

 XBOX 360.



NCAA[®] FOOTBALL 14



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WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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CONTROLS

GENERAL GAMEPLAY

BOTH SIDES OF THE BALL

Move player	
Acceleration Burst	(hold)
Switch players (pre-play)	or (hold) + /
Coach cam (pre-play)	(hold)
• Show routes	(hold) +
• Show performance levels	(hold) +
• Bluff play art	(hold) + /
Player lock (pre-play)	
Call timeout	
Pause game	

OFFENSE

AT THE LINE OF SCRIMMAGE

Snap ball	
Fake snap	
Quiet crowd	
Send man in motion	then / or /
Flip run play direction	/

QB OPTION

Pitch ball	LB
Fake pitch	R
Give to fullback (triple option)	A

PASSING

Throw to receiver	X/A/B/Y/RB (hold bullet/tap lob)
Throw away	R
Pump fake forward	LB
Tuck and run	RT (hold)

BALL-CARRYING COMBO MOVES

Juke Right, Spin Left Combo	R then R
Juke Right, Spin Right Combo	R then R
Juke Left, Spin Left Combo	R then R
Juke Left, Spin Right Combo	R then R
Back Juke, Spin Left Combo	R then R
Back Juke, Spin Right Combo	R then R
Juke Left, Juke Right Combo	R then R
Juke Right, Juke Left Combo	R then R

DEFENSE

AT THE LINE OF SCRIMMAGE

Jump the snap	R
Excite crowd	R
Defensive key (shift coverage)	LT (hold) + R
Defensive keys (Run Left/Run Right/Run Mid/Pass)	LT (hold) + R/R/R/R
Defensive keys (key receiver)	LT (hold) + X/A/B/Y/LB

GAME SCREEN



PLAYING

NEW NIKE SKILLS TRAINER

Learn the finer points of the game and how to take advantage of new gameplay features by playing one of the in-depth tutorials available in the Nike Skills Trainer menu under Play Now. Each tutorial is composed of a video explaining how to perform a move, and then a series of drills to teach you how to get the most out of your game. Performing well in each drill gives you a chance to acquire an Ultimate Team Card.

NEW OPTION MECHANICS

Running the Option is now more accurate than ever, with the ability to re-option and identify the read man pre-snap. Watch the defensive line for the read man, indicated by a player enclosed by a box, and pay attention to his movements. Successfully gauge whether or not he's going to go after your QB or HB and react accordingly for big gains!

NEW KINECT

Now you can perform in-game actions and make pre-play adjustments, like calling audibles, hot routes, and personnel adjustments, by using the power of your voice with Kinect. View the list of recognized commands in *NCAA Football 14* below.

RECEIVERS

Smart Route	Streak	Out Left	Out Right
Curl	Fade	Drag	Zig Route
Slant	Slant Left	Slant Right	Hike
In	Out	Block Left	Block Right
Motion Left	Motion Right	Timeout	Cancel
Hot Route	Receiver (button)	Receiver Name	Out Left
Out Right	Streak		

GENERAL OFFENSE

Hike	Quiet Down	Flip Play	Hurry Up
Spike	Show Play	Timeout	Cancel

AUDIBLE (OFFENSE)

Flip Play	Quick Pass	Run	PA Pass
Spike	Show Play	Timeout	Cancel

PROTECTIONS

Aggressive	Pinch	Block Left	Block Right
Reset	Hike	Timeout	Cancel

GENERAL DEFENSE

Flip Play	Let's Go	Show Play	Timeout
Cancel			

AUDIBLE (DEFENSE)

Audible	Blitz Play	Custom	Custom Play name
Man	Cover 2	Cover 3	Timeout
Cancel			

D-LINE SHIFTS

D-Line	D-Line Crash Left	D-Line Crash Middle	D-Line Crash Right
D-Line Shift Left	D-Line Shift Right	Timeout	Cancel
D-Line Spread	D-Line Pinch	D-Line Edge Rush	

LINEBACKERS SHIFT

Linebackers	LB Pinch	LB Shift Left	LB Shift Right
LB Shift Spread	Blitz	Blitz Left	Blitz Right
Zones	Timeout	Cancel	

COVERAGE AUDIBLE

Coverage	Zones to Left	Zones to Sideline	Zones to Right
Zones to Middle	Fake Blitz	Base	Press
Back Off	Individual	Timeout	Cancel

