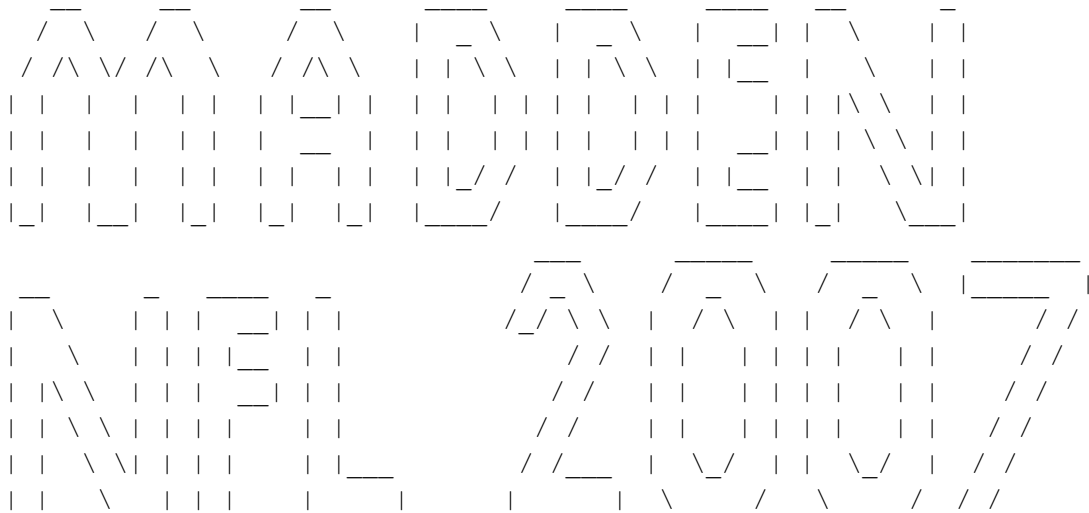


# Madden NFL 07 FAQ/Strategy Guide

by VinnyVideo

Updated to v1.0 on Mar 6, 2010

This walkthrough was originally written for Madden NFL 07 on the GBA, but the walkthrough is still applicable to the DS version of the game.



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## Introduction

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[INTRO]

Finally. A few of you might remember that I said I'd write this guide someday. I said that in my Madden '96 guide, which I wrote way back in January 2008. I really do keep my promises, even if it takes more than two years. Lately I've taken almost that long to respond to my fans' e-mail, too.

As usual, I begin my guide with a brief review of the game I'm about to cover: Madden NFL 2007's graphics are a little disappointing. While somewhat more realistic than in previous GBA Madden games, the players seem grainy and the field doesn't look very smooth. I liked the SNES-based graphics of Madden 2004 better, actually. The theme song, "Revelations" by Audioslave, is undoubtedly the best song used in any of the GBA Madden games, although it doesn't have the slightest thing to do with football and is highly compressed. Play control is only slightly different from previous Madden games, although the menu controls on the player management screens are irritating. The new "Hot Route" feature isn't incredibly useful. In general, realism has improved since the earlier GBA Madden games. The game isn't very difficult at all - unless you play on the

All-Madden level, in which case it's VERY tough. Some of the player ratings are weird; I don't see how anyone would say that Daunte Culpepper was a better quarterback than Peyton Manning and Tom Brady at this point in his career, and giving Troy Vincent a rating of 100 also seems high. The lack of a Create-a-Player feature is disappointing, as are the wrong skin colors for many players in the game (some black players are white and some light-skinned players are African-American). Overall, Madden 2007 is a pretty good game that doesn't offer anything particularly new or innovative (imagine that!).

=====  
Modes of Play

[MODES]  
=====

---Play Now---

Select this option to play an exhibition game using the teams of your choice. If you want to change the quarter length, difficulty level, and other settings, choose "Settings" from the "My Madden" option.

---Link Play---

If you have another Game Boy Advance, a second copy of Madden 2007, and a Game Link cable, you can play an exhibition game against a friend (or enemy).

