Power I

ALABAMA

5 WR Power I 3-3-5
Pro Set Spread 3-4
4-3
Nickel

ARIZONA

Power I Two TEs 3-4
Spread 4-3

ARIZONA STATE

3 WR 5 WR 4-3
Power I Pro Set
Split Backs Two TEs

#10 ARKANSAS

5 WR I Form 4-3
Power I Split Backs

2007 Scouting Preview



The Razorbacks have one of the best running backs in the nation as well as a talented senior wide receiver. Look for the team to get somewhat more conservative on offense in order to take some pressure off the quarterback position, which lacks experience aside from the projected starter.

ARKANSAS STATE

Power I Pro Set 4-3



Arizona State vs. Arizona: The Duel in the Desert

ARMY

Power I 4-3

#13 AUBURN

Offset I Power I 4-3
Pro Set

BALL STATE

Power I 4-3

BAYLOR

Pro Set Nickel

#23 BOISE STATE

Pro Set Spread 4-3

#25 BOSTON COLLEGE

5 WR Power I 4-3
Pro Set Spread Nickel
Two TEs

BOWLING GREEN

Pro Set 4-3

BUFFALO

Power I Nickel

#16 CAL

Power I Pro Set 4-3

CENTRAL MICHIGAN

Pro Set 4-3

CINCINNATI

Power I Pro Set 4-3
Spread

CLEMSON

Power I Pro Set 4-3
Nickel

COLORADO

Split Backs 4-3
Nickel

COLORADO STATE

Pro Set 4-3

CONNECTICUT

5 WR Power I 4-3

DUKE

5 WR Power I 4-3
Two TEs

ECU

Power I Pro Set 4-3

EASTERN MICHIGAN

Pro Set 4-3



YALE Bulldogs

Conference: Ivy League
Location: New Haven, CT

REPORT CARD AND PRESTIGE

D-

Overall

D-

Offense

D-

Defense

PRESTIGE RATINGS

Academic ★★★★★
Program ★
Coach ★

2006 SEASON RECAP

■ 8-2 overall record
■ 6-1 conference record
■ 2nd in Ivy

DEFENSIVE DEPTH CHART AND SCOUTING REPORT

Neutral 3-4 or 3-3-5 Defense

AI Playcall Tendency: 55% defend run, 45% defend pass

74 #25	74 #50			52 #32	56 #38
52 #43	56 #33	74 #52	65 #51	40 #46	44 #37
65 #15	FS	ROLB	MLB	MLB	LOLB
52 #16	44 #99		56 #94	44 #44	59 #2
40 #27	40 #88		44 #47	40 #49	48 #29
CB	RE		DT	LE	CB

IMPACT PLAYERS LIKELY STARTERS

OFFENSIVE DEPTH CHART AND SCOUTING REPORT

Aggressive Balanced Offense

AI Playcall Tendency: 56% run, 44% pass

K	WR	LT	LG	C	RG	RT	TE	WR	P
68 KPW	62 #89	52 #66	48 #56	52 #76	59 #70	59 #61	84 #1	59 #8	40 KPW
82 KAC	56 #5	40 #57	48 #72	40 #53	40 #54	40 #77	52 #17	52 #30	70 KAC
86 #48	48 #80	FB		QB1	QB2	HB		48 #7	68 #40
		68 #10		78 THP	70 THP	76 #31			
		59 #35		88 THA	82 THA	72 #20			
				82 #9	78 #6				

IMPACT PLAYERS LIKELY STARTERS

OFFENSIVE PLAYBOOK: BALANCED RUN

Ace Big
Ace Slot
I-Form Normal
I-Form Y-Trips
I-Form Slot
Strong Normal
Strong Tight
Weak H Pro
Weak Slot
Shotgun 2 Back Slot
Shotgun Normal



YOUNGSTOWN STATE Penguins

Conference: Gateway
Location: Youngstown, OH

REPORT CARD AND PRESTIGE

D-

Overall

D-

Offense

D-

Defense

PRESTIGE RATINGS

Academic ★★
Program ★
Coach ★

2006 SEASON RECAP

■ 11-3 overall record
■ 6-1 conference record
■ Championship Semifinalist

DEFENSIVE DEPTH CHART AND SCOUTING REPORT

Conservative 3-4 or 3-3-5 Defense

AI Playcall Tendency: 36% defend run, 64% defend pass

		59 #50			48 #2	56 #30
56 #15	44 #36		74 #45	40 #39	48 #56	52 #29
FS	ROLB		MLB	MLB	LOLB	SS
59 #24	48 #90		52 #60		56 #86	52 #25
52 #28	44 #92		52 #91		40 #95	40 #31
CB	RE		DT		LE	CB

