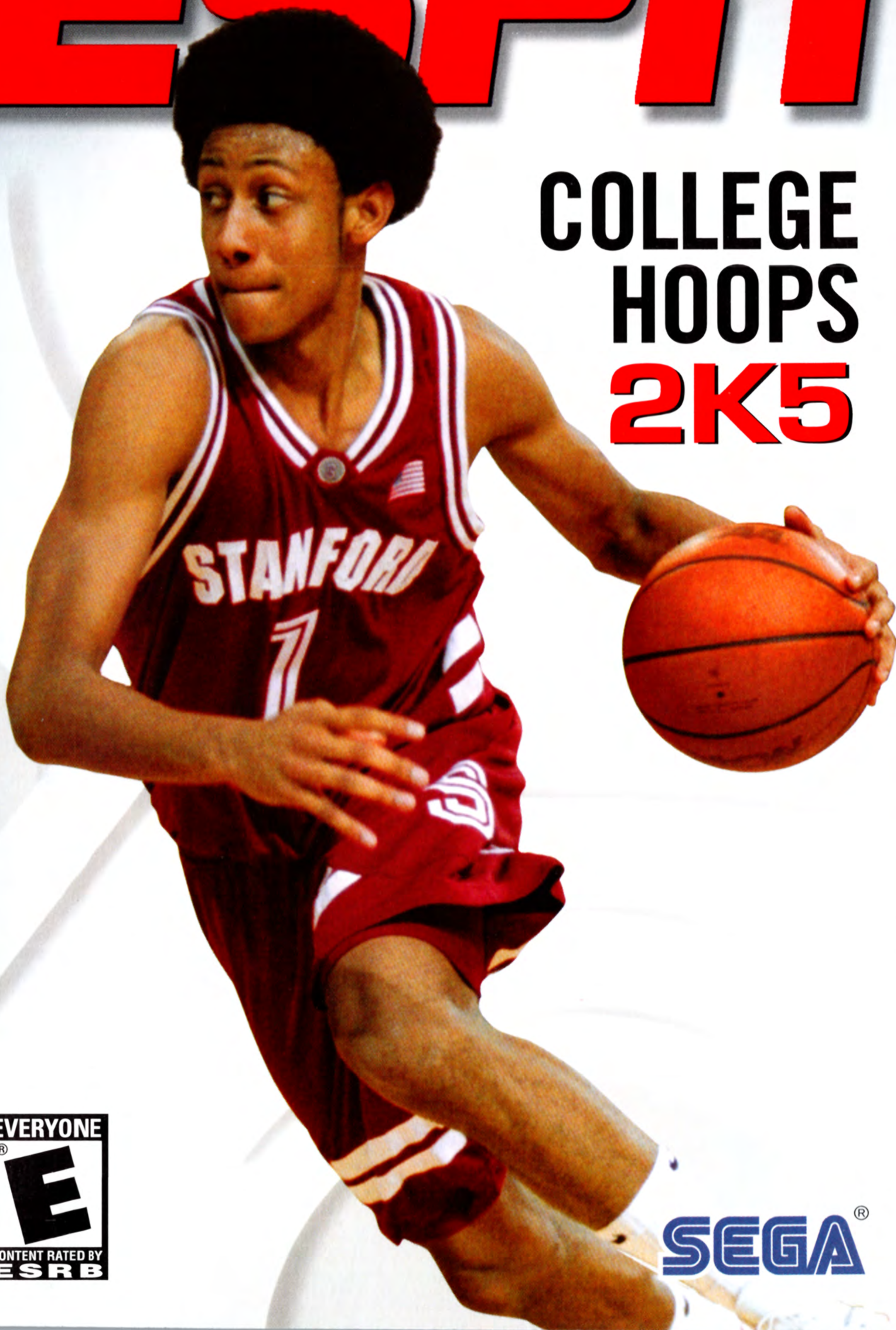


ESPN

COLLEGE HOOPS 2K5



SEGA®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

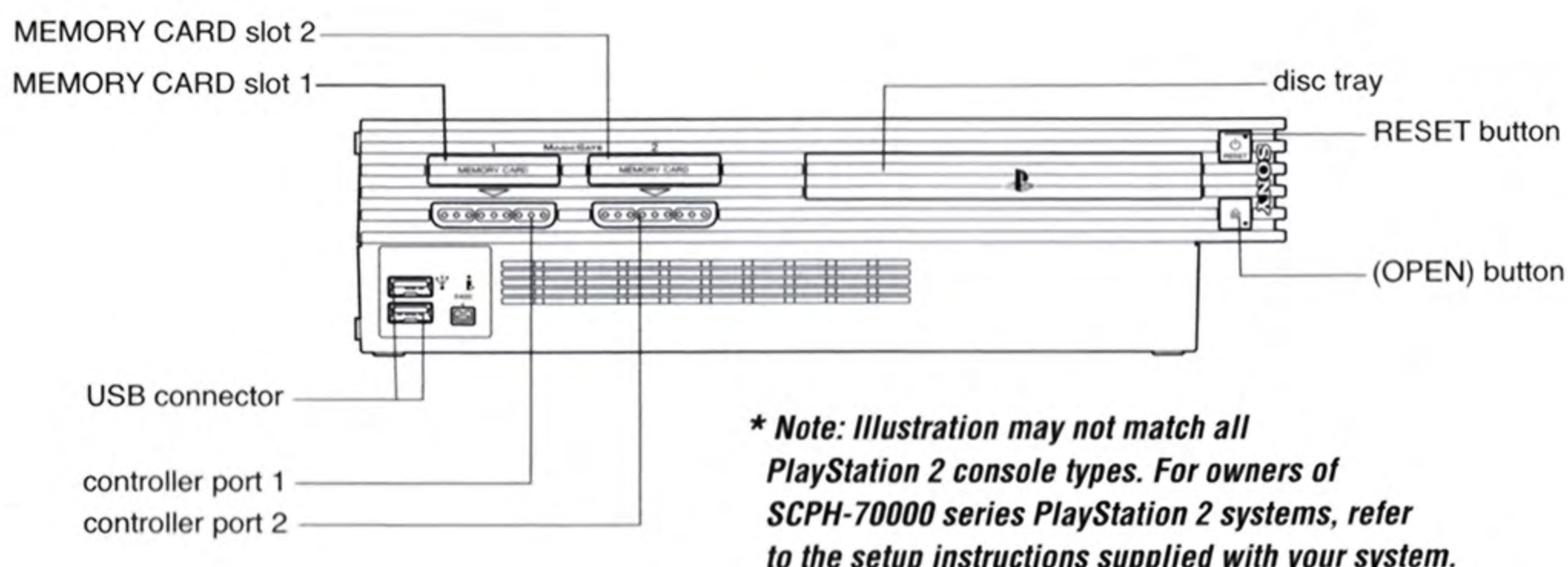
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