---Game Modes---

Season allows you to play through a 16-game season, and if you're good enough, the playoffs and Super Bowl. You can select as many or as few games as you wish to play.

Two Minute Drill puts your team in a two-minute drill situation, and you're trying to get as many yards and points as possible within that narrow timeframe. At the end of the game, a score based on how well you played will be recorded. Use a team with a good quarterback and good receivers (Indianapolis is definitely the best choice), and keep the ball in the air. If possible, get out of bounds after every play.

Practice is a good way to learn the controls of the game or experiment with different plays in a no-pressure situation.

Situation lets you set up almost any game situation imaginable. You have control over the current score, the time remaining on the clock, the team with the ball, the current play (kickoff, PAT, or regular play), and other things.

---My Madden---

Rosters allows you to perform all tasks relating to roster moves and lineups. I'll discuss each of the sub-options individually:

\* Player Management shows the rosters for all teams in the game. It's a good way to compare players in different categories.

\* Depth Chart lets you select each team's depth chart, which determines which players are starters by default and which will be sitting on the bench most of the time. Still, it's not a bad idea to make some substitutions even after setting the depth chart.

\* Trade Player enables you to trade players between teams.

\* Sign Player lets you sign free agents, assuming you have room on your roster and money under the salary cap. Most of the free agents in this game are older players who were out of football by 2006, but you can find some guys who actually played that year, like Ricky Proehl, Kerry Collins, and Stephen Davis.

\* Release Player cuts players from a team. You would do this if you needed to make room on the roster before signing a free agent.

\* Reset Rosters reverts all rosters and lineups to the way they were when you first played the game. Needless to say, you should be extremely careful when selecting this option.

Madden Cards shows Madden Cards you've obtained and game challenges you've completed. Every time you do something good in a game, whether it's making a big pass or nailing the opponents for a safety, you'll receive tokens based on the difficulty level and the difficulty of the feat itself. When you accumulate 40 tokens (which can easily be done in a single game), you can purchase a new set of Madden Cards. While these can be collected just like baseball cards or Pokemon, you can also activate cards to make certain players more powerful or create certain unusual effects. Not surprisingly, some cards are rarer or more useful than others. Play enough and you might be able to get all 161. Also, you can sell duplicates back and recover a few tokens based on the card's value.

NFL Record Book shows records for Madden 2007 play, as well as some all-time NFL records. The latter isn't very useful, because it doesn't use the names of Bill Belichick or former players or coaches other than John Madden and Dick Vermeil (I believe it has something to do with some lawyer's hardcore interpretation of a ruling probably made by a court run by Australian pouched marsupials).

Settings is the place to go if you want to adjust various game options, like quarter length, difficulty, whether players will fatigue, and whether you want to begin each play by controlling the player you controlled on the previous play ("Remember Last Player").

---Mini Camp---

Mini Camp lets you play the mini-games used in Create-a-Player drills in earlier Madden games. The game keeps track of your best performances in each drill.

Field Goal Kick involves kicking field goals from various positions on the field and at different hashmarks. Be sure to adjust for the wind, which may have a huge effect on the later kicks.

Passing has you throwing the ball through hoops, a little like the Ring Shot games in Mario Golf. Usually it's easier to hit the rings (especially the closer ones) with a bullet pass than with a touch pass, and leaving the pocket makes certain throws much easier.

Running requires you to run to a series of circles, each of which is guarded by one or more linebackers. It's not too tough to run around them, though. If necessary, press B to dive.

Tackling pits you against a running back, who you're trying to keep out of the end zone. Tackling him behind the line of scrimmage is worth extra points, and watch out for the linemen that appear later on.

Punting Inside 20 demands pinpoint accuracy with your punting. Try to get the ball as close to the goal line as possible without getting a touchback. As with the field goal drills, it's important to take wind into account.

WR Catch lets you control a wide receiver who's trying to get open. Press A when you're ready to throw the ball, and press R when the ball comes to you to increase your chances of catching it. Watch out, though; the defensive backs are surprisingly smart.