IMPACT PLAYERS LIKELY STARTERS

OFFENSIVE DEPTH CHART AND SCOUTING REPORT

Conservative Balanced Offense

AI Playcall Tendency: 48% run, 52% pass

K	WR	LT	LG	C	RG	RT	TE	WR	P
59 KPW	68 #3	65 #66	65 #77	65 #61	62 #51	48 #76	62 #46	59 #13	59 KPW
78 KAC	59 #82	48 #75	44 #57	44 #70	52 #62		52 #80	56 #17	86 KAC
82 #16	52 #27	FB		QB1	QB2	HB			76 KAC
		70 #34		78 THP	62 THP	80 #32			
				84 THA	78 THA	65 #8			
				82 #14	76 #7				

IMPACT PLAYERS LIKELY STARTERS

OFFENSIVE PLAYBOOK: WEST COAST

Ace Big
Ace Twin TE Slot
Ace Slot
Ace Bunch
I Form Normal
I Form Tight
Pro Normal
Strong Normal
Weak Normal
Weak Close Twins
Shotgun Y-Trips HB WK
Shotgun Spread Flex WK

Coach's Corner: Defense

Here is a collection of various defensive gameplay tips that can add some pep to your defensive game:

BEFORE THE SNAP

A Question of Control: Beginning players should control a linebacker. He's fast enough to blitz with from the outside and/or to react to runs to the sidelines, but he's also strong enough to deliver a substantial big hit. Just be careful not to blitz with a linebacker when you called a play that calls for him to play zone pass coverage—your blitz will leave a gaping hole in the secondary.

Avoid Repetition: Never call the same defensive play twice against the computer, and don't stick to one formation set—the computer will pick up on it and adjust accordingly. In addition, make sure to use both zone and man coverages to keep your playcalling fresh.

Don't Forget Your Audibles: The man-shift defensive audible disguises zone coverage, and the bump-and-run defensive audible can disrupt pass routes—remember to use such audibles to tweak your play calls.

TACKLING

50-50 Tackles: If you're stood up by a tackler (or vice versa) and stuck in a virtual stalemate, press the Sprint button to break the tie.

Master the Switch: Learning to switch players quickly is a vital skill on defense—it's the best way to capitalize on potential catches/interceptions and big hits. This skill is even more important in this year's game because user actions play a key role in Motivation, My Skills and Points Pursuit scoring.

PASS DEFENSE

Trust Your Teammates: Until you master your secondary coverage skills (arguably the hardest part of the game to master), let the computer control your cornerbacks. Switch to a cornerback manually only after the ball is in the air and only if you have a safety to back you up nearby. (In fact, if you're not experienced with taking manual control of a defensive back, a premature switch can take you out of position and result in a big play).



Don't overblitz: Mix defensive calls so you don't get caught in a rut.

The "Blitz" Rule: A good rule of thumb is that you should always get more sacks/tackles for loss than give up first downs. For example, if after 10 blitzes you've got two tackles for loss but gave up five first downs, you're blitzing too much. Getting burned consistently on deep passes should also make you re-evaluate your blitz frequency. For advanced players against the computer on third and long, pulling a blitzer into extra zone coverage may confuse the quarterback and create a coverage sack/interception—which may be safer than calling an all-out blitz.

Coach's Corner: Special Teams

Here is a collection of various defensive gameplay tips that can help improve your special teams play:

HIGH PUNTS/LONG FGs

To give your team more time to down a punt near the end zone, aim the punt as high as possible to generate more hang time. Also, adjust the aim arrow down a bit on long field goals (that is, more than 35 yards out) and kickoffs to try and get added distance.

On all kicks, make sure you compensate your aim for any wind.

FAIR CATCH

To call a fair catch, press the Catch button while the punt/kick is in the air. This reduces the chances of muffing or fumbling if you expect to get hit immediately after the catch.

