

MANUAL

989 SPORTS®

NCAA® FINAL FOUR® 2004

NCAA® FINAL FOUR® 2004



PlayStation 2

P	103	11	11
Gate	Section	Row	Seat

Tuesday, November 11, 2003



989 SPORTS®

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.

NCAA® Final Four® 2004 Tips & Hints**Consumer Service/Technical Support Line 1-800-345-7669**

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday - Saturday 6AM-8PM and Sunday 7AM-6:30PM Pacific Standard Time.

Game Hint Guide Information

PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

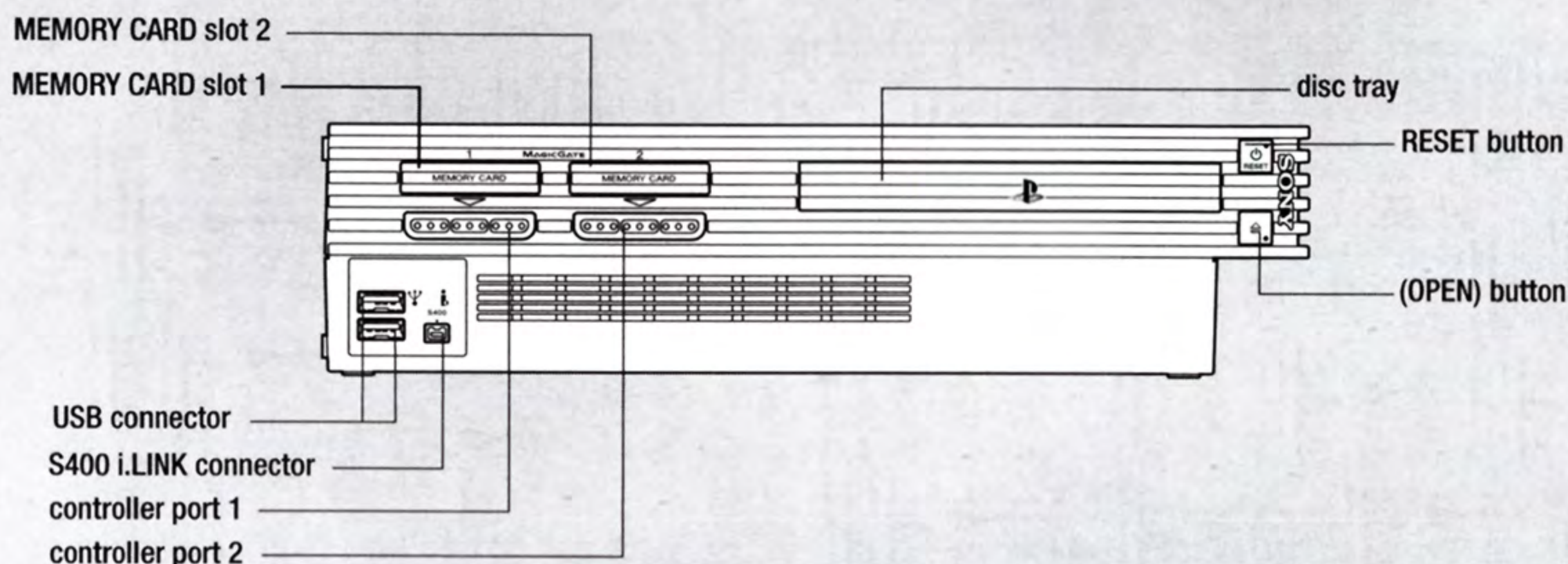
No hints will be given on our Consumer Service/Technical Support Line.

TABLE OF CONTENTS

Getting Started	4
Saving Data	4
MEMORY CARD	4
Game Controls	6
Advanced Features	6
NCAA Final Four Online	12
Creating an Account	12
Game Rooms	13
Exhibition	16
Season	16
Create Player	17
New Tournament	19
Practice	19
Arcade	19
New Dynasty	20
Recruiting	20
New Career	22
Pregame Menu	23
Lineup	23
Offense	23
Defense	24
Controller Configuration	24
Game Options	24

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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 NCAA® Final Four® 2004

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.