DB Cover puts you in one-on-one coverage against a receiver. Be ready to jump to deflect the passes, and don't get too rough with the receiver, or you may get called for pass interference, which is a deduction.

40 Yard Dash is simple - the instant the whistle blows, begin mashing A and B (or L and R) alternately as fast as you can.

Rush QB lets you take out your frustrations on the hapless quarterback. Get to him as fast as possible and squash him! More linemen (or, as the game calls them, linesmen, even if they're not assistant soccer referees) will be protecting the QB on the later downs.

---Game Credits---

While hardly the most exciting part of the game, you can at least bow, curtsy, or tip your hat to Charlie Chapman, Yohanne Mwale, Matt Sensenbrenner, and the other people who helped make this game.

=====  
Controls [CONTR]  
=====

Here's the basic stuff:

---General---

Move player - Control Pad any direction  
Pause game - START

---Special Teams---

Start the accuracy bar/snap the ball - A (when it's near the middle)  
Stop the power bar - A (when it's near the top)  
Call an audible (onside kick) - B  
Line up right/left (after calling an audible) - L/R  
Return to standard kicking formation (after calling an audible) - B  
Call for a fair catch (very important on punt returns) - R  
Control the kick receiver - Control Pad any direction

---Before the snap---

(Offense)

Snap the ball - A  
Set Hot Routes - L + Control Pad (Up for a streak, Down for a curl, and Left or Right for an in or out in the respective direction)

(Defense)

Select player to control - A  
Shift linebackers (move players closer to the line of scrimmage; you can press it multiple times to change the player combinations) - L  
Shift secondary - R

---Audibles (either offense or defense)---

Call an audible - B

Select an audible play (after calling an audible) - A, L, or R

Cancel audible - B

---After the snap---

(Offense)

Rushing

Sprint - A

Dive/QB slide - B

Spin - L

Juke - R + Control Pad

(Defense)

Control player closest to the ball - A

Jump and raise hands - L

Dive - R

Sprint/Power Tackle - B

---Passing---

Move the quarterback - Control Pad any direction

Pass to receiver L, B, A, or R - L, B, A, or R

Note: The longer you hold down the pass button, the harder the throw will be.  
Don't forget that your quarterback can run, too.

---Receiving---

Control receiver closest to the ball - B

Jump and raise hands - R

Dive - L

Spin - A

---Play Calling---

Move play selection highlight - Control Pad

Return to formation select screen from play screen - B

Select plays - A, L, or R

Mirror play - SELECT

---Menus---

Move highlight up/down - Control Pad Up/Down

Cycle through choices - Control Pad Left/Right

Select highlighted option - A or START

Return to previous screen - B

Scroll through statistics on some screens - L or R

On some player management screens, R scrolls through teams and L changes positions. And yes, that is awkward.

=====  
Team Stats

[TEAMS]  
=====

This section combines the numbers seen on the team selection screen with the Scouting Reports. I don't know how they came up with some of the overall ratings; for example, Philadelphia is equal to or better than Houston in every

area of the field, but the teams have they same overall rating. And I don't know who decided that Buffalo was better than Pittsburgh, the defending Super Bowl champions, or that San Diego was the second-weakest team in the game, considering they won just 14 games in 2006.