SAFE PUNTING

If you're kicking to an impact player on a punt, the safest option may be to angle the punt out of bounds—you will lose a few net punt yards as a result, but you ensure that the returner never touches the ball.

NOTE

On defense, choosing a field goal or punt block play increases your chance of getting called for a roughing the kicker penalty, which can be devastating if you had been defending a fourth-and-short situation—the result is a new set of downs for the offense. So avoid getting aggressive on field goals and punts unless you can afford to give up that penalty.

Next-Gen Breakdown

Although we talked about game features earlier in this guide, the Xbox 360 and PlayStation 3 versions of *NCAA Football 08* have a number of extra goodies as well as some enhancements to certain features found in all versions of the game. Here's a breakdown of key features:

MY SHRINE



Collect trophies and awards—then show them off in style!

You can now navigate My Shrine like a real virtual room, walking around to see your trophies on display as well as view video highlights on a large flatscreen display hanging on the wall. Banners from your team's conference drape the upper walls as your favorite team's logo dominates the center of the room.

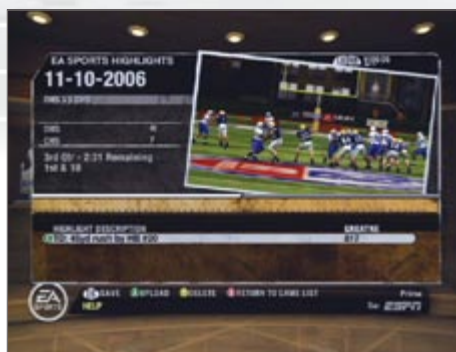
Also, since the next-generation versions of the game do not have Points Pursuit, Victory Patches or Pennants, such gameplay data is not tracked in My Shrine.

VIDEO HIGHLIGHTS

For the first time ever, players will be able to view unlimited video highlights from any play during a game in progress.

Furthermore, a player will be able to save up to five video highlights per game, watch them in My Shrine, and even upload them for others to view online.

Access to the instant replay history



Every video highlight comes with a greatness score that quantifies how great that play really was.

of a game is only available while that game is in progress, so make sure to save any desired video highlights before quitting.

SUPER SIM



Keep an eye on the score when in Super Sim—jump in if you need to.

For Dynasty wonks who prefer pure football simulation, or for those who just want to save time and blow through a game, Super Sim will be an incredibly welcome feature.

Accessed by pausing during a game, Super Sim is a powerful tool that lets you simulate gameplay at any time for as long as you wish—one play, one drive, one quarter or even the entire game.

What makes it great is that each play is shown on a special drive diagram, so you can track the game quickly. More importantly, you can

cancel the simulation at any time and resume normal gameplay.

This is a great feature to have if you're blowing out (or being blown out by) an opponent and want to wrap up the game quickly. Another use for it is if you want to play only offense or defense—just skip anything you don't want to play.

GETTING OFFENSIVE

Here are a few cool gameplay features to look for on offense:



The animation of a ball-handler being flipped in the air definitely looks cooler than it feels...

1. More Animations: Not only have more realistic animations been added to special moves, but there are a ton of new eye-pleasers including great catches, mid-air collisions, and powerful tackles that flip the ball carrier in the air. In addition, you'll see even more player celebrations while crossing the goal line as well as after touchdowns and big plays.

2. Double Team Blocking: Gone are the days of one-on-one blocking. In realistic fashion, multiple linemen will be able to disrupt the rush of an oncoming defender.

Campus Legend: Part II

Campus Legend for the Xbox 360 and PlayStation 3 is brand new for *NCAA Football 08*—so this guide focuses its attention on breaking down that version in the pages ahead. So without further ado, let's launch into the new Campus Legend as you make your way from high school to college graduation and beyond.

PLAYER SELECTION



The player creation screen

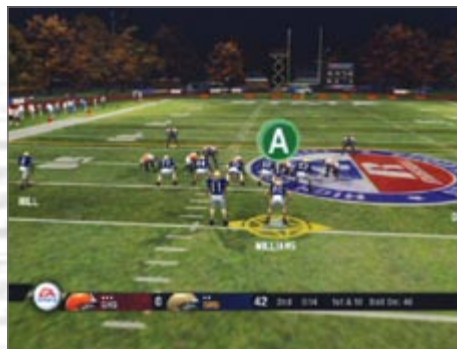
Begin Campus Legend by either choosing a current player or building one from scratch. If you choose a current player, make sure you'll have enough time to earn Campus Legend status. For instance, choosing a senior will give you just one year to play—so don't get hurt!