INDIVIDUAL COVERAGE

Shade Left	Shade Right	Back Off	Spotlight
Timeout	Cancel		

KEYS

Run	Run Left	Run Right	Pass
Shift Left	Shift Right	Spread	Pinch

LINEBACKERS SHIFT

Linebackers	LB Pinch	LB Shift Left	LB Shift Right
LB Shift Spread	Blitz	Blitz Left	Blitz Right
Zones	Timeout	Cancel	

HOT ROUTES

Hot Routes	Hook Zone	Deep Zone	Blitz
Man	QB Contain	QB Spy	Flat Zone
Curl to Flats	Timeout	Cancel	



SELECT PLAYERS

Free Safety	Strong Safety	Left End	Right End
Tackle	Left Linebacker	Middle Linebacker	Right Linebacker
Cornerback			

1-BUTTON MODE

1-Button Mode allows newcomers and vets alike to enjoy a simplified version of classic *NCAA Football* gameplay. 1-Button mode allows you to snap, punt, kick, and pass the ball. Additionally, the CPU assists you by auto-catching passes and your players automatically sprint when running downfield.


TOTAL CONTROL PASSING

Total Control Passing gives you fine control over your quarterback's passing. Use Total Control Passing to lead your receivers and direct them where you need them to be when throwing a pass. For example, move  to under-throw the receiver and move  to lead a receiver down the field!


PERFORMANCE LEVEL

Players improve their performance level by making big plays. If you make a big play with an impact player, or any player that is in the zone, you gain a performance level boost, as do your surrounding players.

ADJUSTMENTS

Press  before plays to access the Adjustments menu. Use Adjustments to set specific or global strategies for plays.

DEFENSIVE ASSIST

If you end up out of position or disoriented on defense, Defensive Assist gets you back on track. Press and hold  to move your player to his correct position at any given time. This works dynamically, so as the play progresses, Defensive Assist keeps you properly oriented.

ICE THE KICKER

Rattle your opponent's kicker by calling a timeout before he attempts a field goal. Once the timeout has been called, blue ice appears over your opponent's kick meter, the camera is lowered to field level, and your opponent's controller vibrates.

HOME FIELD ADVANTAGE & TOUGHEST PLACES TO PLAY

Where you play affects your performance. Schools with large stadiums and imposing crowds rattle opposing quarterbacks and impact what happens on the playing field.

SUPER SIM

Super Sim allows you to simulate any part of the current matchup at any time. This option is available via the pause menu or from the top level of the playcall screen. Watch the CPU play out the down by selecting WATCH PLAY.

TEAMBUILDER

Use TeamBuilder and create a new college team to match your unique personality. Use the TeamBuilder website, www.EASPORTS.com/teambuilder, to edit everything about your team, from the location and mascot on down to the uniforms.

SAVING AND LOADING

Before exiting Dynasty Mode, Road to Glory, or a menu where changes have been made, be sure to save your progress to your storage device. Any unsaved progress may be lost if you do not save.

ULTIMATE TEAM

WHAT IS ULTIMATE TEAM?

In Ultimate Team, you accumulate items to create your dream team of NFLPA players and legends. Starting with your free starter team, build your team through auctions or by adding players through new packs.

NAMING YOUR ULTIMATE TEAM

When you start your Ultimate Team, you are given a default team name. Any time after you finish opening your Starter Pack you can go to the Help & Settings panel to rename your team.

OPENING YOUR STARTER PACK

Kick off your *NCAA® Football 14* Ultimate Team by opening your free Starter Pack. Your Starter Pack contains the uniforms and playbooks of your chosen team.

THE HUB

This is your home screen, where you can access everything you need with just a simple click. The hub is where you'll learn about new content releases, new features, and other important news.

COLLECTIONS AND TEAM MANAGEMENT

Select the Manage Team panel to manage your starting Lineup, Current Rosters, Reserve items, and Packs. The panel indicates your any unopened packs that you have and your Complete Collections.

MANAGE CURRENT LINEUP

On the Lineup screen, you can change your starters and select different, uniforms, a stadium, or playbooks. When you select a position, you are shown the current players in your lineup that are eligible to play the selected position. You can flip over items to compare player stats. You can also access a more detailed view of your current team by going to the Depth Chart view.