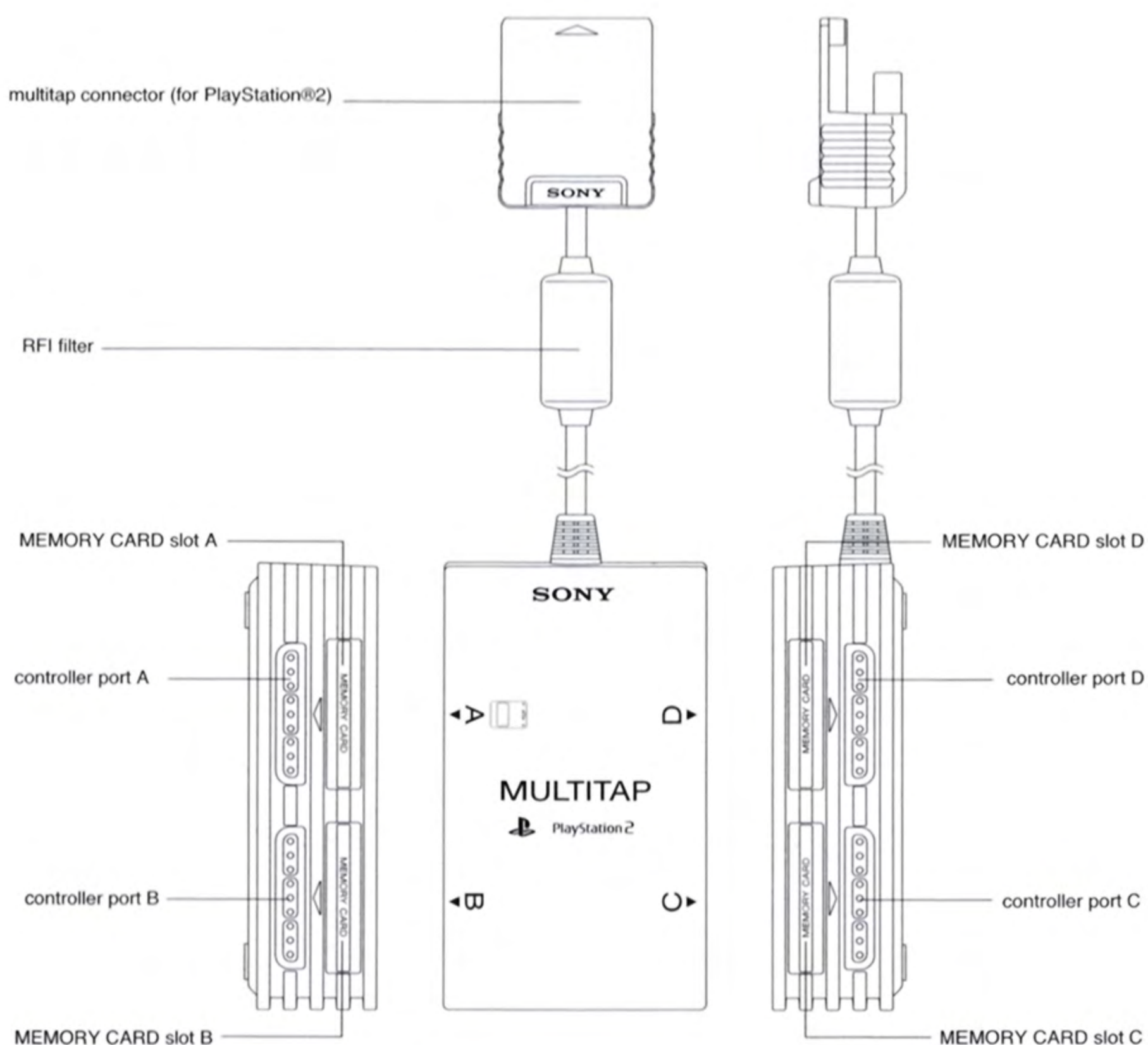
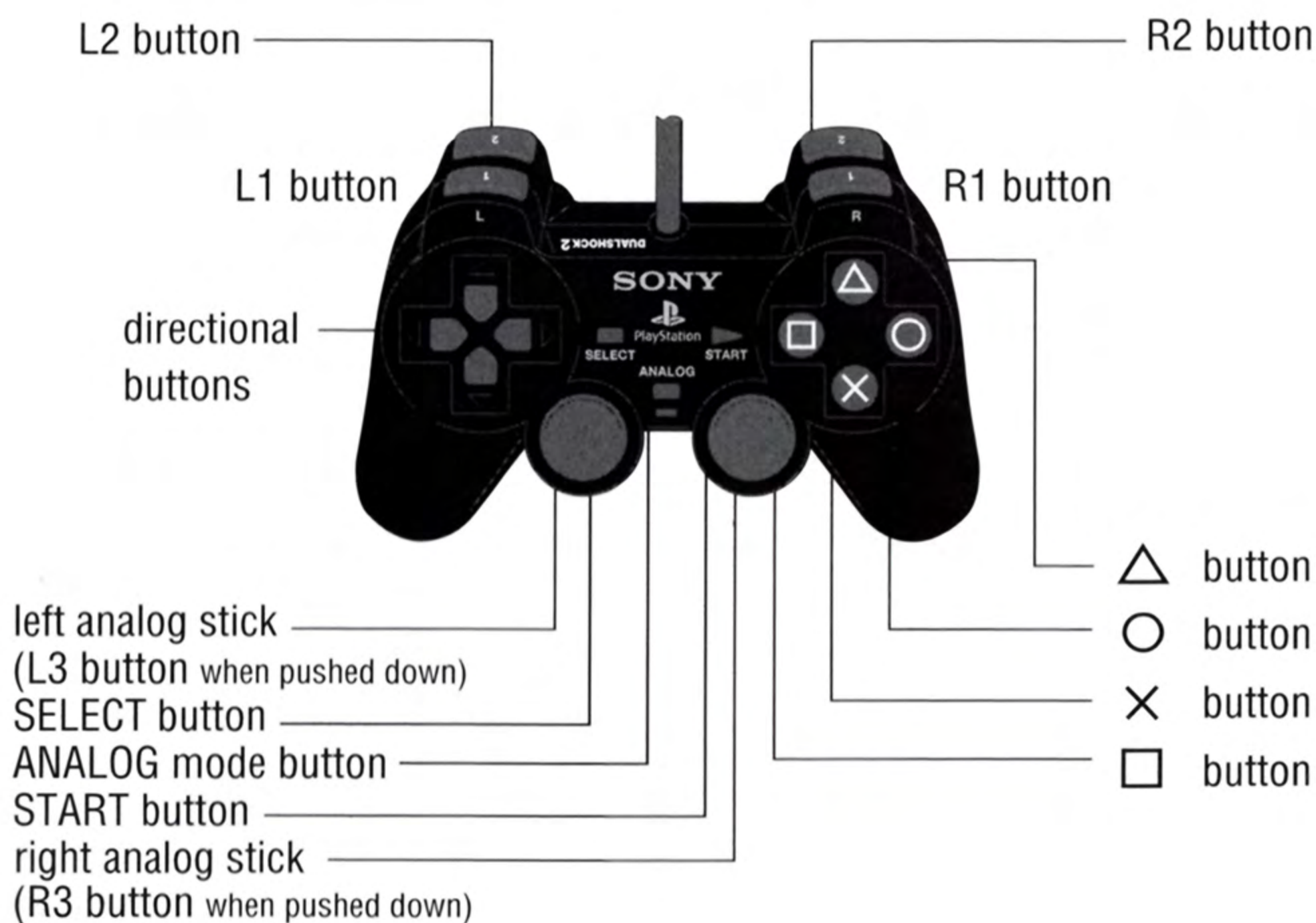
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ESPN College Hoops 2K5 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