For most players, it'll be much more fun to start a player from scratch. You'll be able to fully customize the look and playing style of your player.

When you create a player, there are three key choices: position, tendency and favorite school. Position is important—not only because it's what you'll be playing for much of the Campus Legend game, but it'll affect which of your stats improve as you progress through college.

On offense, you can choose to be a quarterback, a halfback or a wide receiver. On defense, you can choose any defensive position.

Tendency is important because it'll help define your base attributes.



Friday Night Lights: The ultimate expression of high school football.

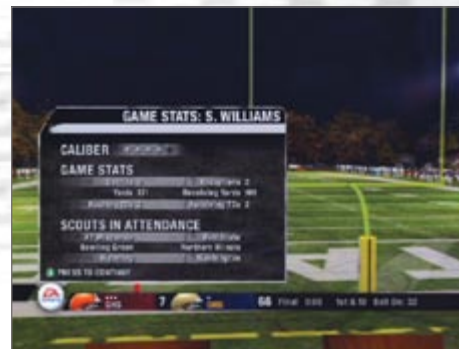
Pick a tendency that most closely matches your playing style—but we recommend Speed or Balanced.

Your favorite school should be the one you most want to attend. If you don't have a preference, then your choice won't matter much.

HIGH SCHOOL

If you're starting a player from scratch, you begin Campus Legend as a high school player in the play-offs. College scouts will be attending these games, so winning the state championship isn't enough—you have to rack up big stats at your position and dominate games to impress the scouts and improve your caliber ranking. On offense, that means putting up big rushing and/or passing yards; on defense, it means making big tackles and preventing touchdowns.

During all games in Campus Legend, you will only play if you're a starter. Furthermore, you will only be in control of your own player. Your coaches will determine which



Keep a close eye on your caliber and the schools scouting you.

plays to run; your job is to focus and execute. If you're not on the field, the computer will simulate the action on it until your number is called back into the game.

It's important to study the play art before each play so you know what you're supposed to do. Even if you don't get the ball, you have to execute as the play dictates. For example, if you're a running back in a play-action pass, you have to pick up a block and protect your quarterback so that he has time to throw.

On defense, keep pursuing and get in on every tackle that you can.

Also make sure to adjust for audibles; you'll see the play art change on the field when an audible is called.

At the end of the game, you'll be able to view your caliber, game stats and scouts in attendance. The key stat is your caliber—get that to five stars and you'll have a good chance of going to a top-tier school.

As you progress through the play-offs, the difficulty level will rise. If you're on offense, remember to use all your special moves, follow your lead blockers—and sprint—to maximize yardage.

If you're involved in a blowout game, don't be surprised if you ride the bench in the fourth quarter—that's a good sign, since it means you've probably put up good enough numbers in terms of stats.

On offense, if you average at least

NOTE

Playoff games are played at high school stadiums, but if you make it to the state championship, it will be played at a major college stadium within your state.

Dynasty Mode: Part I

Players of the PlayStation 2 and Xbox versions of *NCAA Football 08* will find several new twists in Dynasty Mode compared to last year's offering. They include:

1. Medical Redshirts: Injured players can now seek Medical Redshirt status. This lets them recover from their injuries without using up a year of eligibility.

2. Summer Workout Program: Users can choose specific players to train during the summer, using various drills (similar to the Spring Drills) to boost up their stats before the start of the upcoming season.

Like with Campus Legend, aside from the new features above, this year's Dynasty Mode for the Xbox and PlayStation 2 will be familiar in terms of features and structure to those who've already played it.

Last year's strategy guide covered Dynasty Mode in depth for these

versions, so we won't rehash it here except for the following key tips:

1. Identify Recruiting Needs: Before starting the recruiting process, look at your team overview to see which needs should be addressed first. Positions with no freshmen or sophomores, or positions with low overall stats should be filled first.

2. Tap the Pipeline: Your school should have a number of "pipeline" states where a good number of your team's players have come from.

In general, it's easier to attract recruits from an established pipeline state, so try to scout out prospects from those states first.