CURRENT ROSTERS

The Current Rosters screen contains the 100 items assigned to your currently active team. This 100 is divided into up to 55 player items and up to 45 other items like Uniforms, Stadiums and Playbooks. Only your active items can be used in your lineup. You can move items to your Reserves, quick-sell them for coins, or post them for an auction.

RESERVES

The Reserves is an area where you can store items that are not currently part of your team. Think of it as your developmental squad, but a lot bigger. You can store any type of item in your Reserves. The only actions you can take on items in your Reserves are to send them to your Current Rosters, or to quick-sell them for coins.

MY PACKS

The My Packs screen is where you can see packs that you own, and where you can choose to open those packs.

PLAY GAMES

On the Play Game panel, you can choose to use your Ultimate Team in a variety of game formats. Earn coins by playing against other users in Head to Head games or against the CPU in Solo Challenges.

STORE

The Ultimate Team Store is where you go to find item packs, pack bundles, and item deals to improve your team. You can purchase pack bundles, which provide you discounts when purchasing larger quantities of packs. If you are looking for a specific item to add to your Ultimate Team, players and Games can often be found in the Single Items category.

COLLECTIONS

Gather complete collections in Ultimate Team to get access to new players and other rewards. To add an item to a collection, place the item in your Pending Collections bin from the New Items or Current Rosters screens. Afterward, go to the appropriate collection for the option to add that item.

COINS

You can earn coins by playing games or by having other users win your items in auctions. Use those coins to buy packs, bundles, or deals in the Ultimate Team store, or to bid on auctions.

GAMES

Players have a Games number which decreases as you play games. When that number reaches zero, you must apply a Games Extension item to the player on the Current Rosters screen. Your starting items have 25 games, and other new items typically begin with 10 (one season). Games Extension items list how many games will be added to the player when applied.

INJURIES

Players can become injured, and will have to sit out the number of games indicated. Applying an Injury item to the player can shorten that time.

AUCTIONS

You can post your items for auction. Set a starting and buyout price, and the length of the time the auction should be available.

Looking for a key addition to your Ultimate Team? You can search for auctions posted by other users.

REDEEMING CODES TO UNLOCK ULTIMATE TEAM ITEMS

You can redeem codes by visiting the Settings menu and selecting REDEEM CODE. Once you have redeemed your code, you can return to Ultimate Team to view your items. Go to the My Packs area of the Collections and Team Management panel and open the pack containing your new items.

DYNASTY MODE™

PRE-SEASON

Get a jump on recruiting by scouting prospects that you have added to your recruiting board. The pre-season is the perfect time to learn about and manage your current team by taking advantage of practice and then redshirting players that would benefit from it.

DURING THE SEASON

Your goals during the season are winning games against your rivals, winning your conference, and bettering your chances for a run at the national title. Go after those key prospects to make your team better by scouting them in depth, allocating recruiting points weekly, and pursuing them all the way until Signing Day. Make sure to check your coach skill tree, located in Coach Central, and see which skills are most helpful.

AFTER THE SEASON

After playing the final game on the schedule, be it a season-ending bowl victory or a crushing loss, your school may offer you a contract extension or another school may come calling with a better job. Your performance and success are everything. By meeting or exceeding your target wins each year, you can maintain your contract or have other opportunities open up for you, giving you a chance to turn a career into a true dynasty. Go into the Coach Carousel to see other coach position movements as well.

THE OFFSEASON

Make one last recruiting attempt for that top prospect by allocating just enough of your total points to seal the deal, or even all of your total points. With a little help from your coaching skills, you can turn the tides on Signing Day. Make sure to talk with players who are thinking about leaving school early, train your squad, and cut players. Say good luck to your outgoing players as you send them off to the pros by exporting your player class to *Madden NFL® 25*.

COACH CAROUSEL

Your performance and success are everything. By meeting or exceeding your target wins each year, you can maintain your contract or have other opportunities open up for you, turning a career into a true dynasty.

NEW POWER RECRUITING

The all-new Power Recruiting system makes recruiting fast and immersive. Simply allocate points towards prospects from the pool of recruiting points and make weekly adjustments as needed. Some coach skills will allow you to increase the amount that can be allocated to the prospect, as well as increase your total pool of points per week. Be sure to keep an eye on the prospect's cutoff line in the Top Schools panel and make sure you survive the cut. Make that last push for those highly ranked prospects on your board with a one week offseason unlimited point allocation recruiting effort. Make it to Signing Day and see what the final outcome of your efforts brings you.