At any point during ESPN College Hoops 2K5 gameplay you may quit the game by pressing the START button and choosing "Quit." To restart your PlayStation®2, press the RESET button on the front side of the console.

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



QUICK GAME

Select Quick Game from the Main Menu to jump right into a game and experience the action firsthand.

Team Select

This screen is where you will choose the teams and jerseys you wish to play with.

- Move the **left analog stick** or **directional button** LEFT to select the away team and RIGHT to select the home team.
- Press the **R1** or **L1** button to cycle forward and backward through the available teams.
- Press the **R1** and **L1** simultaneously to randomly select a team.
- Press the **R2** or **L2** button to cycle forward and backward through the various conferences and access the classic teams list.
- Move the **right analog stick** UP or DOWN to select a User Profile, or to highlight Load Profile, or New Profile.
- Press the **SELECT** button to select your team's jersey. Press the **R2** and **L2** buttons to select the desired jersey.
- Press the **R3** button to access the User Profiles screen. Here you can create, load, save or delete a user record.
- Press the **○** button to get to the Team Options screen.
- Press **START** to continue.

Team Options

This screen allows you to adjust all of the following options for your match up. Move the **left analog stick** UP and DOWN to highlight the option you wish to change. Move the **left analog stick** LEFT and RIGHT to scroll through the choices for the highlighted option.

- **Arena** – Choose any available arena to play in.
- **Game Difficulty** – Adjust the Game difficulty between the following settings: Walk-On, Starter, All-conference, All-American, MOP (Most Outstanding Player.)
- **Game Speed** – Slow, Normal, Fast.
- **Half Length** – Adjust the minutes per half.
- **Player Energy** – Players get fatigued during game play. You can turn this ON or OFF.
- **Injuries** – Turn injuries on or off.
- **Home and Away Playbooks** – select which playbook the home and away teams use.

CONTROL SUMMARY

Jump Ball

⬢ button (repeatedly tap) Jump to tip the ball to a teammate

Offense:

left analog stick Move player

right analog stick IsoMotion jukes

⊗ button Pass / Double tap button for a lead pass/ + **L1** Button... Give and Go

⊙ button Crossover / Hesitation Dribble/ + **L1** Button... Hop Step

+ **R1** button Spin move

⬢ button Shoot

⬆ button Lead Pass

R2 button Pass Icons

L2 button Back Down

L1 button Shift

R1 button Turbo

START button Pause

SELECT button Timeout

directional button Play Call / Strategy

Free Throw Shooting

⊗ button (hold) Set Power and Shoot

Defense

- left analog stick** Move player
- R3 button** Call for an intentional foul
(click **right analog stick**)
- ⊗ button** Switch player
- ⊙ button** Steal
- ⊠ button** Block / Jump
- △ button** Take Charge
- R2 button** Defender Switch Icons
- directional button** Play Call/ Strategy
- L1 button** Double Team
- R1 button** Turbo
- START button** Pause
- SELECT button** Timeout (during dead ball situations)

Play Call and Strategy Window

- directional button** (left, right) Select Strategy
- directional button** (up, down) Change Strategy Level

Give and Go

Give and go is when a player passes a ball to a teammate and moves toward the basket for a scoring opportunity.

