

PLAYBOOK

**989TM
SPORTS**

NCAA[®]

FINAL FOUR[®]

2002



NCAA[®]



SONY



**COMPUTER
ENTERTAINMENT[®]**

NCAA[®] **FINAL FOUR** 2002

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 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.

NCAA[®] FINAL FOUR[®] 2002 TIPS AND HINTS

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US

1-900-933-SONY (1-900-933-7669)

\$0.95/min. auto hints, \$1.40/min. live, \$6.95-\$16.95 for tips by mail (subject to availability), \$5.00-\$20.00 for card recharge

Within Canada:

1-900-451-5757

\$1.50/min. auto hints

For US callers, game counselors are available 8AM–5PM PST, Monday–Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Friday, 7AM–6PM PST.

PlayStation 2 Online www.scea.com

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.



TABLE OF CONTENTS

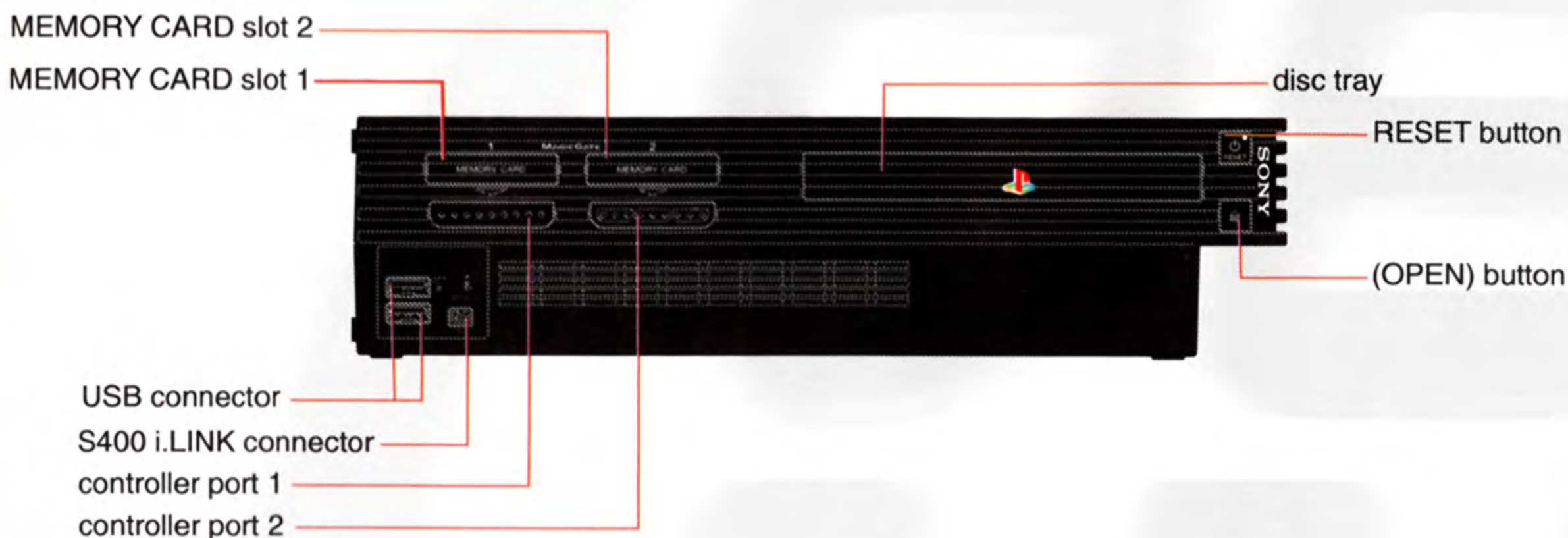


Getting Started	2
Starting Up	3
Saving Data	3
Game Controls	4
Quick Start	7
Select Game	7
Exhibition	7
New Season	9
New Dynasty	15
New Career	21
New Tournament	23
Continue	24
Arcade	24
Options	24
Records	28
Memory Card (8MB) (for PlayStation 2)	28
Playing the Game	30
Pregame Menu	30
Pause Menu	34
NCAA Final Four 2002 Credits	36

NCAA[®] FINAL FOUR[®] 2002

GETTING STARTED

PLAYSTATION 2 SETUP

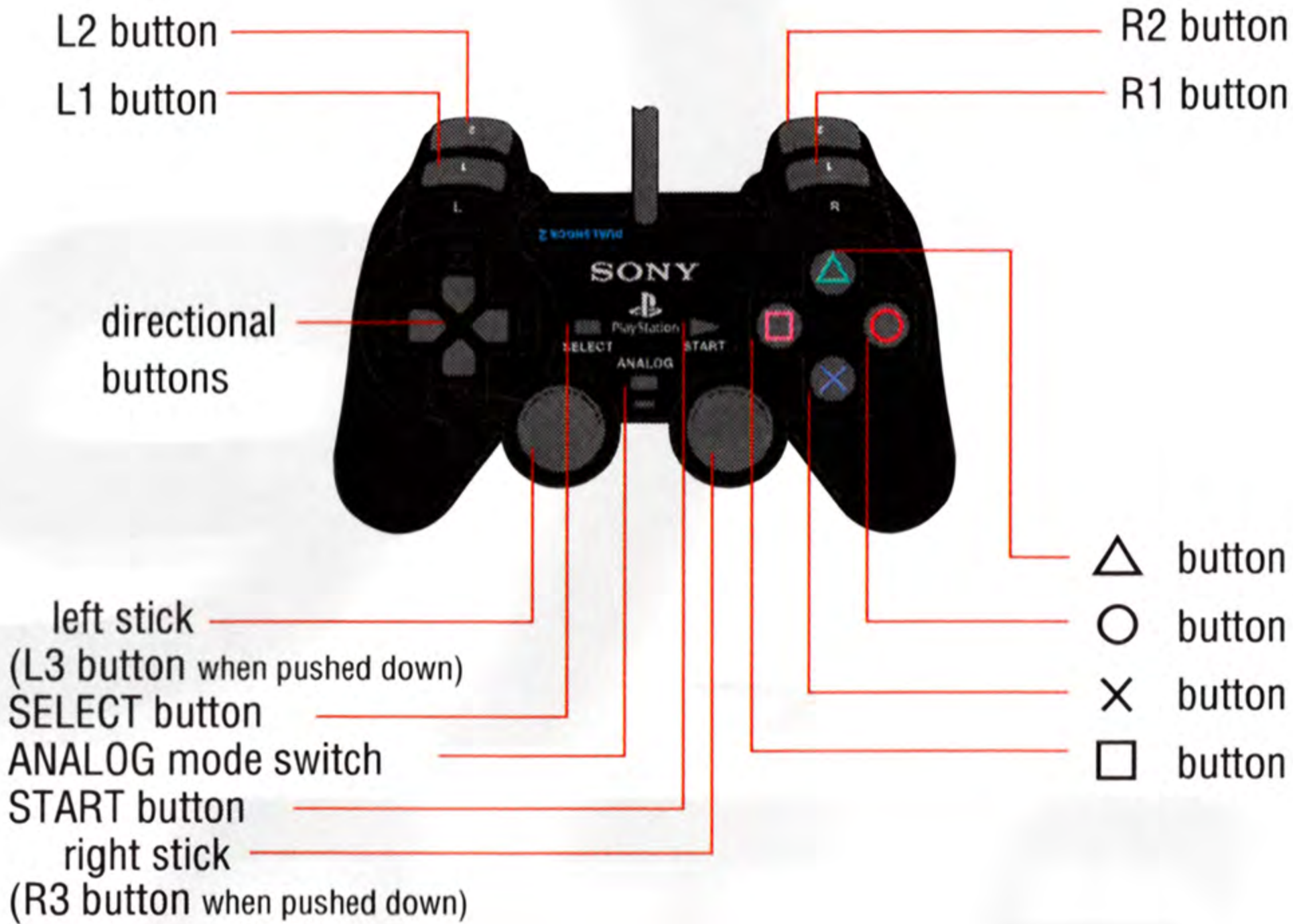


Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NCAA Final Four 2002 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.