3. Keep it Real: If you coach a powerhouse school like Michigan or USC, you'll be able to go after the nation's best athletes. However, if you're coaching a lowly one-star school, it'll be extremely difficult to snag top athletes.



Use the Spring Drills tips found earlier in this section to help maximize the effect of Summer Workouts on your players' stats.

4. Winning is Everything: There is no greater recruiting tool than a winning football team—especially when you have prospects visiting your school that weekend. As a result, manually play (and win) important games instead of simulating them.

Dynasty Mode: Part II

For owners of the Xbox 360 and PlayStation 3 versions of *NCAA Football 08*, this is what you've been waiting for: the new and enhanced Dynasty Mode. Let's dive in and break it down from start to finish.

One of the greatest challenges in *NCAA Football 08* is to turn a one-star school into a national powerhouse. With that in mind, this year we'll tackle Dynasty Mode strategy with a lovable team that has nowhere to go but up: the Temple Owls.

The Owls in 2006 ranked last in Division I FBS offense and near the bottom in defense. To preserve the realism of our recruiting efforts, we won't try to "distort reality" by playing games manually—this way, we'll get a true feel as to how effective our recruiting strategies are as the years of Dynasty progress.

As you can imagine, turning a lowly

team into a top-ranked school won't happen overnight—it'll take years to reverse Temple's fortunes. So let's roll our sleeves up: We've got lots of work ahead...

GET A JOB

Dynasty Mode starts at the team select screen, where the overall, offensive, defensive and special teams rankings are listed for every Division I FBS team. At the top of the screen is a listing of one to six stars, which reflects that team's reputation: The more stars shown, the easier it will be to recruit prospects.

Not surprisingly, our team of choice for this year's guide, Temple, is a one-star school with one of the lowest overall scores of any team.



Compare all Division I FBS school stats at the school select screen.

IN THE PRE-SEASON

After choosing a team, Dynasty Mode begins in the preseason.

The first thing a coach needs to do at the pre-season schedule screen is to view the depth chart by pressing the Y Button (Xbox 360) or Triangle

Next-Gen Statistics/Rosters

The depth charts featured earlier in this guide are based on the Xbox and PlayStation 2 versions of *NCAA Football 08*. The statistics in those charts are close to—but not exactly the same as—the player statistics for the Xbox 360 and PlayStation 3 versions. That's because those versions of the game generate overall player ratings based on additional player ability categories (listed at right). On the following pages are the complete rosters and overall scores for every single player and team in *NCAA Football 08* for the Xbox 360 and PlayStation 3.

NEXT-GEN PLAYER ABILITY CATEGORIES

Acceleration (ACC)	Juke Move (JKM)	Run Block (RBK)
Agility (AGI)	Jumping Ability (JMP)	Run Block Footwork (RBF)
Awareness (AWR)	Jumping Ability (JMP)	Run Block Strength (RBS)
Ball Carrier Vision (BCV)	Kick Accuracy (KAC)	Speed (SPD)
Block Shedding (BSH)	Kick Power (KPW)	Spin Move (SPM)
Break Tackle (BKT)	Man Coverage (MCV)	Stamina (STA)
Carrying Ability (CAR)	Pass Block (PBK)	Stiff Arm (SFA)
Catching Ability (CTH)	Pass Block Footwork (PBF)	Strength (STR)
Elusiveness (ELU)	Pass Block Strength (PBS)	Tackle (TAK)
Finesse Moves (FMV)	Play Recognition (PRC)	Throw Accuracy (THA)
Impact Blocking (IBL)	Power Moves (PMV)	Throw Power (THP)
Importance (IMP)	Punt/Kick Return (RET)	Trucking (TRK)
Injury (INJ)	Pursuit (PRS)	Zone Coverage (ZCV)

Note: Some categories are limited to certain player positions

AVERAGE OVERALL/OFFENSE/DEFENSE/SPECIAL TEAM STATISTICS BY SCHOOL (BASED ON DYNASTY MODE)