ESPN Tip - Break off an Alley-oop

The alley-oop is probably the most spectacular play in all of basketball. Though they are rare and difficult to accomplish, there are a few on-court factors that will help you execute a successful alley-oop dunk. The most likely scenario for a nasty alley-oop is during the fast break. If your team on offense has more players running down court than there are defenders, press the Shift (L1) button and  button at the same time to throw up an alley-oop pass. Keep in mind that your passing player should be near the 3-point arch when the alley-oop pass is attempted. Likewise, the receiving player should also be near the 3-point line. In some situations, you will notice a player on your team raise his hand in the air, calling for the ball.

ESPN Tip - Take smart shots

Setting up your shots will greatly increase your shooting percentage. Taking jumpers with improper release or while moving will cut your accuracy, so try to station the player facing the basket before he goes up for the J. Try not to take off-balance or running jump shots. Look over the whole court, find the open man and pass to him so he can take a stationary shot. Also, make sure you release the ball at the top of your players jump to increase shot accuracy.

IN-DEPTH CONTROL REFERENCE

Jump Ball

The referee will begin the tip-off process holding the ball between 2 players at half court. A "tap the " graphic will appear on the lower left of the screen to indicate the contest of the tip off. Press the  button repeatedly to vie for position to get the tip off. The winner of the tip-off will start the game with possession of the ball.

OFFENSE

Dribbling

- To dribble the ball, move the **left analog stick** in the direction you want to move.
- To get a speed burst, press and hold the **R1** button while moving in any direction. When doing so, a bar will appear below your player. The bar will deplete as you use up your speed burst. When the Speed Burst bar is empty, you will no longer be able to speed burst for a short while.
- You can dribble the ball between your legs repeatedly to put your defender off balance before making your move (known here as a "Hesitation dribble"). To do this, press  with the **left analog stick** centered (i.e. not pointed in any direction).
- To perform a crossover / driving move, move the **left analog stick** left or right and press the  button. This move is good for getting past your defender.
- To cancel your crossover / driving move, center the **left analog stick** and press the  button again. Use this cancel option to avoid an offensive foul if a defender anticipates and blocks off your driving move.
- To perform a crossover / backstep move, move the **left analog stick** down from the basket and press the  button.
- To perform a spin move while your player is moving, press and hold the **R1** button for a speed burst, and press the  button.
- To chain multiple dribble moves together, hold down the  button, then move the **left analog stick** to perform your desired moves.

To perform IsoMotion dribble moves, move the **right analog stick**:

- Hard Left – Crossover / Drive left (w/ **R1** button for spin move)
- Hard Right – Crossover / Drive right (w/ **R1** button for spin move)
- Hard Down – Step-back move
- Softly Any Direction – Hesitation dribble

Passing

- To pass the ball to the nearest player, simply press and hold down the  button momentarily.
- To pass the ball to a teammate of your choice, move the **left analog stick** in the direction of the teammate you want to pass to and then press the  button.
- To make your pass lead your teammate to the basket, press .
- Icon passing is the most precise method of passing. To perform an icon pass, first press the **R2** button to call up button icons over the heads of your teammates. Then, simply press the corresponding button to immediately send the pass to the teammate of your choice. The  button icon corresponds to the Point Guard, the  button icon corresponds to the Shooting Guard, the  button icon corresponds to the Small Forward, the  button icon corresponds to the Power Forward, and the **R1** button icon corresponds to the Center. The drawback to icon passing is that it takes a little longer to execute.

ESPN Tip: By default, you always control the ball-handler on offense. When you pass the ball, you assume control of the recipient of the pass. This is known as “Switch on Pass” If you’re playing with the Switch on Pass option OFF, and you’re controlling an offensive player without the ball, the following controls apply:

-  button Switch to player closest to the basket
-  button Set pick
-  button Tell teammate to shoot
-  button Call for a pass
- L2** button Post up

Shooting

- To shoot a jump shot, press the  button and release the button at the top of your jump. The closer your release is to the top of your jump, the higher your accuracy will be.
- To fade away from the basket during your jump shot, move and hold the **left analog stick** away from the basket prior to releasing the  button.
- To attempt a layup or a dunk, dribble close to the basket and then press the  button while moving the **left analog stick** towards the basket. Keep in mind that using turbo (**R1** button) will increase the range of your lay-ups and dunks.
- During your layup or dunk attempt, if a defender leaps into your path and you want to change your shot to prevent it from being blocked, release the  button mid-shot and press it again while pressing Down, Right or Left on the **left analog stick**. Depending on the direction you push during the Shot Change, a different maneuver will be executed.

Directional Shot Change Type

Down- 180 flip shot.