STARTING UP



DUALSHOCK™2 ANALOG CONTROLLER



SAVING DATA







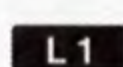






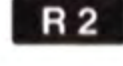


You must insert your MEMORY CARD (8MB) (for PlayStation 2) before you save or load a file. NCAA Final Four 2002 saves user-defined options and all data for Seasons, Tournaments, Records, Roster Changes and Recruits. 24-62KB of memory must be available on your MEMORY CARD (8MB) (for PlayStation 2) in order to save game data and user-defined options, while only 7-45KB are needed to save user records. If you don't use a MEMORY CARD (8MB) (for PlayStation 2), all NCAA Final Four 2002 data will be lost when you turn OFF your PlayStation 2 console. See *MEMORY CARD (8MB) (for PlayStation 2)* on page 28 for more information.





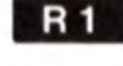
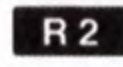
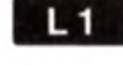
Quick Start Controls are a basic set of game controls. Using these controls will give you enough ability to play and enjoy the game without having to learn advanced control combinations.

QUICK START CONTROLS

• **OFFENSE**

Shoot / Pump fake	 / Tap 
Rebound	
Pass / Double Pass	 / Double tap 
Pivot and protect ball	
Jab step (prior to dribbling)	 +  /   / 
Turbo	
Special dribble	
Post Up	

• **DEFENSE**

Steal	
Jump / Rebound	
Switch to defender closest to the ball	
Auto defense	
Turbo	
Defensive stance / Box out	
Intentional foul	

ADVANCED CONTROLS

Advanced Controls allow you to play the game at a much higher level. Learn these controls to perform special actions on the court and to have more control over the game and its outcome.

• OFFENSE

Alley oop	(L1 + L2) + \triangle , \odot , \otimes or \square then L2 + \triangle , \odot , \otimes or \square
Call an offensive play	SELECT + \triangle , \odot , \otimes or \square
Jump pass (Jump to shoot then pass the ball)	\odot then \otimes
Advanced special dribble	L1 + \triangle , \odot , \otimes or \square
Celebrate	L1 + L2 + R1 + R2
Icon Passing	L2 + \triangle , \odot , \otimes or \square
Icon Cutting	(L1 + L2) + \triangle , \odot , \otimes or \square
Icon Screening	(R2 + L2) + \triangle , \odot , \otimes or \square

ICON PASSING

Allows you to pass the ball to any teammate. Hold **L2** to bring up the passing icons and pass the ball by pressing the icon of a teammate.

ICON CUTTING

Allows you to direct any teammate to cut to the basket. Hold **L1** + **L2** to bring up the cutting icons and press the icon of a teammate.

ICON SCREENING

Allows you to set a pick for a teammate. Hold **R2** + **L2** to bring up the screening icons and press the icon of a teammate.

NCAA[®] FINAL FOUR[®] 2002

• FREE THROW SHOOTING

Dribble	L1
Shoot	○ or R1

• DEFENSE

Icon Switching	L2 + △ , ○ , × or □
Cherry pick	(L1 + L2) + △ , ○ , × or □
Call a defensive play	SELECT + △ , ○ , × or □

ICON SWITCHING


On defense, press **L2** to bring up the player icons shown under your teammates. Press the icon symbol of the player that you want to switch to on defense.



QUICK START



If you would like to avoid the pre-game setup of an Exhibition game such as team selection, choose Quick Start and play a game featuring two teams chosen by the CPU. Just pick one of the predetermined teams and you're ready for the game. If you decide after selecting Quick Start that you would prefer to set up your game format:

- Press  from the Controller screen to go back to the Main Menu.

SELECT GAME









In addition to the Quick Start and Exhibition game options, NCAA Final Four 2002 provides other game modes to choose from including Season, Dynasty, Career, Tournament, or Arcade.

EXHIBITION

Exhibition games allow you to play single games between any two teams in Division I-A. Beat up on the conference weakling or play a team from a bitter rivalry. You get to choose! These games are not recorded in Season standings and game and player stats are not saved.

- **EXHIBITION TEAM SELECT SCREEN**

Select the away and home teams for the game.

- Press  to select the home or away team.
- Press  /  to choose a team. You can press  /  to cycle alphabetically through the teams.
- Repeat these steps to make a selection for the opposing team.
- Press  to accept the team matchup and bring up the Controller screen.

NCAA[®] FINAL FOUR[®] 2002

TEAM RATINGS

Use the team ratings shown on the screen to view each team's strengths and weaknesses, helping you to make your choice. The higher the number, the better the skill level of that team.



Team ratings

CONTROLLER

Choose a team to control for your game and configure your controller to use different buttons for game actions. You can also set your controller for vibration, enabling you to feel the force of such things as slam dunks.

- Press ← / → to choose a team.
- Press ● to configure your controller by setting different offensive and defensive actions for your controller buttons.
- Press ↑ / ↓ to highlight a game action.
- Press ← / → to switch the action button symbol with a different action button symbol. If after you make changes to your controller setup you decide to use the default settings, press ◻.
- Repeat the previous two steps to complete your controller configuration for each button symbol.
- Press ● to turn Vibration ON/OFF.
- Press ⊗ to accept the new configuration or press ▲ to cancel.
- Press ⊗ to play the game.



• **MULTI-PLAYER GAME**

Adding a Multitap (for PlayStation 2) allows you to utilize up to five controllers for a game. With two Multitaps, up to eight controllers total can be used at the same time.

NOTE: When using the Multitap (for PlayStation 2), at least one controller must be connected to Controller Port 1-A or 2-A.

▶ **NEW SEASON**

A New Season presents the challenge of playing an entire Season. If your team wins enough games, it will qualify for the NCAA Tournament and will join the field of 64 teams making a run for the NCAA Championship title.

But first, at the end of the Season, most teams will play in a Conference Championship Tournament, trying to earn a top seed for the NCAA Tournament.

• **SEASON SELECT TEAM**

Selecting a team for a Season is a bit different from Exhibition modes in that you first need to choose a Conference from which to pick your school.

- Press **↑** / **↓** to CONFERENCE, and then press **←** / **→** to choose a Conference from which to select your team. To select a team from the entire field of NCAA teams, make the Conference selection ALL. You can press **L1** / **R1** to cycle alphabetically through the Conferences.
 - Press **↓** to SCHOOL, and then press **←** / **→** to choose a team. You can press **L1** / **R1** to cycle alphabetically through the schools. Like Exhibition modes, you should use the team ratings shown on the screen to view each team's strengths and weaknesses before deciding on a team.
 - Press **⊗** to select your team and continue. A Create Player dialog box will pop up asking if you would like to create your own players for your team.
 - Press **□** to create your own players or **△** to cancel.
-

• CREATE PLAYER

From the Create Player screen, you can choose any player on the current roster and change his attributes and abilities to create a new player.

- Press **↑** / **↓** to highlight a starter or player off of the bench, and then press **Ⓚ** to delete that player and create a new one. Starters are marked with a position abbreviation by their number.

Starting players

Create Player - Current Roster						
TEAM: Duke						
Num	Pos	Ht	Wt	Year	Over	Shoot
PG 22	G	6'2"	196	JR	95	95
SG 21	G	6'1"	186	SO	89	99
SF 34	G-F	6'8"	204	JR	88	85
PF 20	C	6'11"	218	JR	82	99
C 4	C	6'9"	270	JR	89	96
41	F	6'10"	247	JR	74	86
14	G-F	6'6"	200	SR	75	68
30	G-F	6'6"	210	JR	84	96
35	G	6'3"	193	FR	84	99
15	G	5'10"	170	JR	76	90
12	G-F	6'6"	203	SO	77	90
42	F	6'4"	225	SO	81	97

ⓧ OK Ⓛ Cancel Ⓚ Delete/Create Ⓜ Select Ⓜ Attr

- Press **↑** / **↓** to select an attribute or ability and press **←** / **→** to make a change. In the case of changing a player's abilities, his overall ability can increase or decrease as you alter each ability option. Each option can go as low as 40 and as high as 99.
- Press **ⓧ** to go back to the Create Player screen. When you have finished creating players for your roster, press **ⓧ** to continue. You will no longer be able to create players once you leave this screen.