ALLOCATING RECRUITING POINTS

Each week, you have a certain number of points to utilize for all of your prospects. You can increase the number of points by purchasing coach skills. These points, when assigned to prospects, help raise the interest of that prospect in your school. Each prospect has a maximum number of points that can be assigned to them each week. If you do not adjust the number of points assigned to a prospect from the week before, the same number of points is automatically assigned to him the next week. Be aware that other schools are in contention and assigning points to the same prospects you are, so adjusting your number of allocated points each week helps you to overtake the lead school, close the gap, or extend your lead on other teams. You can monitor the weekly changes and point gains or losses by going to the Top Schools panel inside the recruiting board.

SCOUTING

Scouting is essential for determining a prospect's true value. In *NCAA Football 14*, scouting is the only interaction you can have with a prospect during the pre-season. Simply spend the flat rate amount and scout. Coach Skills can help you scout more efficiently and at a reduced price. Make sure to continue scouting during the regular season as well to ensure you get the right prospects for your team.

BONUS POINTS

Every prospect receives Bonus Points based on how you rank in their top interests. Each prospect's Bonus Points are automatically allocated to them each week in addition to any points you actively assign to your prospects. A prospect's top interests can be dynamic and change from week to week. Whenever a prospect's interest grade falls, the number of bonus points you can earn will be lowered and there is a chance that you may face a Deal Breaker. You can keep track of a prospect's Bonus Points by navigating to the Bonus Points panel inside the recruiting board.

DEAL BREAKERS

All prospects will have a percentage chance of having a Deal Breaker concerning your school. A Deal Breaker revolves around the prospect's top interest grade and can be dynamic. If a prospect has a Deal Breaker with your school from the beginning, you will not be able to add them to your recruiting board. A special icon indicates these Deal Breakers. If a prospect develops a Deal Breaker after you have added them to your board, then you will not be able to allocate points to them until you raise the interest grade.

SCHEDULING VISITS

Scheduling visits are a great way to earn points that automatically get allocated to a prospect. Each prospect gets only five visits per season and each one is worth its own certain amount of points. The later the visit, the more points that visit is worth. You can gain extra points by scheduling a prospect's visit with a complementary prospect, such as scheduling a quarterback's visit with a wide receiver and an offensive lineman. You can also earn extra bonus points by scheduling a visit when you have a game against a rival team, a ranked team, and even other user-controlled teams. Each visit has performance-based visit goals. These visit goals are both victory- and statistic-based, such as "Rush for 100 yards" to "Win against a Rival Team."

RECRUITING BATTLES

Recruiting takes on a new experience, as you will find yourself entering into recruiting battles against other schools in order to sign top prospects. These battles take place once a prospect has narrowed his choices down to a select few. You can track potential upcoming recruiting battles by monitoring their percentage to lock and seeing if you are gaining or losing ground with the other schools involved. If you happen to be involved in a recruiting battle, do your best to stay close to the leader or expand your lead by allocating enough points. If you find yourself locked out, you have a chance to get back into the battle by using the Coach Skill "Locksmith." Make sure that you offer a scholarship to all the prospects that you want to sign. If you do not offer a scholarship to a prospect then you will find yourself missing out on the recruiting battle and signing that prospect.

NEW COACH XP GOALS AND COACH SKILLS

NCAA Football 14 brings an RPG feel to your Dynasty experience. You can earn XP for your coaches and gain levels by succeeding on the field and on the recruiting boards. With each level your coach gains, you are granted a new skill or the chance to upgrade an existing skill. Coach Skills influence recruiting, game management, and on-field performance. As a Head Coach, you can control what new skills your coordinators learn. You will also have control over your level pacing, as well as your starting level, for both online and offline dynasties. During the Custom Conference stage of the offseason, you are able to reset all of your skill upgrades if you wish to try a new approach.