Right- Right Flip Shot

Left- Left Flip Shot

- To pass out of a shot, press the  button to shoot and, without letting go of the  button, quickly press the  button to pass while in the middle of your jump. Your player will now pass while in midair.

Posting Up

- Posting up on a defender is accomplished by taking any player with the ball (preferably a good low post player) and moving that player next to a defender in or near the paint.
- With strong post players, you may be able to get closer to the basket by backing the defender in towards the basket. To do this, move the **left analog stick** in the direction of the basket. However, be careful of the 5 Second Closely Guarded: If you spend more than 5 seconds posting up between the free throw line extended and the base line, you will be called for a penalty and turn the ball over to the defense.

Scoring with the Post Up

- One way to score from the post is by shooting a jumper. To shoot a jumper move the **left analog stick** to the right (to spin right), left (to spin left), up (to lean into the defender), or down (to fade away from the defender), and press the  button to shoot.
- The Drop Step move is the most effective way to score from the post. To perform a drop step, first post up your defender by pressing and holding the **L2** button. At any time during your post up (with the **L2** button still held down), press the **L1** and  buttons. Your player will drop step and spin towards the basket in the direction you selected. If the move is successful, you will get past your defender for a dunk or a layup.

Free throw shooting

Shooting free throws in ESPN College Hoops is a matter of developing a good shot routine. Just like taking shots from the field, you must time your free throw release to let go of the ball at the top of your shooting motion. To shoot the ball from the line: press and hold the X button until you are ready to release the ball, then release the A button. Remember, timing is important in free throw shooting.

Play Call and Strategy window

Now you can adjust all aspects of play calling and team strategy from in-game rather than going to a menu. You can bring up the Play Call / Strategy Window by pressing the **directional button**.

TEAM STRATEGY

In the Play Call / Team Strategy Window there is a bar for Tempo on the left and Pressure on the right. Press the **directional button** LEFT to select Tempo and RIGHT to select Pressure.

Tempo

The Tempo bar will affect how many players will “crash the boards” (go for rebounds) and how many players will run down court on a possession change. Press UP or DOWN on the **directional button** to raise or lower the level of the bar. Move the bar DOWN to have more people “crash boards” and UP to have more players run down court.

Pressure

The pressure setting affects the entire teams defense strategy: Loose or Tight. Move the Pressure Bar UP for tighter defense and DOWN for looser Defense.

CALLING PLAYS

Each team can choose four plays out of the plays available in the offensive and defensive playbook. These plays can be accessed during gameplay via the in-game Play Call Menu. If you'd like to customize the four plays currently in use, select Coaching from the Pause Menu, and select Playbooks (you can also set your Playbooks in the Manage Roster section of Options Mode).

- To bring up the Play Menu during gameplay, press the **directional button**. Then press the corresponding button to run a specific play.

Other Calls

- Can't get free from a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, press the **R3** button (click the **right analog stick**) while in control of the ball. Your nearest teammate will run up and set a pick for you.
- To call an intentional foul while on defense, press the **R3** button (Press the **right analog stick**). The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls are useful in end of game situations where your team is behind and you want to stop the opposing team from running out the clock.
- To call for a double team on the ball-handler when on defense, press the **L1** button.

DEFENSE

Stealing

- To attempt to pick the ball handler's dribble, press the  button. Be careful not to overuse the steal button or to lunge for a steal attempt when you're not in proper position. The referee will call a reach-in foul if you overuse the steal and the offense can burn you if you lunge and get too far out of position.
- To steal a pass, press the  button when the pass is on the way. If you time it right, your defensive player will intercept the pass in midair.
- For situations where you want to steal a pass but your closest defender is still too far away, you can try a lunging pass steal. While running towards the passing lane, press and hold the **R1** button for a speed boost and then press the  button. Your defender will lunge for the steal. Be careful though, if you miss the steal your defender will be out of position and unable to defend his man.

Drawing a Charge

The number of offensive charging fouls that a defender draws isn't an official statistic in College Basketball, but it probably should be. By using your player's quick feet to establish position, you can stop your opposition's aggressive moves to the basket and cause them to commit a turnover.

- To jump in front of an offensive player and attempt to draw a charge, press the  button.

Blocking Shots

- To block a shot, press the  button as the ball handler begins his shot.
- To power up your shot block, press and hold the **R1** button and then press the  button.

Rebounding

- A fundamental part of good rebounding is boxing out your opponent. To box out an opponent after a shot attempt, position your rebounder close to the basket. By doing so, your player will extend his arms to the side in an effort to keep any nearby opponents behind him. This action is automatic as long as you are in the best position to box your opponents out.
- To jump for a rebound, press the  button once the ball has bounced off the rim.
- You can also press the  button to dive for loose balls.