• SEASON TEAM MENU

CONTINUE

Continue brings you to the Schedule screen where you can select any game on the schedule to play or simulate. See *Season Schedule* below.

SEASON SCHEDULE

Select any game on the schedule to play or simulate. By choosing a game further down in the schedule, all games prior to it will be simulated.

- Press **↑** / **↓** to select a game on the schedule to play. You can simulate any game on the schedule by highlighting a game date and pressing **○**. Once a game is simulated, it cannot be replayed.
- Press **⊗** to play a game and bring up the Controller screen. See *Controller* on page 8 for more information.



When your Season is complete, from the Schedule screen, press **⊗** to enter the Conference Championship Tournament (if that team's Conference has a Conference Championship Tournament). When the Conference Tournament is complete, the NCAA Tournament will begin.

- Press **⊗** to play a game and bring up the Controller screen. See *Controller* on page 8 for more information.

STANDINGS

The Standings will show the position of each team within their respective Conferences. Check each team's Conference and overall win/loss record. Standings are updated after each game is played.

- From CONFERENCE, press **←** / **→** to choose a Division I-A Conference. You can press **L1** / **R1** to cycle alphabetically through the Conferences.
- Press **↓** to enter the standings grid.
- Press **↑** / **↓** to view the team Conference and Overall Standings.

STATS

View the statistics of all the individuals and teams in Division I-A. Stats are only available for Seasons or Tournaments. See how each player and team stack up to the rest of the league.

- From the Stats screen, press **↑** / **↓** to select Individuals or Teams.
- From CONFERENCE, press **←** / **→** to choose a Conference from which to select your team. To select a team from the entire field of NCAA teams, make the Conference selection ALL. You can press **L1** / **R1** to cycle alphabetically through the Conferences.
- Press **↓** to TEAM, and then press **←** / **→** to choose a team. You can press **L1** / **R1** to cycle alphabetically through the teams.
- Press **↓** to enter the stats grid. To sort a stat category, organizing players or teams from best to worst, press **←** / **→** to highlight a stat category and press **○**.
- Press **↑** / **↓** to view the entire list of players.
- Press **←** / **→** to view the entire list of statistical categories.

INDIVIDUALS		TEAMS	
G	Games Played	G	Games Played
MIN	Minutes	OFF	Offense (Pts for)
PPG	Points Per Game	DEF	Defense (Pts against)
RPG	Rebounds Per Game	MARG	Margin of Victory
APG	Assists Per Game	FG%	Field Goal Percentage
OREB	Offensive Rebounds	FG% DEF	Opponent's FG%
DREB	Defensive Rebounds	3PT	3 Pointers Made
TREB	Total Rebounds	3PT%	3 Point Percentage
AST	Assists	FT%	Free Throw Percentage

INDIVIDUALS		TEAMS	
STL	Steals	STL	Steals
BLK	Blocked Shots	BLK	Blocked Shots
TO	Turnovers	TO MARG	Turn Over Margin
FGM	Field Goals Made	REB MARG	Rebounding Margin
FGA	Field Goals Attempted		
FG%	Shot Percentage		
3PTM	3 Pointers Made		
3PTA	3 Point Attempts		
3PT%	3 Point Percentage		
PTS	Points		

ROSTER

With the Roster option, you can set new starters for your game and check the injury reports from around the league.

Set Starters

Substitute a starter for a player off of the bench. If you chose to create players when you started your Season, the new players will already appear as starters or players on the bench.

- Press **↑** / **↓** to select a starter to replace. You can press **←** / **→** to view the player's attributes.
- Press **□** to move to the bench, and then press **↑** / **↓** to highlight a player to replace your starter.
- Press **□** to substitute a player from the bench.

Injuries

The unfortunate thing about competitive sports is that injuries occur all of the time. View the list of player injuries that have been reported during the Season.

- From CONFERENCE, press ← / → to choose a Conference. To view the entire list of injuries, from CONFERENCE, choose ALL.
- Press ↓ to enter the injury report grid.
- Press ← / → to view the entire list of players and their injuries.

POLLS

Polls are used to rank the top 25 teams in the country. View the latest Coaches and Writers Polls to see if your team has been rated as a top 25 team.

- From POLL, press ← / → to choose Writers or Coaches Poll.
- Press ↓ to enter the Polls grid.
- Press ↑ / ↓ to view the entire list of ranked teams.

AWARDS

Awards are given out to the Season's top performers. During a Season, you can view the leading candidates for First and Second Team All-Conference and the Conference Player of the Year. To view leading candidates for First and Second Team All-Americans and the Player of the Year for the entire Division I-A, from CONFERENCE, choose ALL.

- From CONFERENCE, press ← / → to choose a Conference and view the leading candidates.

BUBBLE WATCH

A team is considered to be on the bubble when it has just enough wins to enter the NCAA Tournament, but not enough wins to make its berth automatic. The NCAA selection committee will determine which of these teams deserves to play in the NCAA Tournament. The Bubble Watch is only available during a Season and after the games on February 1st have been played.

- Press **↑** / **↓** to view the latest stats of each team in the standings. The stats are shown under the team logo to the right of the overall standings.

Bubble teams

TEAM:	RECORD
1. Purdue	16 - 6
2. Kent State	15 - 5
3. South Florida	15 - 6
4. Southern Cal	16 - 6
5. San Francisco	15 - 5
6. St. John's	14 - 6
7. Marquette	16 - 6
8. Xavier-Ohio	14 - 6
9. Michigan St.	13 - 7
10. Baylor	14 - 6
11. Seton Hall	13 - 7
12. South Carolina	13 - 8

record: 16 - 6
vs. last 10: 5 - 5
vs. top 25: 1 - 2
rpi.: .6104

△ Exit ▢ Teams

NEW DYNASTY

New Dynasty is set up for you to attempt to build a powerful collegiate program over multiple Seasons by recruiting freshman players to replace exiting seniors and underclassmen. The success of your team determines the quality of freshman that attend your school. At the end of each Season, you'll have the opportunity to recruit players from around the country. Before the Season starts you will choose one of the following coaching ranks, which will define your recruiting options.

NOTE: All roster cuts and recruiting take place at the end of the Season.

GRADUATE ASSISTANT

Player recruiting at this rank is done by the CPU. For automatic recruiting, choose this option.

ASSISTANT COACH

As an Assistant Coach, you have control over the recruiting process. As an Assistant Coach, you will have 10 visits to use on potential recruits in an attempt to lure them to your school.

HEAD COACH

As a Head Coach, you have control over the recruiting process. At Season's end, you'll have 20 visits to use on potential recruits in an attempt to lure them to your school.

- Press **X** from this screen to move to the Select Team screen.
- From CONFERENCE, press **←** / **→** to choose a Conference from which to select your team. To select a team from the entire field of NCAA teams, make the Conference selection

ALL. You can press **L1** / **R1** to cycle alphabetically through the Conferences.

- Press **↓** to SCHOOL, and then press **←** / **→** to choose a team. You can press **L1** / **R1** to cycle alphabetically through the schools.
- Press **X** to continue to the Dynasty Team Menu.



• **DYNASTY TEAM MENU**

The Dynasty Team Menu has all of the same options as the Season menu. See *Season Team Menu* on page 11 for information on menu items other than Continue.