GAME MANAGEMENT SKILL TREE

Your team looks to you for guidance and inspiration and the Game Management skill tree helps you come through for them. The Game Management skill tree offers skills that allow for better play call decisions, as well as influencing the motivation levels of your team. Motivation levels influence a player's performance in a game by raising or lowering a player's key abilities. If your players are not having a good game, then their motivation drops and their performance suffers. If your players are having a good game, their motivation and performance increase. In addition to motivation-based skills, the Game Management skill tree also helps in play call decisions, play recognition, and providing your players with discipline and poise.

Name	Description	Level 1	Level 2	Level 3
Antifreeze	Nothing gets to your kickers. Nothing.	Ice the Kicker does not work against you 50% of the time.	Ice the Kicker does not work against you 75% of the time.	Ice the Kicker does not work against you. Ever.
Road Warrior	Your quarterbacks shine on the road and don't get rattled by Home Field Advantage.	No controller vibration.	CPU does not make false starts.	No scrambled play art in Coach Cam.
Matchup	Find the best mismatch and then attack. All matchups are shown from the offensive point of view.	Passing Matchups appear in Preplay Coach Cam.	Blocking Matchups appear in Preplay Coach Cam.	In-Depth Passing Matchups appear in Preplay Coach Cam.
Setup Artist	After success with run plays, the team is able to setup play action pass plays faster and vice versa.	Decreases the yardage needed for Setup Plays by 10%. Choose plays that are in the same formation type (pass or run).	Decreases the yardage needed for Setup Plays by 30%. Choose plays that are in the same formation type (pass or run).	Decreases the yardage needed for Setup Plays by 50%. Choose plays that are in the same formation type (pass or run).
Clean Laundry	Play disciplined and avoid costly penalties. Caution: increasing team aggressiveness will cancel this skill.	CPU is 50% less likely to cause penalties.	CPU is 75% less likely to cause penalties.	CPU is 90% less likely to cause penalties.

Name	Description	Level 1	Level 2	Level 3
Light a Fire	Players can get HOT and COLD. Call a timeout to fire up your team when they need it. HOT players get performance bonuses.	Call a timeout to get all COLD or lower players back up to NORMAL.	Call a timeout to bump all players to HOT.	Call a timeout (when losing by 14 or more) to bump all players to VERY HOT.
Big Game	The bigger the game, the HOTTER your team starts. HOT players get performance bonuses.	Your team starts off HOT in rivalry games.	Your team starts off HOT in rivalry, bowl, and championship games.	Your team starts off VERY HOT in rivalry, bowl, and championship games.
Coachstradamus	Learn which plays and play types your opponent calls so you can be a step ahead.	You are shown your opponent's previously called play. This can be seen in the upper right of the play select menu.	You gain a +10% chance to correctly identify the play type of your opponent's next play.	You gain a +25% chance to correctly identify the play type of your opponent's next play.
Clutch	Your team always seems to get HOT in high-pressure situations and perform better. HOT players get performance bonuses.	You start the fourth quarter HOT if the score difference is 14 or less.	You stay HOT throughout the fourth quarter if the score difference is 14 or less.	You stay VERY HOT inside the final 2 minutes (and overtime) if the score difference is 7 or less.

RECRUITING SKILL TREE

Recruiting is essential for building your dynasty's future and ensuring that you can contend for the National Championship. The Recruiting Skill Tree offers various skills that will help your recruiting efforts, from pre-season to Signing Day.

Name	Description	Level 1	Level 2	Level 3
Locksmith	Get back into locked out recruiting battles. You can unlock up to 5 prospects in a year, but you must be in the prospect's top 10 and have offered a scholarship.	Open 1 locked recruit per season. You need to be within 2000 points of the last place team to use.	Open 3 locked recruits per season. You need to be within 2000 points of the last place team to use.	Open 5 locked recruits per season. You need to be within 2000 points of the last place team to use.
Scouting	You have a knack for discovering some of the best high school talent in America. You can scout more efficiently and for less.	Increased scouting efficiency allows you to uncover around 25% of a prospect's true skills each week for 50 points.	Increased scouting efficiency allows you to uncover around 50% of a prospect's true skills each week for 50 points.	Increased scouting efficiency allows you to uncover around 100% of a prospect's true skills each week for 50 points.
Royal Treatment	Your entire staff goes the extra mile to make sure prospects have great visits.	The week a recruit visits your school you receive a bonus of +250 points.	The week a recruit visits your school you receive a bonus of +500 points.	The week a recruit visits your school you receive a bonus of +1000 points.
The Opener	You have an edge on your competition at the beginning of the season for recruiting.	Increase your recruiting points total by +500 points per week in weeks 1 through 7.	Increase your recruiting points total by +1000 points per week in weeks 1 through 7.	Increase your recruiting points total by +1500 points per week in weeks 1 through 7.