Switching Defenders

- While on defense, press the  button to switch to the player closest to the ball.
- To switch to a specific defender, you can use the Player Icons (this works like Icon Passing). First, press the **R2** button to call up button icons over the heads of your teammates. Then, simply press the button that corresponds to the player you wish to control.

TIPS / TACTICS

Ability Icons

During the course of a game, you'll probably notice that many players have icons, such as a star, next to their names when they have possession of the ball. These are the new Ability Icons. They serve as a quick way to learn about your players' strengths. The Ability Icons signify the following abilities:

- Shoe – The player is fast. (Get him the ball on a fast break).
- “3” – The player shoots 3-pointers well. (Look to get him the ball beyond the arc).
- Crosshairs – The player has a good jumpshot. (If the defense gives him a little space, have him put up the J).
- Star – The player has a high overall rating, and is probably skilled offensively. (Put the ball in his hands when the game is on the line.)
- Hand – This player has high rating in the defensive skills.

NETWORK PLAY

Setting up your PlayStation®2 console for Network/Online play

ESPN College Hoops 2K5 is compatible with network configuration files from other PlayStation®2 Online games. To play Online with ESPN College Hoops 2K5, you'll need to have a network configuration file saved on your memory card (8MB) (for PlayStation®2) or internal hard disk drive (40GB) (for PlayStation®2). You can use the Network Adapter Start-Up Disc that came with your network adapter (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration.

You'll need to know the set up information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin.

NETWORK PLAY

To setup your Network/Internet connection, select Config Manager from the Network Configuration menu. This will open the Network Settings main menu.

Select Add Setting to create a new network configuration. Follow the instructions to enter the information requested. When you are done, you will be able to connect your PlayStation®2 console to the ESPN College Hoops 2K5 game servers and play with other players over the Network/Internet. The information for your ISP will be saved on your memory card (8MB) (for PlayStation®2). Select Network Play from the Main Menu to experience a whole new level of competition with ESPN College Hoops 2K5 online!

Creating a Network Configuration:

- On the Network Configurations screen, select **CONFIG MANAGER**.
- On the Network Setting screen, select **ADD SETTING**.
- Follow onscreen instructions.
- Press the  button when complete to save your settings.
- On the Confirm Overlay, to test your connection, highlight **YES** and press the  button.
- Press the  button to restart the game.

Logging On

- On the Network Configurations screen, select a saved Network Setting and press the **X** button to log on.
- If you've already created a User Account, press the **START** button to advance. (If not, see Creating a New Account below).

Creating a New Account

- On the Online Authentication screen, select **NEW ONLINE ACCOUNT**.
- On the Create Account screen, enter account information using the Virtual Keyboard.
- Press the **START** button to advance.

Updated Rosters

- You can download the latest rosters online!
- Roster files require 751 KB of space on either a Memory Card or HDD.

Using a USB headset

- Plug the headset in one of the USB ports in the front of your PlayStation®2.
- Make sure the voice option in the Online Options is turned on.
- During gameplay, if your USB headset is plugged into your PlayStation®2 console, and you are not able to chat with your opponent:
 - 1) Your opponent may not have a USB headset connected to their PlayStation®2.
 - 2) You and your opponent may have a low quality connection to each other.

Note: If you frequently experience difficulty joining an ESPN College Hoops 2K5 online game and are using an Internet sharing device (e.g. broadband router or firewall) you may need to enable Port Forwarding (sometimes called Virtual Server) on the device. Please refer to the manual the came with your Internet sharing device for specific setup instructions. You will need to forward UDP port 3658 to the IP address assigned to your PlayStation®2 console. This may require changing Your Network Configuration file from an "Auto" IP address (DHCP) to a "Manual" IP address. ESPN College Hoops 2K5 includes a Network Configuration GUI for setting up and modifying these files. If you continue to experience difficulty joining online games, try bypassing your Internet sharing device by connecting your PlayStation®2 console directly to your DSL, modem, or cable modem. In this case, you may need to create a new Your Network Configuration file before your PlayStation®2 console will connect to the Internet.

ESPN Videogames reserves the right to discontinue online service for this title with 30 days notice.

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Dolby Pro Logic II" from the audio options menu of the game.