	OVR	OFF	DEF	SPT		OVR	OFF	DEF	SPT		OVR	OFF	DEF	SPT
Air Force	69	72	67	53	Kansas	76	78	73	67	Rutgers	87	90	79	85
Akron	76	78	75	64	Kansas State	80	85	77	61	San Diego State	80	90	75	67
Alabama	89	92	85	85	Kent State	73	76	71	64	San Jose State	71	72	67	72
Arizona	85	83	85	75	Kentucky	85	92	77	72	SMU	73	74	69	67
Arizona State	87	90	83	77	Louisiana Tech	71	74	71	53	South Carolina	89	90	83	88
Arkansas	85	90	83	77	Louisville	92	96	85	88	Southern Miss	80	85	73	67
Arkansas State	73	76	73	61	LSU	94	92	95	67	Stanford	80	85	73	69
Army	71	72	67	64	Marshall	76	83	67	59	Syracuse	82	81	77	80
Auburn	85	85	85	64	Maryland	89	87	89	80	TCU	82	81	83	77
Ball State	76	78	67	77	Memphis	78	83	71	67	Temple	69	74	67	56
Baylor	69	72	67	61	Miami	92	92	93	67	Tennessee	92	92	89	83
Boise State	85	90	79	69	Miami University	76	81	69	72	Texas	94	99	89	80
Boston College	85	87	85	53	Michigan	96	99	95	77	Texas A&M	92	92	85	88
Bowling Green	78	81	71	72	Michigan State	85	87	81	69	Texas Tech	87	90	81	77
Buffalo	69	67	69	61	Mid Tenn State	76	81	75	45	Toledo	80	85	77	56
BYU	69	74	65	48	Minnesota	80	83	79	59	Troy	78	81	77	64
Cal	89	96	81	80	Mississippi State	78	78	77	64	Tulane	81	74	69	53
Central Michigan	78	83	71	64	Missouri	87	92	77	88	Tulsa	76	74	73	77
Cincinnati	78	81	73	75	Navy	71	78	63	67	UAB	69	72	67	64
Clemson	87	85	89	80	NC State	82	87	81	56	UCF	78	78	77	64
Colorado	87	85	89	80	Nebraska	92	92	91	83	UCLA	92	92	91	88
Colorado State	78	83	73	67	Nevada	73	74	73	64	UL Lafayette	71	74	67	67
Connecticut	71	76	67	61	New Mexico	76	83	69	67	UL Monroe	71	76	59	75
Duke	80	83	73	77	New Mexico State	76	85	67	53	UNLV	80	83	77	69
ECU	71	74	69	51	North Carolina	80	78	77	88	USC	99	99	99	80
Eastern Michigan	76	74	75	64	North Texas	71	74	69	56	USF	82	85	77	69
Florida	89	94	85	69	Northern Illinois	78	81	73	75	Utah	82	85	77	69
Florida Atlantic	71	72	71	51	Northwestern	85	87	83	64	Utah State	66	72	65	48
FIU	69	72	65	72	Notre Dame	89	87	89	91	UTEP	78	83	73	64
Florida State	94	92	95	83	Ohio	80	83	77	69	Vanderbilt	78	85	75	53
Fresno State	76	78	73	64	Ohio State	92	92	91	77	Virginia	82	85	81	59
Georgia	89	87	83	93	Oklahoma	94	92	91	93	Virginia Tech	92	90	91	88
Georgia Tech	89	80	89	77	Oklahoma State	92	92	85	99	Wake Forest	85	90	83	88
Hawai'i	85	92	95	77	Ole Miss	85	87	77	77	Washington	85	85	81	72
Houston	80	83	81	59	Oregon	87	92	83	67	Washington State	78	81	77	56
Idaho	69	70	67	67	Oregon State	87	90	81	88	West Virginia	94	99	87	80
Illinois	82	85	81	69	Penn State	87	90	89	64	Western Michigan	80	81	79	75
Indiana	80	83	75	57	Pittsburgh	82	85	75	80	Wisconsin	89	92	83	88
Iowa	89	90	87	75	Purdue	85	94	77	64	Wyoming	69	74	63	69
Iowa State	82	83	79	75	Rice	76	81	71	64					