Name	Description	Level 1	Level 2	Level 3
The Closer	You have an edge on your competition at the end of the season for recruiting.	Increase your recruiting points total by +500 points per week in weeks 8 through 15.	Increase your recruiting points total by +1000 points per week in weeks 8 through 15.	Increase your recruiting points total by +1500 points per week in weeks 8 through 15.
Letter of Intent	You really know how to close out the deal on Signing Day.	You gain +1500 recruiting points for the off-season and a 5% chance you will steal a prospect from their top school.	You gain +3000 recruiting points for the off-season and a 15% chance you will steal a prospect from their top school.	You gain +5000 recruiting points for the off-season and a 20% chance you will steal a prospect from their top school.
Pipelines	You specialize in getting to know high school coaches. You need 6 players by default.	You only need 5 players, minimum, from a state to declare it a Pipeline.	You only need 4 players, minimum, from a state to declare it a Pipeline.	You only need 3 players, minimum, from a state to declare it a Pipeline.
Kitchen Sink	Your work ethic is second to none and it pays dividends on the recruiting trail. You can assign even more points to a prospect each week.	Recruits can have +50 extra points assigned to them each week.	Recruits can have +100 extra points assigned to them each week.	Recruits can have +200 extra points assigned to them each week.
Insta-Commit	You've got the gift. Nobody makes a better first impression or closes a deal faster. You must be that prospect's top school.	You gain a +5% chance of instant commitment when you offer a scholarship.	You gain a +10% chance of instant commitment when you offer a scholarship.	You gain a +20% chance of instant commitment when you offer a scholarship.

OFFENSIVE COORDINATOR SKILL TREE

Good Offensive Coordinators get the most out of their players at game time. The Offensive Coordinator Skill Tree contains helpful skills that give your players bonuses to key abilities during game time.

Name	Description	Level 1	Level 2	Level 3
Up Tempo	Stay healthy, fatigue less quickly, and prevent injuries. Perfect for up-tempo teams.	Players gain +2 to Injury and 10% increase in Stamina for games.	Players gain +4 to Injury and 25% increase in Stamina for games.	Players gain +6 to Injury and 50% increase in Stamina for games.
Ball Security	You stress the importance of protecting the football.	Players gain +1 to Carrying for games.	Players gain +2 to Carrying for games.	Players gain +3 to Carrying for games.
Cannon	Be ahead in the arms race. Train your players to be better passers.	QBs gain +1 to both Throw Power and Throw Accuracy for games.	QBs gain +2 to both Throw Power and Throw Accuracy for games.	QBs gain +3 to both Throw Power and Throw Accuracy for games.
Air Traffic Control	Never underestimate the importance of solid receiving mechanics. Get your HB, FB, TE, and WRs catch-ready for games.	Players gain +1 Catching, +2 Spectacular Catch, and +2 Catch in Traffic for games.	Players gain +3 Spectacular Catch, +3 Catch in Traffic, +1 Jumping, +1 Release, and +1 Route Running for games.	Players gain +2 Catching, +5 Spectacular Catch, +5 Catch in Traffic, +2 Jumping, +2 Release, and +3 Route Running for games.