	ALL	OFF	DEF	QB	RB	WR	OL	DL	LB	DB	SP
Arizona Cardinals	71	75	70	81	93	87	78	90	82	87	82
Atlanta Falcons	80	84	69	92	85	85	86	90	85	88	87
Baltimore Ravens	88	80	96	89	92	91	86	89	84	92	84
Buffalo Bills	82	80	94	80	87	85	80	82	88	91	81
Carolina Panthers	94	85	99	86	83	89	85	90	85	91	87
Chicago Bears	77	77	79	82	84	89	86	86	84	88	91
Cincinnati Bengals	84	86	79	85	88	90	87	85	82	87	79
Cleveland Browns	75	81	73	79	85	90	86	79	88	89	79
Dallas Cowboys	84	76	95	82	82	93	85	82	81	92	74
Denver Broncos	88	87	90	86	77	93	89	84	87	89	78
Detroit Lions	76	82	78	82	87	91	85	86	79	88	82
Green Bay Packers	89	90	83	89	81	90	82	84	85	85	79
Houston Texans	92	89	86	86	84	89	84	87	86	86	87
Indianapolis Colts	91	98	77	93	80	96	84	90	83	88	92
Jacksonville Jaguars	77	80	76	86	85	86	87	88	83	91	80
Kansas City Chiefs	90	97	76	88	78	89	92	86	83	93	86
Miami Dolphins	83	79	93	97	87	87	80	91	81	82	89
Minnesota Vikings	76	81	70	80	85	90	89	89	82	94	82
New England Patriots	98	90	99	93	89	90	83	88	87	90	88
New Orleans Saints	80	82	74	87	88	91	82	84	83	90	92
New York Giants	79	78	80	83	85	91	85	86	89	88	81
New York Jets	74	80	71	87	87	89	84	85	85	85	81
Oakland Raiders	72	70	83	88	87	90	82	84	76	84	88
Philadelphia Eagles	92	90	90	96	85	89	84	90	90	95	89
Pittsburgh Steelers	80	81	83	89	84	91	88	85	91	88	90
St. Louis Rams	86	92	75	86	84	92	85	85	87	86	86
San Diego Chargers	70	81	68	80	95	90	82	79	89	85	79
San Francisco 49ers	67	69	70	80	68	85	85	82	82	85	75
Seattle Seahawks	88	90	88	86	95	91	84	83	85	89	75
Tampa Bay Buccaneers	83	82	85	79	85	91	78	89	86	88	70
Tennessee Titans	81	90	82	83	84	89	82	82	86	82	80
Washington Redskins	88	90	84	79	88	90	87	85	81	90	90

=====  
 FAQs and General Tips

[NOTES]

Q: What plays are the best audibles?

A: Here are the audible selections I normally use.

- (A) A run (perhaps an off tackle)
- (L) A quick pass or a screen
- (R) A long pass

Defense

- (A) A balanced 4-3 or 3-4 defense
- (L) A play that covers the pass (a deep zone or a Nickel)
- (R) A blitz

Make sure to change your offensive audibles if you're using a hurry-up offense, or your defensive audibles if your opponents are in a hurry-up. Against a human, you should change your audibles periodically to keep opponents on their toes. In case you didn't know, you can change audibles from the "Set Audibles" option on the Game Play Options subscreen of the Pre-Game or pause screen. Most importantly, select plays that work well for you as audibles.

Q: How does changing the difficulty level affect the game?

A: Madden 2007 has four difficulty levels: Rookie, Pro, All-Pro, and All-Madden. On the higher difficulty levels (especially All-Madden, which is a big step up), the computer is much smarter on defense, and on offense the computer's receivers always seem to know just how to prevent defenders from breaking up the play. For that reason, it might be advantageous to control a defensive back when playing on All-Madden difficulty.

Q: How do I use a hurry-up offense?

A: Hold the A button right before the play selection screen would ordinarily appear. You'll bypass the play selection screen and run the play you last ran, unless you call an audible. A no-huddle offense is useful if you need to get points fast, but it can also be useful for confusing your opponents, especially a human player.

Q: How do I kick an onside kick?

A: As in real life, onside kicks are tricky to execute properly. First press B to call a kickoff audible, and then press L or R to change your team's alignment. Press A when the accuracy bar is on the far end (preferably toward the side where your players are). Then immediately press A again so the power bar stops as low as possible. It takes a lot of practice to do this right; in my experiments, I've succeeded exactly one time on onside kicks.

Q: How do I call a timeout?

A: Select "Call Timeout" from the pause screen if you have one or more timeouts remaining. As you probably know, timeouts stop the game clock, so they're useful in a two-minute drill or when you're about to get a delay of game penalty.

Q: What teams used 3-4 defenses in real life in 2006?