■ Saving Data

You must insert your MEMORY CARD (8MB) (for PlayStation 2) before you can save or load a file. NCAA Final Four 2004 saves user-defined options and all game data for seasons, tournaments, records, roster changes, and recruits. 749KB of memory must be available on your MEMORY CARD in order to save game data and user-defined options. 45KB of memory must be available to save user records.

If you don't use a MEMORY CARD (8MB) (for PlayStation 2), all NCAA Final Four 2004 data will be lost when you turn OFF your PlayStation game console. See *MEMORY CARD (8MB) (for PlayStation 2)* for information on how to save and load files.

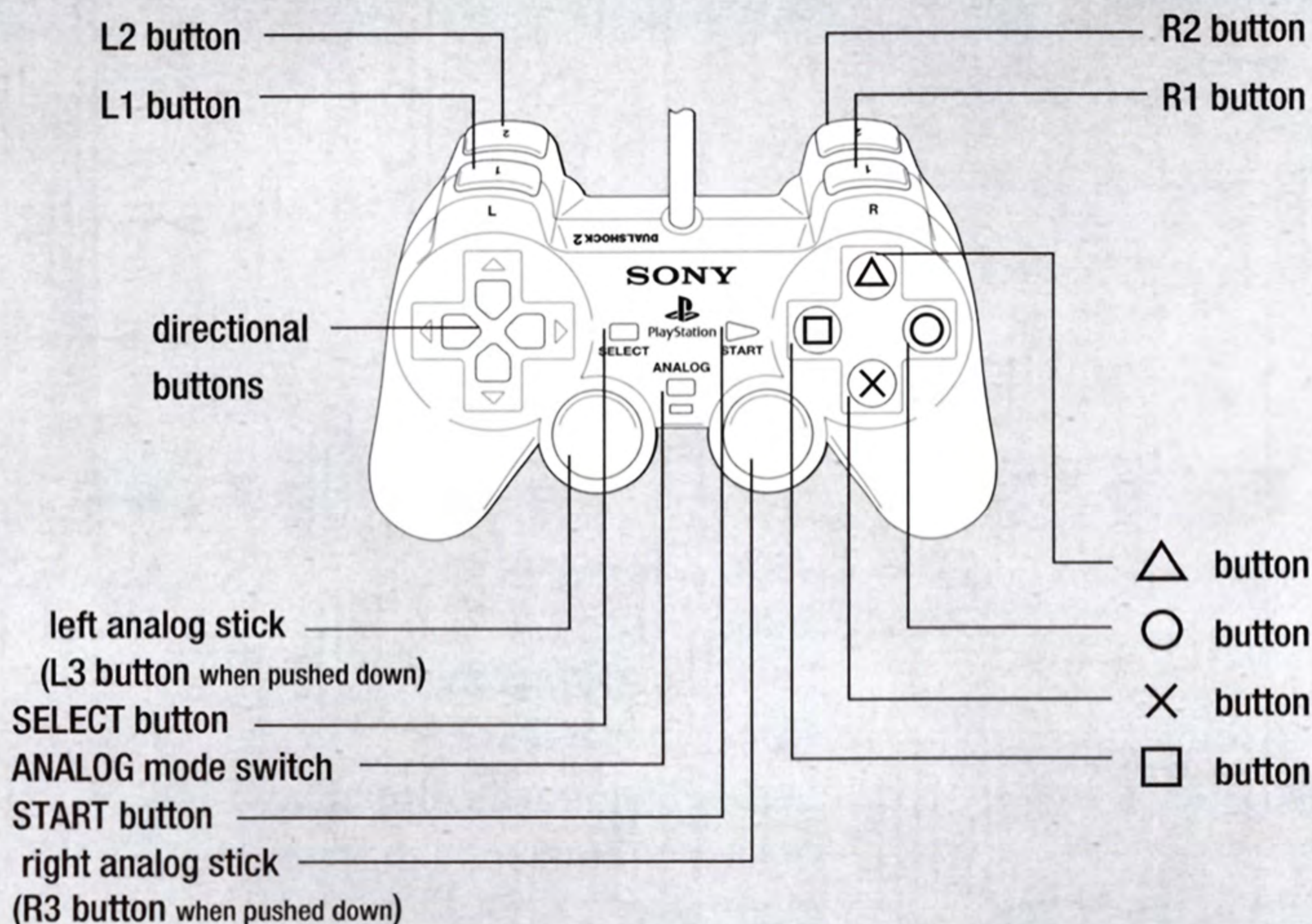
■ MEMORY CARD (8MB)(for PlayStation 2)