CONTINUE

Continue allows you to re-enter the Season at the next scheduled game. At the end of the Season, Continue will bring you to the Conference Tournament. Once the Conference Tournament is complete, Continue is used to bring you through the NCAA Tournament.

If you have played a Dynasty Season as an Assistant Coach or a Head Coach, the Continue option will start the next Season. But first, you will have the opportunity to cut players from your roster and travel the country searching for new recruits. Once the Season is over and the tournaments are finished:

- Highlight CONTINUE from the Dynasty Team Menu and press ⊗ to bring up the Season End screen.
- Press ⊗ to continue and start the next Season. You will then find out how many of your players graduated and how many left early for the pros, giving you an idea of how many recruits you'll need to land.
- Press ⊗ to continue to the Roster Cut screen.

• **ROSTER CUT**

For those players that just didn't fit in with the team or were unproductive during your Dynasty Season, you can remove them from the roster.

- Press ↑ / ↓ to highlight a player to cut.
 - Press ⊕ to mark him.
 - Press ⊗ to make the cut and move to the Recruiting Regions screen.
-



• **RECRUITING REGIONS**

The number of recruiting visits you make will depend on the coaching you chose at the beginning of the Dynasty Season. From this screen, you will choose the regions from which you'll do your recruiting.

- Press ← / → / ↑ / ↓ to choose a region.
 - Press ⊗ to visit the region and bring up the Recruiting States screen.
-

• **RECRUITING STATES**

This screen allows you to choose the states from which you'll be making your visits.

- Press ↑ / ↓ to select a state. The number of recruits interested in attending your school will be listed for each state.
 - Press ⊗ to visit the state.
 - Press ◻ to create your own players.
-

• **RECRUITING LIST**

The Recruiting List screen gives detailed information on each recruit including their interest level in your school. Before deciding on using a visit for a recruit, be sure to view each recruit's attributes to make a sound decision.

- Press ← / → to view the entire list of player attributes. To sort a category, press ◻.
- Press ↑ / ↓ to highlight a recruit and press ⊗ to make a visit. You can use up to 5 visits per recruit, but remember you have a limited number of visits available. The total number of visits you're allowed will be shown at the bottom of the screen and will reduce in number as you make your visits.



- To exit the screen and choose a different state, press **⊙** to return to the Recruiting States screen. You can continue to recruit from this region or press **△** to go back to the Recruiting Regions screen and select a different region for recruit visitations.

- After using up all of your visits, continue to press **⊙** from the Recruiting List and the Recruiting States screens to reach the Candidate screen.

• **CANDIDATES**

The Candidates screen is where all of your hard work as a coach pays off by being able to fill the open spot on your roster with a recruit candidate.

Recruits with their home state abbreviation shown in blue are blue-chip athletes. Those listed with their home states shown in green are those that you visited and have selected your school.

Created players have a home state abbreviation of CP and are shown with their home state abbreviation also shown in blue.

The number of spots to be filled out on your roster will be shown on the bottom of the screen. Before choosing your recruit, view his attributes to make sure he is a good fit for your program.

- Press **↑ / ↓** to select a recruit, and then press **← / →** to view his attributes.
- When you have decided on a recruit, press **⊗** to accept the player and add him to your roster.
- Press **⊙** when done to move to the Line Up screen where you can change your starting line up for the game.

Recruits visited and those selected for your team

Roster spots available

CANDIDATES						
home state	Pos	Ht	Wt	Year	Over	Shoot
NC	F-C	6'10"	273	JR	67	76
NC	F-C	6'9"	250	FR	81	77
NC	F-C	6'8"	222	FR	78	86
NC	G	5'8"	168	FR	75	77
NC	G-F	6'7"	277	FR	72	72
NC	F-C	6'8"	201	FR	62	64
NC	F	6'6"	191	FR	70	64
NC	F	6'6"	207	JR	85	84
NC	G	5'11"	154	FR	65	60
NC	C	6'8"	224	FR	77	76

Spots To Fill: 1

⊗ Accept Player △ Back □ Sort ⊙ Select ⌂ Attr

• LINE UP

You can edit the starting line up for your team before the game. Substitute a starter for a player off of the bench, which includes the recruits you added to your team.

- Press **↑** / **↓** to select a starter to replace. You can press **←** / **→** from a player to view his attributes.
- Press **□** to select that player, which will move the cursor to the bench grid.
- Press **↑** / **↓** to highlight a player to replace the starter.
- Press **□** to make the change to your line up.
- Press **⊗** when done and to move back to the Dynasty Team menu where you can begin the new Season.

First selection
blinks

Highlight another
player

LINE UP							
TEAM: Duke							
Starting Lineup							
Num	Pos	Ht	Wt	Year	Over	Shoot	
PG 32	C	6'8"	209	FR	73	72	
SG 21	G	6'1"	186	JR	84	99	
SF 34	G-F	6'8"	204	SR	81	87	
PF 20	C	6'11"	218	SR	82	99	
C 4	C	6'9"	270	SR	80	96	
Bench							
30	G-F	6'6"	210	SR	83	96	
41	F	6'10"	247	SR	74	87	
35	G	6'3"	193	SO	85	99	
15	G	5'10"	170	SR	78	92	
✕ OK △ Cancel ⤵ Select ⤴ Attr □ Bench							

NEW CAREER

New Career is a feature designed to give you the chance to develop as a coach and work your way up the coaching ladder. Start as a Graduate Assistant at a small school and see if you can work your way up to become a Head Coach of a major college basketball program. Your win/loss record at the end of each Season will determine whether you receive Assistant or Head Coach offers from other schools.

- Highlight New Career and press **X** to move to the Select Team screen.
- From SCHOOL, press **←** / **→** to choose a team. You can press **L1** / **R1** to cycle alphabetically through the schools.
- Press **X** to continue to the Career Team Menu.

• **CAREER TEAM MENU**

The New Team Menu has all of the same options as the Season and Dynasty Team Menus. See *Season Team Menu* on page 11 for information on menu items other than Continue.

CONTINUE

Continue allows you to re-enter the New Career Season at the next scheduled game. At the end of the Season, Continue will bring you to the Conference Tournament, and then the NCAA Tournament.

When the entire Season is complete and Tournament play comes to an end, your coaching ability will be reviewed and your performance will be rated.

- Highlight CONTINUE from the New Career Menu and press **X** to bring up the Performance screen. Your job performance will determine whether you get any other offers, remain with your current program, or get fired. If you get fired and you're lucky, you may still get other offers.
- Press **X** to move to the Job Openings screen.

• **JOB OPENINGS**

Listed on this screen will be all of the job offers that you have received.

- Press **↑** / **↓** to view each offer, using the team attributes as a way to help decide on an offer.
- Press **⊗** to select your team. Notice that one of the job offers will be to keep your current job. With your current team, you know its roster and outlook. By staying, you may have a better year and get even better offers at the end of next Season.
- Press **⊗** to bring up the Season End screen.
- Press **⊗** to continue and start the next Season. You will then find out how many of your players graduated and how many left early for the pros, giving you an idea of how many recruits you'll need to land.
- Press **⊗** to continue to the Roster Cut screen.

See pages 15-20 under *New Dynasty* for information on roster cuts, recruiting and changing your starting line up.

An explanation of
your performance

Job offers made



NEW TOURNAMENT

New Tournament allows you to play for the National Championship with any of the teams available in Division 1-A. You will bypass all regular Season and Conference Championship games, moving straight into the NCAA Tournament.

- Press **↑** / **↓** to CONFERENCE, and then press **←** / **→** to choose a Conference from which to select your team. To select a team from the entire field of NCAA teams, make the Conference selection ALL. You can press **L1** / **R1** to cycle alphabetically through the Conferences.
- Press **↑** / **↓** to SCHOOL, and then press **←** / **→** to choose a team. You can press **L1** / **R1** to cycle alphabetically through the schools. Use the team ratings shown on the screen to help in making your selection.
- Press **⊗** to select your team and continue. A Create Player dialog box will pop up asking if you would like to create your own players for your team. See *Create Players* on page 10 for more information.
- Press **■** to create your own players or **▲** to move to the Tournament Team Menu.