A: Dallas, New England, Pittsburgh, Baltimore, Cleveland, and San Diego. That doesn't necessarily mean you shouldn't use the 3-4 with 4-3 teams, though.

Q: How do I automatically set my team's lineups?

A: On the Depth Chart screen, press A while highlighting any player, and then press R to auto-order your team. This will set all depth charts in order of each player's overall rating. This doesn't apply to kickoff and punt returners, however. You may also want to manually make changes to the WR in the Goal Line formation (use the player with the best Catching and Strength ratings) and the extra DBs in the Nickel and Dime formations. Also, I highly recommend that you adopt some degree of player rotation, particularly at running back.

Q: How should I manage fatigue?

A: If fatigue is turned on, players will tire the more they play. The lower the player's fatigue rating, the slower and less effective he will be. The best way to keep players fresh is by spreading the ball around to many different players. Don't throw to the same receiver over and over again, and (more importantly) don't hand off to the same back 40 times in a game. There isn't a "Spell HB" set like in the console games, but you can set up a back rotation system using the Substitutions menu. For example, start fictitious back Andy A. at HB in the Single Back and Pro Form formations, use Bobby B. in I-Form and Goal Line, and install Chris C. (who has good Speed and Catching ratings) in the Shotgun. You might want to rotate players at some of your other positions as well - even quarterback - especially if the players are of similar ability. Replacing a hard-hitting safety with a faster, more coverage-oriented man in Nickel or Cover 2 formations also makes good sense.

Q: What's the best way to run out the clock?

A: When it's late in the game and you want to protect your lead, it's obviously

best to keep running the ball; incomplete passes stop the clock. Don't snap the ball until the play clock hits 1 or 2 seconds. However, it's better to run out most of the clock from the playbook screen instead of by selecting a play and staying in the "set" position for a long time. If you spend too long waiting to snap the ball after calling the play, you'll increase the chances of a false start or related penalty (usually against the offense).

Q: Why is the computer controlling my quarterback?

A: If you don't press any buttons after the snap, the computer takes control. The same goes on defense. You can usually generate better results than the computer, though.

Q: What penalties appear in this game?

A: You can get a delay of game penalty if you take too long to snap the ball on offense, and on defense you can get called for encroachment by moving past the line of scrimmage before the snap. There's also illegal procedure (kicking the ball out of bounds on a kickoff). Unlike other penalties, these can't be turned off or turned down on the My Madden Settings menu. Pass interference may be called if a defender gets too rough with an opposing receiver (or, less frequently, a receiver who interferes with a defensive back). Several penalties, such as facemasking, appear randomly. Roughing the quarterback or kicker rarely occurs, and strangely, clipping isn't called at all unless you change the referee settings.

Q: What should I choose when I win the toss?

A: It's more fun to receive first. If you're deciding the goal to defend, you might want to have a tailwind on the kickoff. But it doesn't really matter at all.

Q: Are there any hidden teams?

A: Nope. Only the 32 NFL franchises playing in 2006 are included in this game.

Q: Why won't this game work on emulators?

A: I'm not sure why, but all the ones I've tried either fail to boot the game or won't display the playbooks and the pause menu. It's very tough to write a playbook guide without being able to use save states (the alternative is playing through the equivalent of several seasons' worth of games), so I've omitted the play strategies in this guide. If you'd like to write one and send it to me, be my guest.

Q: What other tips do you have?

- \* This is common sense, but if your team has a good running back and a weak passing game (like the San Diego Chargers), you should run the ball a lot. Likewise, if you pass better than you run (such as Indianapolis), you'll want to keep the ball in the air.
- \* Don't give up! When you get hit, keep holding Up on the Control Pad to try to break the tackle and get an extra yard or two.
- \* Diving is a great way to get a couple of extra yards for a touchdown or first down. On defense, make sure to touch ballcarriers after they dive; if you don't tag them, they can get up and continue running.
- \* Don't get into a play-calling rut, especially against a human opponent. Madden 2007 has a big playbook loaded with well-designed plays.
- \* If you're just starting out, stick with simpler plays and wait until you're more advanced before trying advanced plays like Flea Flicker.
- \* Your split end (on the left) is usually the L receiver, while the flanker (on the right) is generally assigned the R button. The B button is usually a tight end or slot receiver, and backs are most often A. One eligible receiver won't have a button assigned to him. However, you should refer to the play diagrams for the information specific to each play; this isn't the case on all plays, especially when mirrored.