The MEMORY CARD (8MB) (for PlayStation 2) is used to save and load files. Any file saved to the MEMORY CARD (8MB) (for PlayStation 2) can be deleted at any time after the initial save. Before starting an NCAA Final Four 2004 game, you have the option to load a saved file, such as a season and all season data from your MEMORY CARD (8MB) (for PlayStation 2). Any previously saved file can be loaded.

To save, load, or delete a file, you must do so from the MEMORY CARD option of the Main Menu. Before altering your MEMORY CARD (8MB) (for PlayStation 2) files, view the contents of them by pressing ◀ / ▶ to toggle between slots 1 and 2.

GETTING STARTED

■ DUALSHOCK®2 ANALOG CONTROLLER



■ Saving a Game File

- Press **↑** / **↓** to select the Save Game option, then press **×**.
- Spell out a name for your file by pressing **←** / **→** to select a letter, then press **×** to accept it. A name can be up to six letters in length. To delete letters, press **□**.
- Press **○** to end the naming process.
- When prompted, press **□** to save the file. If the same file name already exists on your MEMORY CARD (8MB) (for PlayStation 2), you can overwrite it by pressing **×**.

NOTE: To save records, select the Save Records option, then press **×**. Confirm the save by pressing **□**. If records already exist, you can update them by pressing **×**.



■ Loading and Deleting Files

- From any load menu option, press **×** to show all files on your MEMORY CARD (8MB) (for PlayStation 2).
- Press **↑** / **↓** to select a file to load or delete, then press **×**. To delete a file, you must confirm your delete by pressing **□**. To cancel a delete, press **△**.

GAME CONTROLS

Left Analog Stick

Use the Left Analog Stick to control any aspect of the game where you would use ← / → / ↑ / ↓.

Offense

⊗	Pass
⊙	Shoot
⊙ + ⊗	Pass out of shot
⊙ (Tap)	Pump fake
△	Backstep (stationary) / Spin (moving)
□	Crossover (stationary) / Separation (moving)
△	Jump / Rebound
R1	Turbo / Sprint
R2	Post backdown / Protect ball
Left Analog Stick	Player movement
Right Analog Stick	Separation moves (dribbling) / Ball movement (picked up dribble)
R2 + Right Analog Stick	Post fakes
L1	Stationary fakes
L3 (Hold) + ⊗, ⊙, △, □, or R1	Call for a pick
L2	Initiate Icon Passing (see page 9)

Learning the Advanced Features

Improve your play and chances of winning by using the advanced game features

■ Dribbling and Ball Fakes

With NCAA Final Four 2004's new advanced dribbling and ball fake features, you'll be able to break down the defense with a number of specialized moves. Learn how to perform a combination of fakes, spins, and dribbles to break away from defenders for open shots or drives to the basket. These moves are performed with the right analog stick, the left analog stick, or a combination of both.

Each move you make will get a response from the defender. When a defender "bites" on a fake, a quick move by your player can lead to an open shot or a clear path to the basket. For example, if you step back in a stationary dribble using the right analog stick, your defender may react by briefly moving in.

When he does, use the left analog stick to shake the defender and create a shot. You can also continue to use the right analog stick to perform additional moves while dribbling.