Once you enter the Tournament from this screen by selecting Continue, you will move to the Tournament screen where all Season games will be simulated. The Tournament will begin with four regional brackets made up of 64 teams.

NOTE: You will only be able to play games associated with your team.

To view the entire Tournament field, use the Map to navigate through the brackets.

- Press **■** to select the tree map.
- Press **↑** / **↓** / **←** / **→** to move through each Region.
- Press **■** to switch control back to your bracket. You must first do this to be able to play your game.
- Press **⊗** to play your game. You can also simulate each round of the tournament, playing only the games you prefer.

NCAA[®] FINAL FOUR[®] 2002

CONTINUE

Continue a Season or Tournament at the next scheduled game. To use the Continue option, you must have already started a Season or Tournament or loaded a previously saved Season or Tournament from a MEMORY CARD (8MB) (for PlayStation 2). See *Saving Data* on page 3 for more information.

ARCADE

An Arcade game is an Exhibition game that allows you to play at a faster pace with exaggerated special moves. See *Exhibition* on page 7 for more information on setting up a game.

OPTIONS



Use Options to set your game format and its attributes. Options can still be altered after a game is started either from the Pregame Menu or by pausing the game and choosing Options from the Pause Menu.

RULES

HALF LENGTH

Set the half length of the game from 5, 10, or 20 minutes. There are two halves in regulation.

DIFFICULTY

The player difficulty will determine each player's offensive and defensive ability. The Freshman and Sophomore levels should provide an adequate challenge, whereas the Junior or Senior levels provide a much greater test of skill.



INJURIES

Player injuries do occur and they can put your team at risk for losing one of its better players. Keep Injuries OFF to prevent players from getting injured during the game.

FATIGUE

Players naturally get fatigued during the game. To avoid this, turn the Fatigue option to OFF and keep your players fresh throughout the game.

SUBSTITUTION

Choose a setting for player substitutions. MANUAL allows you to make the substitutions during the game. Setting this option to AUTO will allow the CPU to control the player substitutions.

FOULS

Each player gets five fouls before fouling out of the game. To avoid fouls, set this option to OFF.

SHOOTING FOULS

Shooting Fouls occur when a player is fouled while in the act of shooting the ball. Set the rate at which these fouls will be called during the game.

REACH-IN FOULS

Reach-In fouls are called when a defender reaches in the ball handler's mid-section area as he has control of the ball. Set the rate at which these fouls will be called during the game.

CHARGING FOULS

Charging fouls are called when a defensive player has position with his feet set and the offensive player with the ball charges into him on his way to the basket for a shot. Set the rate at which these fouls will be called during the game.

BLOCKED SHOTS

Set the rate at which shots are blocked during the game.

STEALS

Set the rate at which steals occur during the game.

CPU SHOOTING

Increase or decrease the shooting accuracy of the CPU controlled players.

PRESENTATION

SOUND

Turn the sound of the music played during your game setup ON/OFF.

SURROUND

Set the sounds of the game to surround sound by keeping this option ON.

CROWD

Control the excitement of the crowd during the game by adjusting the level of the crowd noise.

PLAY-BY-PLAY

Adjust the volume of the play-by-play commentator.

SFX

Adjust the volume of the special sound effects of the game, such as squeaking sneakers, whistles blowing, and baskets swishing.

MUSIC

Adjust the volume of the in-game and front-end music.

AUTO REPLAYS

Up-close replays will be shown of exciting things that take place on the court. Adjust the frequency in which replays are shown. A high setting will cause exciting plays to automatically be reshown.

INTERACTION

TOUCH SHOOTING

Touch Shooting allows you to control a player's shooting ability. The use of a shot meter will help you to make your player into a successful jump-shooter from anywhere on the court. To give yourself the best chance at making a shot:



- Hold **○** to start the shot.
- Watch the ball rise on the shot meter.
- Release **○** when the ball is centered in the hoop on the meter. If you time it perfectly, you'll hit the shot.

In Senior mode, the ball has to be centered perfectly in the center of the hoop on the meter to ensure a successful shot.

NOTE: If the ball disappears after the shot has been released, your player is out of range for his skill level.

GAME SPEED

Use Game Speed to set the pace or movement of the game. The higher the number, the faster the game action moves.

FOUL SHOTS

Choose the type of free throw meter for your game.

NORMAL

The Normal meter is in the form of a "T". A basketball will appear on the meter moving horizontally. Press **R1** or **○** to stop the ball in the "sweet spot" of the meter. A basketball will then begin to move vertically along the meter. Again, press **R1** or **○** to stop the ball in the "sweet spot" of the meter. The closer you get to stopping both balls in the center of the meter, the better the chance that you'll hit your free throws.

EXPERT

The Expert meter consists of two stationary basketballs located to the left of and above the rim. Move the left analog stick and the right analog stick at the same rate in order to overlap the two basketballs above the rim. If the basketballs come close enough together when you press **R1** or **○** to release the shot, the free throw will go in the hoop.

RANDOM

A random setting will allow the CPU to randomly choose a free throw meter throughout the game.

RECORDS



Team records are kept for each difficulty level and half length.

- From DIFFICULTY, press ← / → to choose a difficulty level.
- Press ↑ / ↓ to HALF LENGTH.
- Press ← / → to choose a length of 5, 10 or 20.
- Press ↓ to the records grid.
- Press ↑ / ↓ to view the entire list of records set.

MEMORY CARD

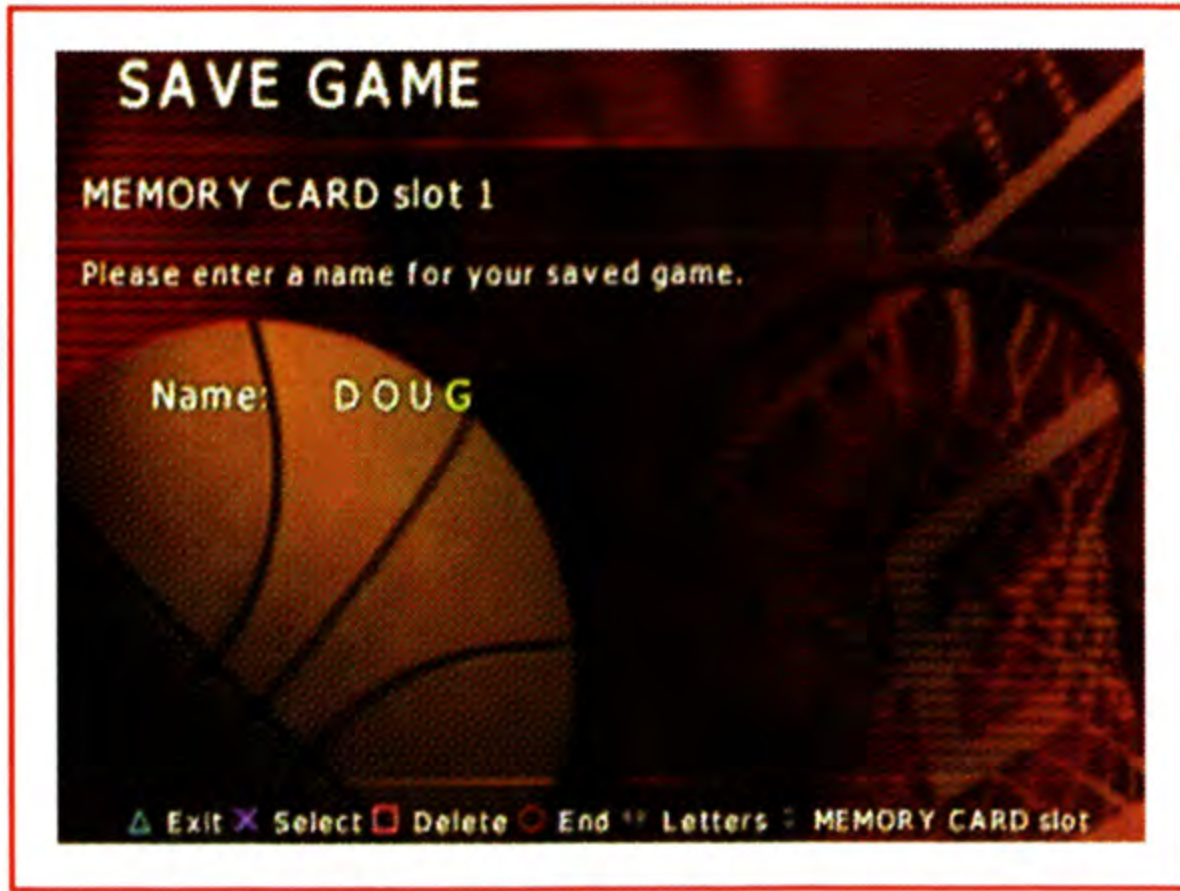


Manage the files on your MEMORY CARD (8MB) (for PlayStation 2) by saving, loading, or deleting games and records.