- \* Press R on the Play Week screen in Season mode to change the game plan of the teams involved in the highlighted game. This feature isn't too useful, though.
- \* For GameCube/emulator players: A controller with a turbo button makes certain Mini Camp events easier.

Q: How many guides have you written?

A: 73, besides some text dumps and Link's Awakening maps. To see the complete, current list, visit [www.gamefaqs.com/features/recognition/74793.html](http://www.gamefaqs.com/features/recognition/74793.html).

=====  
Comparing with Reality

[REALL]

=====  
This is a brief summary of the 2006 NFL season. More in-depth information can be found at NFL.com, Wikipedia.org, and assorted other Internet and print sources.

The Indianapolis Colts defeated the Chicago Bears 29-17 in Super Bowl XLI in Miami in the first-ever rainy Super Bowl. The Bears galloped to an early lead, but Peyton Manning and the Colts came back and held firm control in the second half.

After the Superdome was badly damaged by Hurricane Katrina, the New Orleans Saints spent the 2005 season without a home. The Saints returned to New Orleans in 2006 and even made the NFC Championship, losing to the Bears.

A number of records fell during the season: Packers quarterback Brett Favre for most passes completed in a career, Falcons kicker Morten Andersen for most career points, Chargers running back (and league MVP) LaDainian Tomlinson for most touchdowns in a season, and Bears return man Devin Hester for season special teams touchdowns.

Several notable deaths occurred in late 2006 and early 2007. Chiefs owner and NFL visionary Lamar Hunt died of prostate cancer, and after the season Broncos cornerback Darrent Williams was shot dead, and Broncos running back Damien Nash died at a charity basketball game at a high school.

Other highlights off the field:

- \* Roger Goodell replaced Paul Tagliabue as commissioner
- \* The NFL introduced "flexible scheduling" to make sure that prime-time games near the end of the season would be relevant matchups
- \* NFL football returned to NBC for the first time in nine years, with NBC now hosting a game of the week on Sunday nights, while Monday Night Football moved from ABC to ESPN
- \* Reebok introduced new uniforms for officials (which no one seemed to like)

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Version History

[VERSN]

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Date | Version | Size |

Date	Version	Size	
2-16-10	0.1	19KB	Began guide. Did some of the Team Stats.
2-17-10	0.3	22KB	Finished Team Stats and Controls.
2-18-10	0.5	21KB	Did some more stuff.
2-19-10	0.8	25KB	Finished the review and Modes of Play.
2-20-10	1.0	29KB	Completed season review and proofreading.

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Contact Information

[CONTC]  
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If you have any questions or comments about this guide, send an e-mail to VHamilton002@gmail.com. Remember that not all e-mails will be read. Please follow these rules:

- \* Do include "Madden 2007" in the subject line.
- \* Do send polite suggestions about ways to make this walkthrough better.
- \* Do tell me about any errors or omissions you find in this guide.
- \* Do send information about any glitches, tricks, or codes you find.
- \* Do ask any questions you have about Madden NFL 2007 gameplay. I will respond eventually if you follow all of these guidelines.
- \* Do make a reasonable effort to use decent spelling, grammar, usage, punctuation, and capitalization so I can understand what you're saying.
- \* Do use patience. I check my messages rather sporadically.
- \* Do not send spam, pornography, chain letters, "flaming," or anything that contains profanity or vulgarity. Again, violation of this rule will result in permanent constipation.

And lastly, a public service message: Fight for and affirm the rights of all humans, regardless of race, age, or creed! And... Say no to illicit drugs, whether recreational or performance-enhancing. I don't know if anyone reads this, though.

For M.K.