GAME CONTROLS

- L1 + L2**Initiate Icon Cutting (see page 10)
- L1 + L2**, then **L2** +
X, **O**, **△**, **□**, or **R1**Alley-oop
- ← / → / ↑ / ↓**Offensive strategy display (see page 11)
- START**Pause game

Defense

- X**Switch defender
- O**Auto defend
-Steal
- △**Jump / Block shot / Rebound
- R1**Turbo / Sprint
- R2**Defensive stance
- L1**Intentional foul / Push
- L2**Initiate Icon Switching (see page 10)
- R1 + R2 + L1 + L2**Taunt
- R3**Take a charge
- Left Analog Stick**Player movement
- Right Analog Stick**Shuffle to take charge
- ← / → / ↑ / ↓**Defensive strategy play calls (see page 11)
- START**Pause game

Defenders will still be able to anticipate offensive moves and attempt to steal the ball or block the path to the basket. But, it is much easier to make a shot if your player makes a move before shooting the ball.

■ Moving and Stationary Dribbling

There are many different moves that can be performed while dribbling the ball in a walk, jog, run, or sprint. You can perform a ball-side separation, crossover dribble separation, fancy dribble, spin, hesitation, and much more. While on the move, players can break out of these dribbles to pass or shoot the ball.

If you're in a stationary dribble, you can



perform a jab-step fake, crossover hesitation fake, forward fake, step back, or spin. The left analog stick controls the direction of movement while the right analog stick triggers the special dribbles.

GAME CONTROLS

■ Ball Fakes

Ball fakes are moves that can be performed when your player has picked up his dribble or just received a pass. The right analog stick is used to perform these fakes and ball movements while the left analog stick enables you to break out of the stationary position and into a dribble. In a stationary position, fake a defender by moving the ball overhead, low in front, to the side, behind the back, or from low to overhead in a circular motion.

While you make these moves, you can tap **○** to fake a shot or press **L1** to fake a pass. After you get a reaction from the defender, you can perform other advanced moves to make a break for the basket, shoot the ball, or pass to a teammate.



■ Posting Up

Post moves can be used around the basket to position the offensive player for an easy shot. By backing down a player in the paint, you can take advantage of smaller defenders and use an offensive player's inside game ability to score some easy points. Teams with a low-post threat are more likely to open up the shooting game and create shots for other shooters.

Using Fakes on Post Moves

Use fakes before your post moves to throw off defenders. You'll have a better chance of evading them if you fake before making a move. For instance, while backing down, use the right analog stick to fake left or right before you make a spin move or shoot the ball.

You can perform a go-move on the ball side, combined with a shoulder fake or spin away move. You can also pull back, go left/right or pull up for a fade-away jump shot. These moves can also be used for perimeter backdowns.

To break into a backdown move while you're dribbling, hold **R2**. You can then use specific post moves to get free from your defender. While backing down, use the left analog stick **← / →** to specify the direction for the post player to go when he makes his post move.

“Use backdown moves from anywhere on the court to work towards the basket for a shot.”

To spin, drop step, or make another type of move, release **R2**. You can then shoot or cut to the basket for a dunk by pressing **○**. When your player shoots while backing down, the left analog stick position will enable you to shoot fade-away jumpers and spin while in the act of shooting. For example, if the left analog stick is back on the shot, your player will shoot a fade-away.

GAME CONTROLS

■ Perimeter Backdown

Perimeter Backdown moves allow you to backdown a defender from out on the perimeter. These moves are very useful during “isolation” plays and will help your player get off a good shot. Just like the post backdown, press **R2** to put your ball-handler into a perimeter backdown dribble. Whether your player goes into a post or perimeter backdown will depend on how far he is from the basket. Use the left analog stick to direct your player movement and the right analog stick to perform fakes.



■ Shooting

You can't win the game without making shots. With all of the dribbling moves and ball fakes, you can create just about any shot you want, however what shooting really comes down to is timing and range. You'll have to learn when to release a shot and the best location on the court from which to shoot. You also have to know your players' skill levels and shooting range to put them in the best positions to score.

To shoot the ball, press and hold **○** to begin the shot. When your player elevates, release **○** to shoot. Releasing the ball at the peak is ideal, releasing too early or late will result in a loss of accuracy. To learn how to

shoot more effectively, use the Practice Mode to get your players into the gym and work on their shooting.