SAVE GAME

To save a finished game to the MEMORY CARD (8MB) (for PlayStation 2):

- Press ↑ / ↓ to select MEMORY CARD (8MB) (for PlayStation 2) slot 1 or 2.
- Name your game by pressing ← / → to cycle through the alphabet and pressing ⊗ to lock in the letters. To back up and delete a letter, press ◻.
- Press ○ to end the save setup, and then press ⊗ to select YES and save the game. You can overwrite a saved game with one having the same name by following this step.



In order to load games, you must first save them to your **MEMORY CARD** (8MB) (for PlayStation 2) by choosing a unique name.

LOAD GAME

To continue a Season or Tournament, you must first load it from the **MEMORY CARD** (8MB) (for PlayStation 2). From the Load Game screen:

- Press ← / → to choose **MEMORY CARD** (8MB) (for PlayStation 2) slot 1 or 2.
- Press ↑ / ↓ to choose a game from the **MEMORY CARD** (8MB) (for PlayStation 2) and press ⊗ to load the game.

SAVE RECORDS

To save the records from a Season or Tournament, from the Save Records screen:

- Press ← / → to choose **MEMORY CARD** (8MB) (for PlayStation 2) slot 1 or 2.
- Press ◻ to select YES and save the Records.

If records already exist on your **MEMORY CARD** (8MB) (for PlayStation 2), you will be asked if you want to update your records.

- Press ⊗ to update records.
- Press ◻ to confirm the overwrite.

LOAD RECORDS

Load any of your previously saved records from the MEMORY CARD (8MB) (for PlayStation 2). From the Load Records screen:

- Press ← / → to choose MEMORY CARD (8MB) (for PlayStation 2) slot 1 or 2.
 - Press ⊗ to load Records.
-

DELETE FILES

To delete files from the MEMORY CARD (8MB) (for PlayStation 2):

- Press ← / → to choose MEMORY CARD (8MB) (for PlayStation 2) slot 1 or 2.
 - Press ↑ / ↓ to select a file to delete and press ⊗.
 - Press ◻ to select YES and delete the file.
-

PLAYING THE GAME



PREGAME MENU

The Pregame Menu gives you the chance to make changes to your game attributes before you begin.

• PLAY

Play starts the game. When the game starts, be ready for the jump ball and when the referee throws the ball in the air, time your jump and tap the ball to a teammate by pressing ▲.

• **OPTIONS**

Options allow you to customize your game's characteristics and attributes. See *Options* on page 24 for descriptions of this menu's items.

• **CAMERA**

Selecting Camera allows you to set a custom camera angle of the game. There are 10 angles to choose from, so the best thing to do is try them all out and decide which angle you like the best.

- Press **↑** / **↓** to select a camera angle. The view will automatically adjust so you can see the view of the court from the selected angle.
 - Press **⊗** to accept your choice and return to the Pregame Menu.
-

• **LINEUP**

You can change the starting lineups before you start the game. Once the game is started, use the Pause Menu to make player substitutions.

- From TEAM, press **←** / **→** to choose a team.
 - Press **↓** to activate the Line Up grid.
 - Press **↑** / **↓** to select a starter or a bench player. Press **⊙** to view player stats.
 - Press **⊠** to select a player, locking him in for a player switch.
 - Press **↑** / **↓** to select another player and press **⊠** to make the change.
-

• **OFFENSE**

During the game, make offensive play calls on the fly using the strategies that you have set up for offense. Call these plays while on the court by holding **SELECT** and pressing one of the icon symbols.

- From TEAM, press **←** / **→** to choose a team.
- Press **↓** to SET, and then press **←** / **→** to choose your default set.
- Press **⊗** to accept the default set.

PICK AND ROLL

A pick and roll uses the center to set a pick for a guard. As the defense switches its matchup, the center rolls off the pick to receive a pass for a shot.

LOW POST

Create a shot for your center down low in the paint.

REVERSE

Pass the ball around the perimeter in one direction, while your forward works himself free to the opposite side of the court. The ball is reversed back to that side where your forward will receive the ball.

ISOLATION

Use the talents of individual players by using an isolation play to clear out the rest of your players and the defenders to one side of the court, leaving a man-on-man situation.



Clearing out the defense for an isolation play

● **DEFENSE**

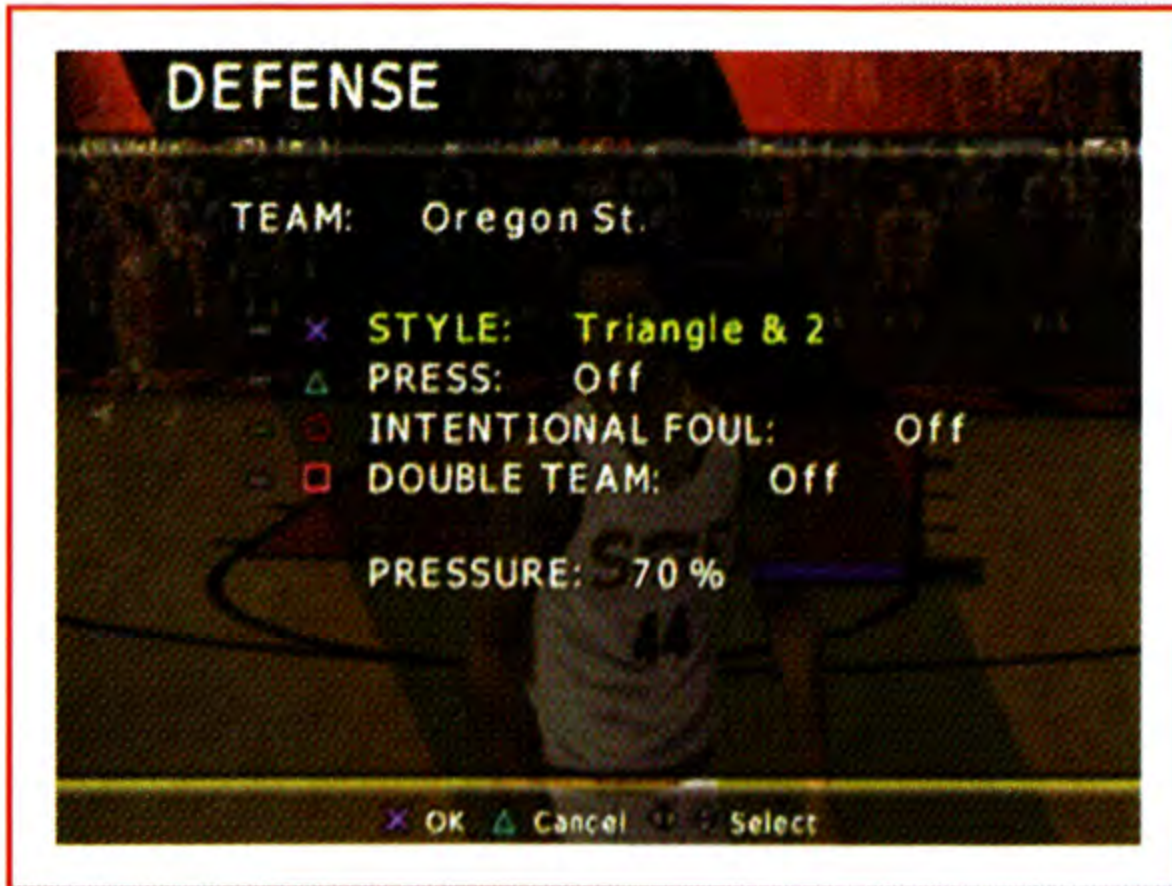
Like offense, during a game you can make defensive play calls on the fly using the strategies that you have previously set up. Call these plays while on the court by holding **SELECT** and pressing the icon of a defensive strategy.