MARYLAND

POS.	#	OVR
C	60	80
C	72	71
C	53	67
CB	5	91
CB	2	84
CB	49	81
CB	6	80
CB	9	78
CB	7	75
CB	25	73
DT	92	92
DT	68	81
DT	98	81
DT	54	69
FB	32	86
FB	26	83
FB	31	68
FS	30	86
FS	36	70
HB	21	87
HB	44	86
HB	20	80
HB	23	80
K	39	82
LE	40	85
LE	91	79
LE	90	74
LG	76	83
LG	69	80
LG	67	75
LOLB	34	87
LOLB	50	73
LOLB	56	66
LT	78	92
LT	77	77
LT	71	73
MLB	42	83
MLB	52	71
MLB	46	71
P	46	80
QB	12	84
QB	19	82
QB	16	79
QB	14	71
QB	10	71
RE	55	85
RE	45	83
RG	63	95
RG	66	77
ROLB	1	94
ROLB	48	80
RT	58	82
RT	75	81
RT	74	70
SS	3	89
SS	29	79
TE	80	89
TE	13	86
TE	15	85
TE	89	78
TE	86	76
WR	8	88
WR	17	84
WR	84	83
WR	82	77
WR	85	75
WR	88	72
WR	81	71

**MEMPHIS**

POS.	#	OVR
C	57	75
C	54	72
CB	18	77
CB	16	73
CB	27	72
CB	38	71
CB	46	70
CB	23	69
CB	21	60
DT	60	77
DT	99	76
DT	93	73
DT	62	70
FB	4	85
FB	42	76
FS	2	79
FS	8	75
FS	39	68
HB	5	86
HB	33	80
HB	3	79
HB	24	72
HB	26	64
K	42	80
K	43	76
LE	41	75
LE	53	74
LE	96	72
LE	70	73
LG	64	70
LOLB	30	89
LOLB	28	69
LT	65	85
LT	56	77
LT	79	73
MLB	37	79
MLB	50	65
MLB	52	65
P	49	81
QB	13	85
QB	7	76
QB	10	75
RE	94	83
RE	92	72
RE	90	72
RG	69	78
RG	72	76
RG	77	72
ROLB	47	81
ROLB	59	76
ROLB	48	70
RT	71	84
RT	55	75
SS	6	77
SS	40	72
TE	85	79
TE	35	71
TE	81	70
WR	22	85
WR	89	81
WR	14	77
WR	80	77
WR	9	75
WR	87	74
WR	12	73
WR	82	71
WR	88	71
WR	2	71
WR	11	69

**MIAMI**

POS.	#	OVR
C	71	83
C	65	75
CB	4	90
CB	6	90
CB	24	87
CB	22	82
CB	27	81
CB	20	78
CB	23	77
DT	54	89
DT	96	87
DT	75	85
DT	93	83
FB	92	80
FB	56	76
FB	91	74
FB	41	82
FS	26	90
FS	35	88
FS	38	76
HB	5	89
HB	2	83
HB	34	83
HB	36	81
HB	21	81
HB	25	78
K	17	73
LE	94	87
LE	84	82
LE	47	82
LG	72	85
LG	70	85
LOLB	51	89
LOLB	52	88
LT	64	88
LT	68	77
MLB	55	87
MLB	50	87
MLB	99	79
P	25	81
QB	3	86
QB	7	84
QB	12	78
RE	81	96
RE	49	84
RG	67	84
RG	76	81
RG	61	80
ROLB	44	84
ROLB	48	81
ROLB	59	80
RT	77	88
RT	74	77
RT	79	75
SS	1	97
SS	28	85
SS	36	77
TE	11	89
TE	18	85
TE	88	84
WR	9	89
WR	8	87
WR	83	85
WR	82	82
WR	13	81
WR	87	80
WR	85	77
WR	89	77

**MIAMI (OHIO)**

POS.	#	OVR
C	72	82
C	61	74
C	62	69
CB	33	78
CB	3	75
CB	26	74
CB	16	73
CB	23	72
CB	25	66
DT	94	75
DT	98	71
DT	93	71
DT	65	67
FB	39	71
FS	13	76
FS	34	74
FS	28	73
HB	24	87
HB	22	78
HB	43	78
HB	29	78
HB	31	73
HB	30	70
K	19	83
K	35	57
LE	51	76
LE	21	69
LE	90	66
LG	68	86
LG	75	72
LOLB	44	75
LOLB	47	72
LOLB	56	57
LT	76	89
LT	71	66
MLB	48	82
MLB	20	66
MLB	96	63
MLB	45	63
P	4	83
QB	3	86
QB	12	73
QB	1	66
RE	58	87
RE	99	82
RE	92	63
RG	50	79
RG	52	74
RG	73	72
ROLB	9	76
ROLB	32	69
ROLB	54	58
ROLB	53	57
RT	55	74
RT	78	68
SS	6	76
SS	15	69
SS	37	66
SS	32	62
TE	80	81
TE	83	73
TE	88	77
TE	18	77
TE	11	74
TE	86	70
TE	89	68
TE	14	67
TE	81	65