NOTES

[illegible]

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"Beat Tip Sizzle"
Courtesy of Dion Peete + Josh LaBrot

Grinder

"Everything"
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Grinder

"All That I Want"
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Halfway to Gone

"Turnpike"
Halfway to Gone
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Halfway to Gone

"King of Mean"
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J Boogie's Dubtronic Science (aka Justin Borland)

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Romanowski

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“Chalice”

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“Up to No Good”

Courtesy of Future Primitive Sound

Romanowski

“Why?”

Courtesy of Future Primitive Sound

Stellar Trax Sound System

“Whatever’s Clever”

Courtesy of Future Primitive Sound

Tino Corp

“Liquid Dub (Remix)” Courtesy of Songs of Windswept Pacific

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“Rock and Roll Fight”

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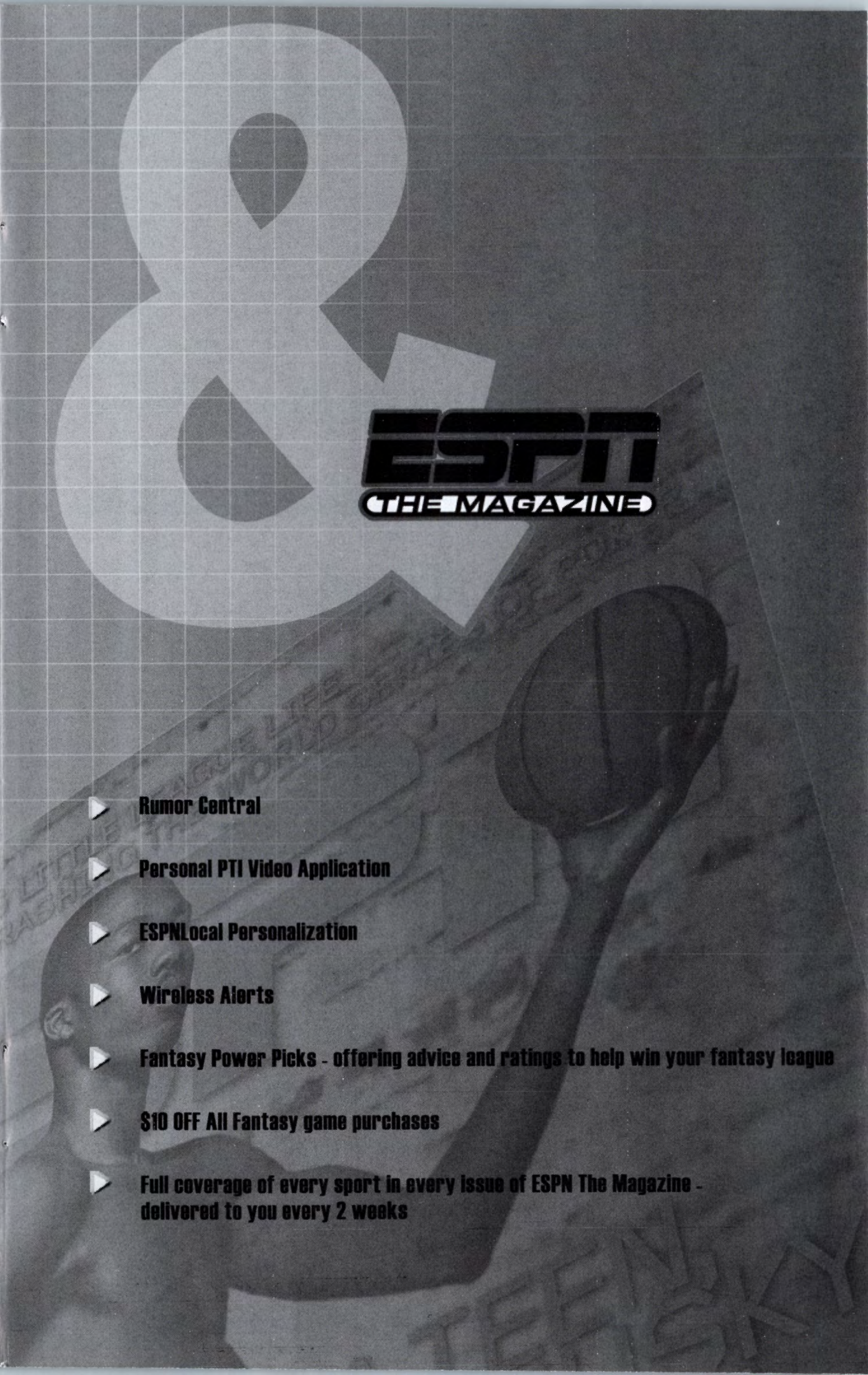
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