MAN TO MAN

Man to Man has each player picking up a man to defend.

BOX & 1 / TRIANGLE & 2

These style types are a combination of zone and man to man defenses in which the shape describes the position of the zone players, and the number represents the number of man defenders in that defense.



Triangle & 2 defensive setup

The Box & 1 contains four defenders positioned at the four corners around the lane, and one man-to-man defender protecting the three point line and guarding the ball handler.

The concept is the same for the Triangle & 2. Three zone defenders position themselves in a triangle formation around the lane, and two man-to-man defenders follow the ball, while protecting the three point line.

1-3-1 / 2-1-2 / 2-3

These style types are all types of zone defenses in which each number represents a player and their location on the defensive end of the court. 1-3-1 has a man at the top of the key and underneath the basket as three men spread across the middle of the key. The concept is the same for 2-1-2 and 2-3 defenses.

- From TEAM, press ← / → to choose a team.
- Press ↓ to select an icon configuration, and then press ← / → to choose an option.
- Press ↓ to PRESSURE, and then press ← / → to set the amount of defensive pressure that will be applied to each strategy.
- Press ⊗ to accept the defensive setup.

- **CONTROLLER**

See *Controller* on page 8 for more information.

- **INJURY REPORT**


View the injuries that have taken place during the course of the game.

- From TEAM, press ← / → to choose a team and view the list of player injuries.

- **QUIT**

Quit the current game and return to the Main Menu.

PAUSE MENU

Press  to pause the game and bring up the following menu options. For menu options in the Pause Menu not described below, see *Pregame Menu* on page 30 or *Options* on page 24 for more information.

- **RESUME**

Select Resume to start the game where it was paused.

- **REPLAY**

Replay gives you a chance to view the latest play again at every angle possible.

- **GAME STATS**

Game Stats are compiled for the current game in progress.

- Press ↑ / ↓ to view the entire list of Game Stats.

• **PLAYER STATS**

View the current game's player stats. To sort a stat category, organizing players from best to worst, highlight a stat category and press **□**.

- From TEAM, press **← / →** to choose a team.
- Press **↓** to enter the Player Stats grid.
- Press **← / →** to select a statistical category.
- Press **↑ / ↓** to view the entire list of team stats.

• **SHOT CHART**

The Shot Chart will show where on the court a player has taken his shots. Red dots indicate shots that were made, while blue dots indicate shots that were missed.

- Press **← / →** to choose a team.
- Press **↓** to PLAYER, and then press **← / →** to view the shots of each player.



• **TIMEOUT**

Call a timeout to rest your team or stop the momentum of an opponent's hot shooting. You must have possession of the ball to call a timeout. Each team receives five timeouts per game. Up to four timeouts can be carried over to the second half.

NCAA® FINAL FOUR® 2002

CREDITS

KILLERGAME

Steve Braski, Tom Braski, Matt Brisbois, Jim Busike, Jacinda Chew, Jocelyn Chew, John East, Ron Horn, Cyrus Kamada, Caroline Kingery, Tawn Kramer, Derrik McGinnis, Chris Moran, Benjamin Montag, Santiago Nunez, Alan Scales, Mark Sweat, Jeff Uriarte, Linden Vann, Philip Geoffrey Van Valkenberg and Gary Weber

989 SPORTS

Producer

Jody Kelsey

Associate Producer

Greg Batalucco

Director, Sports Product Development

Kelly Ryan

President

Kaz Hirai

VP of Product Development

Shuhei Yoshida

VP, Marketing

Andrew House

Director, Marketing

Ami Matsumura-Blaire

Product Manager

Allan Frankel

Licensing Manager

Craig Ostrander

Licensing Account Manager

Kristin Mason

Director, PR

Molly Smith

PR Manager, Sports

Jamie Tica

Director, Promotions

Sharon Shapiro

Senior Manager Promotions, Sports

Bob Johnson

Promotions

Janeen Anderson, Blaire Elliot, Aimee Duell, Tracy Ryder and Johanna Legarda

Creative Services

Josh Bingham, Peggy Gallagher, Ted Jalbert, Marie Macaspac, Jack Siler, Marilyn Weyant, Dayton Paiva, Ben Wallace and Noel Silvia

Legal and Business Affairs

Dan Figueroa, Riley Russell, Cynthia Woodman, Jim Williams and Kirsten Costello

Motion Capture Manager

Brian Rausch

Motion Capture Project Coordinator

Marc Kater

Motion Capture Animators

Brian Phipps, Frank Strocco, Jake Wilson, Chad Moore, Michael Graessle, Eryn Rosten, Travis Parks, Scott Petersen and Gerry Ashworth

Motion Capture Face Animation

Johnny Walker

Motion Capture Session Supervisor

James Scarafone

Motion Capture Studio Technicians

Daniel Legg and Ryan Beeson

Motion Capture Tracking Supervisor

Michael Shinkle

Motion Capture Tracking Technicians

David Ibarra and Tony Lui

Director, Product Development Service Group

Dwayne Mason

Director of Audio Services

Buzz Burrowes

Senior Sound Designer

Rex Baca

Sound Effects

Chris Jahnkow

Dialogue

Recorded by Rex Baca

Edited by Joel Copen, Rex Baca, Ira Rubnitz

Music - Legal & Business Affairs

Brian Fukuji and Sasha Osgood

HARRY FOX AGENCY: Deborah Polgar

DELTA ENTERTAINMENT: Kenneth H. Wennergren

CARLIN AMERICA, INC.: Marianne Conlin

SOUTHERN MUSIC: D. Lance Higgins

Director of Music

Chuck Doud

Music

Lyrics written and performed by NUFF SAID (Kustoo and J7)

Scratches performed by DJ PRIME for GOLDYBROWN PRODUCTIONS

Cheerleaders Songs and Credit Movie Music

Chuck Carr

Sound FX Design and Editing

Rex Baca, Brad Aldredge and Joel Copen

Cinematic Supervisor

Scott McMahan

Cinematic CG Supervisor

Bob Estus

Cinematic Editing/Compositing Supervisor

Jeff Vargas

Cinematic Production Coordinator

Gina Cafasso

Lead Previsualization Artist

Ron Padua

Previsualization Artist

Steve High

2D Animator

Jae Hong Kim

2D Colorist

Greg High

2D Clean-up Artist

June Nam

Cinematic Editor/Composer

Jahil Nelson

Video Production Artist

Don Lacy

Video Production Artist

Aaron McFarland

Production Assistant

Jason Copeland

Motion Capture Athletes

Leland McDougal and Malik Allen

Play-By- Play Announcer and Color Commentary

Eddie Doucette and Billy Packer

P.A. Announcer

Steve Logan

Documentation and Layout

David Lovalvo

Packaging and Manual Design

Creative Dynamics

San Diego First Party Quality Assurance

Director

Michael Blackledge

Senior Manager

Ritchard Markelz

Technology Manager

Kevin Simmons

Lab Technician

Vince Loughney

Project Coordinator

Fred Dodson

Core Manager

Mike Veigel

Usability Manager

Doug Damron

Core Lead Analysts

Marcus Efting

Usability Lead Analysts

Aaron Luke

Analysts

Jason Allgyer, Matt Anaya, Vinnie Cancino, Mike Crespo, Chad Crombie, Dave Curington, Gabe Datte, Guillermo Garcia, Mike Hampton, Randy Icasas, Ed Knapp, Tim Lanning, Ed Largoza, Cameron Larkins, Daniel Mallory, Chris Mardsen, Gabe Mathews, Dace McCartney, Conrad Noche, Terrance Oppenheimer, Vince Pangelinan, Sammie Prescott, Michael Pulst, Mat Sandoval, Greg Tyler, Sean Valencia, Chad Walker, Todd Wiglesworth, Michael Willette, Richard Yates, Travis Yunis and Dominic Zenquis