**MICHIGAN**

POS.	#	OVR
C	65	79
C	60	77
C	62	75
CB	14	89
CB	5	88
CB	35	86
CB	27	85
CB	23	79
CB	21	78
CB	25	76
DT	67	91
DT	44	81
DT	97	78
DT	93	78
DT	66	71
FB	39	80
FB	32	77
FB	36	73
FS	31	93
FS	36	77
FS	38	75
HB	20	95
HB	24	88
HB	4	79
HB	26	69
K	43	75
LE	99	81
LE	92	78
LE	94	77
LE	57	92
LG	70	83
LG	64	69
LOLB	2	95
LOLB	46	87
LOLB	33	80
LOLB	56	75
LT	77	97
LT	71	77
MLB	55	90
MLB	49	81
MLB	54	73
P	41	85
QB	7	93
QB	15	82
QB	12	70
RE	90	91
RE	58	80
RG	73	88
RG	78	74
ROLB	37	92
ROLB	8	84
ROLB	51	73
RT	75	83
RT	52	83
RT	74	78
SS	22	96
SS	3	79
SS	34	72
TE	83	88
TE	89	78
TE	85	74
TE	86	94
TE	13	83
TE	80	79
TE	82	78
TE	18	78
TE	81	74
TE	88	72

**MICHIGAN STATE**

POS.	#	OVR
C	54	77
C	65	74
CB	13	80
CB	37	77
CB	22	73
CB	38	73
CB	31	71
CB	24	70
CB	34	67
DT	99	88
DT	58	78
DT	88	77
DT	70	76
DT	61	74
FB	35	71
FB	32	68
FS	21	87
FS	33	77
HB	23	89
HB	30	87
HB	20	84
HB	28	69
K	14	84
K	15	79
LE	51	83
LE	95	80
LE	96	77
LE	92	74
LE	75	87
LE	71	79
LG	69	76
LOLB	27	88
LOLB	40	76
LT	66	87
LT	68	79
LT	57	73
LT	72	66
MLB	43	89
MLB	45	72
MLB	52	60
P	8	76
QB	7	83
QB	11	76
QB	1	68
QB	16	67
RE	94	82
RE	47	80
RG	73	88
RG	62	74
ROLB	55	76
ROLB	59	73
ROLB	56	73
RT	64	82
RT	79	81
SS	3	90
SS	26	85
TE	80	87
TE	81	81
TE	83	80
TE	48	76
WR	18	87
WR	10	83
WR	12	82
WR	4	79
WR	89	75
WR	82	74
WR	2	74
WR	19	74
WR	84	68

**MIDDLE TENN. STATE**

POS.	#	OVR
C	79	81
C	62	65
C	42	64
CB	24	87
CB	6	81
CB	7	74
CB	31	72
CB	28	67
CB	20	59
CB	25	59
DT	97	83
DT	56	81
DT	90	78
DT	95	76
DT	92	75
DT	78	72
DT	52	69
FB	40	86
FB	38	83
FS	5	90
FS	26	66
FS	36	65
HB	22	83
HB	2	78
HB	34	66
HB	23	64
HB	21	59
K	35	70
LE	19	81
LE	49	73
LG	76	79
LG	74	67
LOLB	94	69
LOLB	58	57
LT	54	79
LT	63	62
MLB	11	78
MLB	44	67
MLB	49	62
MLB	57	55
P	99	75
QB	12	82
QB	10	72
QB	1	67
RE	45	87
RE	43	85
RE	98	76
RG	70	77
RG	62	69
ROLB	29	77
ROLB	53	71
ROLB	30	68
ROLB	55	54
RT	77	77
RT	69	64
SS	37	72
SS	32	63
TE	80	86
TE	85	83
TE	41	78
TE	82	73
WR	87	85
WR	83	80
WR	13	78
WR	88	71
WR	9	67
WR	89	66
WR	84	66
WR	81	65

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NCAA 08 FOOTBALL

PRIMA Official Game Guide

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*If lessons are learned in defeat,
our team is getting a great education.*

—Murray Warmath