Name	Description	Level 1	Level 2	Level 3
Daylight	Everyone has to carry the rock sometime. Condition your players to be able to run with the ball at game time.	Players gain +1 Break Tackle, +2 Spin Move, and +3 Elusiveness for games.	Players gain +2 Break Tackle, +2 Trucking, +2 Stiff Arm, and +2 Juke for games.	Players gain +3 Break Tackle, +3 Trucking, +4 Elusiveness, +3 Stiff Arm, +3 Spin, and +3 Juke for games.
Bulldozer	Your O-Line knows how to open up the gaps and control the line of scrimmage. Your run blocking is stellar.	Your offensive line gains +2 Impact Blocking for games.	Your offensive line gains +1 Run Blocking and +3 Impact Blocking for games.	Your offensive line gains +2 Run Blocking and +5 Impact Blocking for games.
Great Wall	The best offense is behind a great wall. You develop good pass blocking technique.	Your offensive line gains +1 Pass Blocking for games.	Your offensive line gains +2 Pass Blocking for games.	Your offensive line gains +3 Pass Blocking for games.
Mathlete	You believe football is a game of brains.	Players gain +1 Awareness for games.	Players gain +2 Awareness for games.	Players gain +3 Awareness for games.
Athlete	Physical conditioning is the core to any star player.	Players gain +2 Agility, +1 Strength, and +1 Acceleration for games.	Players gain +1 Speed, +3 Agility, and +2 Strength for games.	Players gain +2 Speed, +4 Ability, +3 Strength, and +2 Acceleration for games.

DEFENSIVE COORDINATOR SKILL TREE

Good Defensive Coordinators get the most out of their players at game time. The Defensive Coordinator Skill Tree contains helpful skills that give your players bonuses to key abilities during game time.

Name	Description	Level 1	Level 2	Level 3
Road Closed	Your players get off their blocks quickly to stop the run.	Your defensive players gain +1 Block Shedding for games.	Your defensive players gain +2 Block Shedding for games.	Your defensive players gain +3 Block Shedding for games.
Recharge	Stay healthy, fatigue less quickly, and prevent injuries. Perfect against up-tempo teams.	Your defensive players gain +2 Injury for games and 10% increase to Stamina.	Your defensive players gain +4 Injury for games and 10% increase to Stamina.	Your defensive players gain +6 Injury for games and 10% increase to Stamina.
Charge	Your defense causes fits for opposition with a tenacious pass push.	Your defensive players gain +1 Power Moves and +1 Finesse Moves for games.	Your defensive players gain +2 Power Moves and +2 Finesse Moves for games.	Your defensive players gain +4 Power Moves and +4 Finesse Moves for games.
No Fly Zone	Your players are very disciplined with their zone coverage assignments.	Your OLB, MLB, CB, SS, and FS gain +1 Zone Coverage for games.	Your OLB, MLB, CB, SS, and FS gain +2 Zone Coverage for games.	Your OLB, MLB, CB, SS, and FS gain +4 Zone Coverage for games.
Shutdown	You develop players who can lock onto a WR and shut him down.	Your CB, SS, and FS gain +1 Man Coverage and +2 Press for games.	Your CB, SS, and FS gain +2 Man Coverage and +4 Press for games.	Your CB, SS, and FS gain +4 Man Coverage and +5 Press for games.

Name	Description	Level 1	Level 2	Level 3
Tackling	No one gets away from one of your defenders.	Your defensive players gain +1 Tackle, +1 Pursuit, and +1 Hit Power for games.	Your defensive players gain +2 Pursuit and +2 Hit Power for games.	Your defensive players gain +2 Tackle, +4 Pursuit, and +3 Hit Power for games.
Ball Burglar	You play a very aggressive style of defense, always trying to steal the ball away.	Your defensive players gain +1 Catching, +2 Spectacular Catch, +2 Catch in Traffic for games.	Your defensive players gain +3 Spectacular Catch, +3 Catch in Traffic, and +1 Jump for games.	Your defensive players gain +2 Catching, +5 Spectacular Catch, +5 Catch in Traffic, and +2 Jump for games.
Pure Instinct	You believe that defense runs on instincts.	Players gain +1 Awareness for games and +2 Play Recognition for games.	Players gain +2 Awareness for games and +4 Play Recognition for games.	Players gain +4 Awareness for games and +6 Play Recognition for games.
Athlete	You know the best way to channel and focus raw talent.	Your defensive players gain +1 Speed, +2 Agility, and +1 Strength for games.	Your defensive players gain +3 Agility, +3 Acceleration, and +2 Strength for games.	Your defensive players gain +2 Speed, +4 Agility, +4 Acceleration, and +3 Strength for games.

NEW COACH CONTRACTS

Coach Contracts allow you to look at your program's 30 years of history while keeping an eye on the present with target win expectations. As a coach, you will be tasked with upholding and improving your school's tradition and be rewarded with an extension, if you are successful. If you perform well, you are rewarded with an extension or job offers from other schools.