Special Thanks

Bruce Adams, Jeff Adams, Donna Armentor, Rachel Arruejo, Shelley Ashitomi, Becky Boyd, Omar Broderick, Karen Busch, Marv Cabanero, Chip Capelik, Lori Chase, Robert Clark, Jenifer Clucas, Ed DeMasi, Brian Dimick, Ron Eagle, Brian Enmonds, Joseph Forte, Michelle Freeman, Brian Hale, Kristin Hansen, Sheri Hockaday, Jeff Hutchinson, Keith Hutchinson, Derrell Jenkins, Genie Kim, John Koller, Chuck Lacson, Rich LaRocca, Kolbe Lauchbaugh, Andrew Lee, Algon Leighton, Andre Leighton, Ed Loonam, Randy Lopez, Grant Luke, Troy Mack, Paul Moore, Colin MacLean, Glenn Nash, Susan Nourai, Frank O'Malley, Joel Pambid, Mary Tess Paulite, Quinn Pham Le, Johnathan Ries, George Richard, Shawn Robles, Maggie Rojas, Rick Rooney, Rick Rossiter, Tracy Rossiter, Steve Ross, Becky Sanford, Kristin Shatkouski, Noel Silvia, Willie "Poo-Man" Smith, Cy Tano, Jack Tretton, Steve Williams, Andy Waligowski, Kim Yuen, TBWA Chiat Day and Dana Pierce-Barbazon Agency

- Mountain Dew is a product of Pepsi-Cola, an official NCAA corporate partner.

LIMITED WARRANTY





Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship of a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either to repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Sony Computer Entertainment America, 919 East Hillsdale Blvd., Foster City, CA 94404

Game (c) 2001 Sony Computer Entertainment Europe. An official product of the FIA Formula One World Championship. Licensed by Formula One Administration Limited. All rights reserved. , , "Formula One", "Formula 1", and "F1", "FIA" "Formula One World Championship", (together with their foreign translations and permutations) are trademarks of the Formula One group of companies. © 2001 Sony Computer Entertainment America Inc.

© 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com. © 2001 PLAYERS INC. Designed and developed by Red Zone Interactive and 989 Sports development team. © 2001 Sony Computer Entertainment America Inc.

NHL Face Off is a trademark of the National Hockey League. NHL, National Hockey League, the NHL Shield and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and NHL Team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. ©2001 NHL. Officially licensed product of the National Hockey League.

National Hockey League Players' Association, NHLPA and NHLPA Logo are Trademarks of the NHLPA and are used, under license by Sony Computer Entertainment America Inc. © NHLPA. Officially Licensed Product of the National Hockey League Players' Association. Copyright 2001 by STATS, Inc. Any commercial use or distribution of the Licensed Materials without the express written consent of STATS is strictly prohibited. Designed and developed by Solworks. © 2001 Sony Computer Entertainment America Inc.

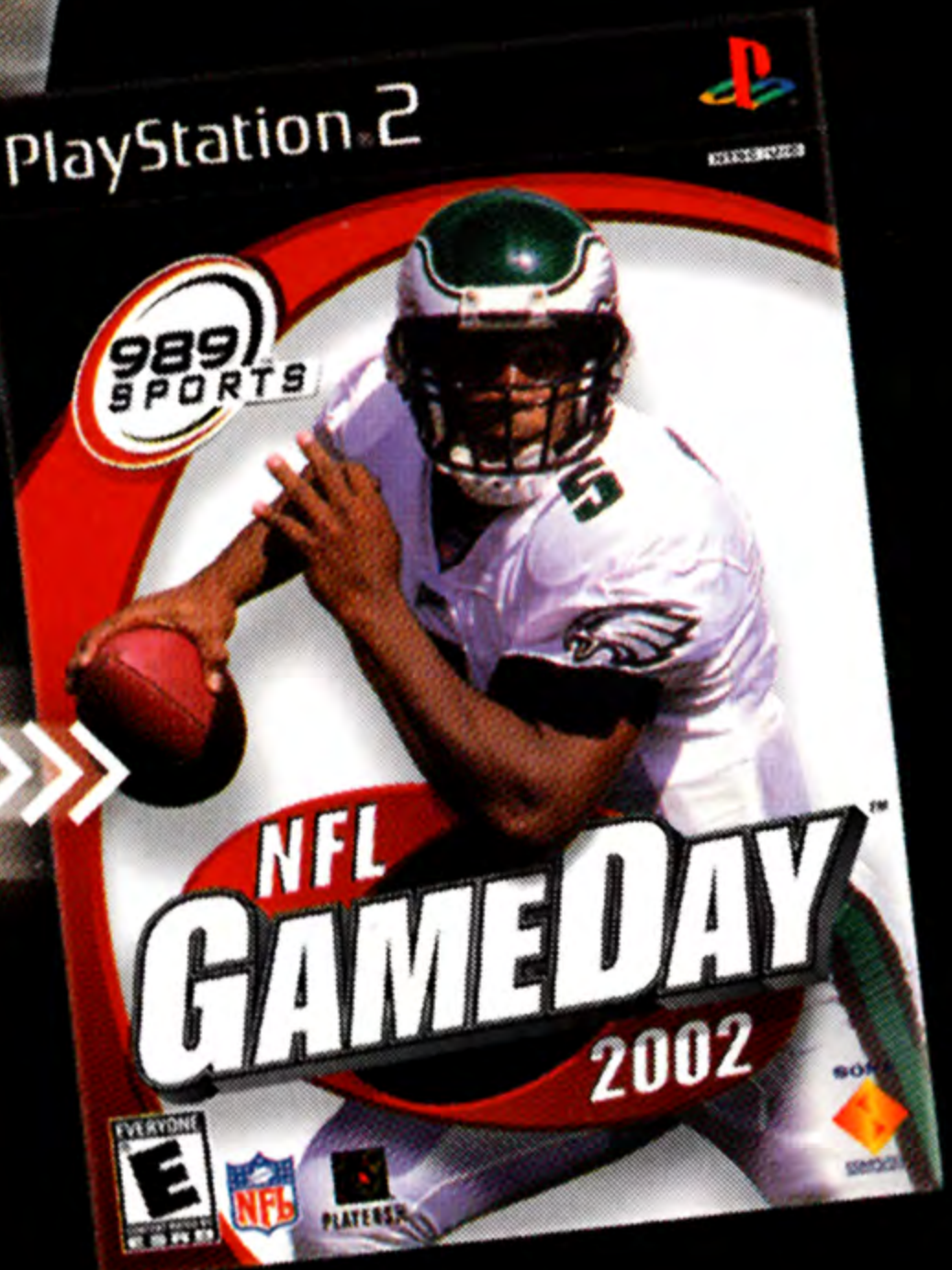
World Tour Soccer (c) 2001 Sony Computer Entertainment Europe

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



AVAILABLE IN STORES NOW!

AVAILABLE IN DECEMBER!



AVAILABLE IN DECEMBER!



COMING SOON!



See inside back cover for legal.