■ Free Throw Shooting

Free throws can be the difference between winning and losing. Each player has his own ability, but you can help him out by learning how to use the shot meter. When at the free throw line, press and hold **○** to activate the shot meter. Release **○** when the ball fits perfectly into the circular portion at the top of the meter.

Releasing **○** at any other location of the meter will result in a less accurate shot. You have 10 seconds to shoot the free throw before getting called for a violation. While at the stripe, press **L1**, **L2** or **R2** to dribble at the line, spin the ball, or stretch and raise the ball over your head.



■ Passing / Icon Passing

Ball movement can free your players for open shots and create mismatches for them to exploit. Press **×** to pass the ball or use Directional Passing by holding **L2** + right analog stick.

To take complete control of the passing game, use the Icon Passing system to find the open man.

GAME CONTROLS

To use Icon Passing, press and hold **L2** to bring up the passing icons. Passing icons are controller button symbols that correspond to each of your players. They enable you to make better passing decisions on the court by creating a more visible target. They also enable you to find specific players, allowing you to get the ball in the hands of your best players. Each icon that corresponds to the buttons on your controller will appear above your teammates. Once the passing icons are shown, press **X**, **○**, **△**, **□**, or **R1** to pass the ball.

“Icon Passing enables you to easily get the ball to your star players.”



■ Rebounding the Ball

Like any other aspect of the game, rebounding can have an impact on its outcome. Getting position underneath the basket will enable you to get control of the boards and rebound the ball. By learning how to box out opponents, you'll be in better position to grab boards. On a shot, press **X** to control the closest man to the basket. Box out by getting between the basket and your opponents.

Once you have position, rebound the ball by pressing **△**. If you can get your player near the ball, he'll have a chance to get the board. If you grab a rebound close to the basket, press **○** to take a quick shot, tip the ball in or slam-dunk.

■ Defensive Icon Switching

On defense, use Icon Switching to take control of a different defender. Press and hold **L2** to bring up the switching icons. Each icon that corresponds to the buttons on your controller appears above your players. Once the switching icons are shown, press **X**, **○**, **△**, **□**, or **R1** to take control of a different defender.

■ Icon Cutting

Use Icon Cutting to force a teammate to cut to the basket for a pass and easy basket. Cutting will not only give you another scoring option but can be used to clear out a defender. To control which teammate cuts to the basket, hold **L1** + **L2** to bring up the cutting icons. Once the cutting icons are up, press **X**, **○**, **△**, **□**, or **R1** to send a teammate to the basket. Press **L2** + the cutter's icon to pass him ball. If your player is near the basket, your pass can result in an alley-oop.



GAME CONTROLS

■ Play Calling

With both offense and defense, you can take more control of the game by calling plays on the fly. On offense, you have the choice of four different play calls. When you have the ball, press ← / → / ↑ / ↓ to activate the play calling screen.

Offensive Play Calling

- ↓Low Post
- ←Spread
- ↑High Post
-Isolation

The “Low Post” is a play that creates a shot for your center down low in the paint. The “Spread” clears your players out of the key to the three-point line, giving your point guard room to make a move toward the basket. The “High Post” lets your center operate near the free throw line. An “Isolation” takes advantage of a particular player’s talents by isolating him in a one-on-one situation. The rest of your players and their defenders clear out to one side of the court.

On defense, you can make nine defensive calls on the fly by pressing any of the directional pad buttons. These options can be turned on and off during play by repeatedly pressing the directional pad. When calling a

Defensive Play Calling

- ↓Defensive Style
- ←Double Team
- ↑Pressure Defense
-Intentional Foul

defensive style, continuously press ↓ to cycle through all of your plays.

“Calling plays on the fly gives you more control of the game by running your system.”

“Man to Man” forces each player to defend a man. “Box & 1” and “Triangle & 2” are a combination of zone and man-to-man defenses. The “Box & 1” uses four defenders positioned at the four corners of the paint and one man-to-man defender guarding the ball handler while protecting the three-point line. 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”, and “2-3” are zone defenses. 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, three men spread across the middle, and one man close to the basket. The concept is the same for the “2-1-2” and “2-3”.