NEW NEUTRAL SITE GAMES

Want to play in a Kickoff Classic or just schedule your school's game in a different stadium location? Now you can do just that with Neutral Site Games. Schedule your school for one of three Kickoff Classics or schedule your game at any available field for a new experience. Established neutral game fields are available to be scheduled. You can do this when you are creating your custom schedule.

NEW SINGLE SEASON MODE™

2013 SEASON

Single Season Mode offers a streamlined way to play the 2013 season by removing the recruiting, job security concerns, and coach skills found in Dynasty Mode. You still have the ability to adjust your depth chart, edit your roster, practice, and even edit your playbook while accessing all the ESPN stories for that season. Once you have taken your team to the National Championship, you can then do it all over again with a new team.

ROAD TO GLORY

Are you good enough to step into the spotlight? The Road to Glory is hard fought and full of trials and tribulations. Start out in High School and import your own custom Team Builder teams to re-create your own senior year of football!

CREATING YOUR STUDENT ATHLETES

Edit an existing college player and take over at that point in the player's career, or create a student athlete from scratch and guide him through his high school playoffs. Improve his recruiting ranking and earn scholarship offers.

COACH TRUST & POSITION BATTLES

You gain and lose Coach Trust points depending on how well you perform. As you earn points, you work your way up the depth chart through Position Battles. Once you become the starter, keep earning points to unlock more abilities that give you more plays and let you have more control over the team!

PRACTICE & SCOUTING REPORTS

In Road to Glory, you have to earn your position on the field by improving your skills in practice. Start off on the Scout Team and work your way up to playing with the Starters! Check out the new Practice Facility and Scouting Report to find out what it takes to beat your opponent that week.

REACTION TIME

Pull **R** to trigger Reaction Time at any point during a play when in Road to Glory or Nissan Heisman Mode. The game will slow down so that you can make quick decisions on the field. The more Awareness you have, the more time you can spend in Reaction Time.

GAME FACE

Personalize your Road to Glory experience by adding your face to the game. Go to www.easports.com/gameface to upload your own photo.

NISSAN HEISMAN MODE

Take Road to Glory to the next level in the Nissan Heisman mode. Take control of a former Heisman winner and hit the field in an attempt to replicate their award-winning season. You can place the player onto any team in the country in your quest to meet their real-world stats. Can you match them stat-for-stat, or are you good enough to exceed their sterling records?

Xbox LIVE

QUICK MATCH

Find the next available player waiting to play online in a Ranked Match or Unranked Match.

CUSTOM MATCH

Select your favorite settings and search to find a match that suits your playing style in a Ranked or Unranked Match.

TEAMBUILDER QUICKMATCH

Play a head-to-head online game using your TeamBuilder teams! Create a team at www.EASPORTS.com/teambuilder and go online to dominate your opponents.

LOBBY

Locate players and/or visit rooms from the Lobby. Here you can accept challenges from other players or send a challenge of your own. You can also participate in the game of the week or view your skill level.

ONLINE DYNASTY

Compete against up to 11 other teams per season in an Online Dynasty in *NCAA Football 14*. Compete in a full dynasty experience of up to 60 years as you play and recruit against friends across the nation.

SETTINGS

The settings menu allows you to change game settings and adjust the rules of the game to your liking. Adjust the game difficulty and penalties, examine the controls, view your custom sounds, alter your Origin Account (EA), or change the system settings.

MY NCAA LEGACY

Select each of the following via the My NCAA Legacy menu: EA SPORTS™ HIGHLIGHTS, ESPN INSTANT CLASSICS, and TROPHY CASE.

LIMITED 90-DAY WARRANTY

NOTE: Warranty does not apply to digital download products.

Electronic Arts Limited Warranty

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Returns Within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium resulted from abuse, mistreatment or neglect, or if the Recording Medium is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online Warranty Information: <http://warrantyinfo.ea.com>

EA Warranty Mailing Address:

Electronic Arts Customer Warranty, 7700 W Parmer Lane, Building C, Austin, TX 78729-8101

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

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The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere.

▶ **Online Support & Contact Info**

For FAQs, help articles, and to contact us, please visit help.ea.com.

▶ **Twitter & Facebook Support**

Need a quick tip? Reach out on Twitter to [@askeasupport](https://twitter.com/askeasupport) or post on facebook.com/askeasupport.