■ Player Identification Icons

Player Identification Icons appear during the game below the players. These icons represent superstar talents.



star player



player with ball



great shooter



fast player

Online Action!

"Take your game online to increase the competition."



Make a Move to Online Gaming

NCAA Final Four Online opens the door to improved competition

■ NCAA Final Four Online

Take your college basketball experience to the next level with NCAA Final Four Online! Online, you have a number of exciting game options to choose from, including game challenges and hosting private tournaments with your friends. You can even send out emails to coordinate start times for games. To go online, select ONLINE from the Main Menu and press **X**.

If you do not have your network configuration file saved to a memory card (8MB) (for PlayStation®2), you can create one by running the Network Adaptor Start-Up Disc.

NOTE: You must agree to the terms of the User Agreement in order to connect to NCAA Final Four Online.

■ Creating an Account

To play NCAA Final Four 2004 online, you'll need to create an account and choose a unique screen name and password. Each time you use the online function, login using the same screen name and password. This account will be accessible only to you and can be used for any of the 989 Sports games, including NFL GameDay™ 2004,

NCAA® GameBreaker® 2004, and NBA ShootOut 2004.

In the Online Welcome Lobby, you can navigate your way through the entire online



process. It allows you to create games, post messages, join tournaments, check out leaderboards, and much more. This screen also shows your user profile, which lists your online information such as User Name, Rank, Affiliation (a team such as Kansas), and User Statistics (e.g., records).

Included in the user profile is the 989 Rank. It keeps track of your combined rankings for all 989 Sports Online titles. Rankings from GameDay, GameBreaker, ShootOut, and Final Four are combined to show where you rank among all 989 Sports Online gamers.

■ Game Rooms

Game Rooms are where you can hunt down and find the perfect matchup for your skill level or create games to attract opponents. You can also view all online players within your selected Game Room.

■ Selecting a Game Room

Whether creating a game or accepting a challenge, the Game Room option allows you to select from a group of games that match your skill level. You can select a new Game Room from anywhere in the Game Room as long as your rank allows you. Your rank is determined by the points you earn playing games. To join a Game Room, press ← / → / ↑ / ↓ to highlight a Game Room, then press ⊗.

“Points earned during competition will determine the Game Room level you can enter.”

There are a number of Game Rooms including Freshmen, Sophomore, Junior, and Senior. Game Rooms such as Dial-up and Broadband are places for gamers using dial-up or broadband connections to play online. Connection speeds may be different and gamers using a broadband connection may want to stick with playing those using the same connection speeds.



- **The Chat Area / Selecting a Game**
The Chat Area is where available games in

that particular lobby are listed. While looking for a game, you can read through all of the real-time chatting between potential opponents. Join in on some trash talking or search for information on possible opponents. Anyone online within the same Game Room as you will be able to view your chat messages and participate. To post a chat, from the chat screen, highlight the bottom chat bar or use a USB keyboard. Type in a message and enter it. Your message will be displayed in the chat window.



To select an opponent for a game, highlight a name from the list of players in the Game Room and press ⊗. You can set the game options, view your opponent's statistics, and start your game.

■ Creating Games

When you create a game, anyone in the Game Room can play in it. If you want to create a game for just you and a friend, before creating the game, use the Mailbox option to send him a private message with the game details. Your friend can then meet you online to join the game.

■ Quitting Games

After accepting challenges or joining games, you must finish the entire contest, or be penalized with a reduction of points previously earned from other games. Losing points will prevent you from entering higher skill level Game Rooms.

■ **Leaderboards**

Real-time leaderboards show where you rank among all other online gamers. Check out leaderboards including Overall, Weekly, Monthly, and Affiliation. Each user ranking will be listed by point total and provide details of team statistics. Affiliation Leaderboards shows all user stats with the same team affiliations.

	NAME	PTS	989	W	L	STRK	DISC	DSCO
1	(H) a2	3570	3570	0	0	0	6	0
2	(H) E	3495	3495	100	100	50	51	3
3	(V) z1	650	650	0	0	0	6	3
4	(R) 187	62	62	5	0	5	3	2
5	(R) Vinnie	58	58	1	0	1	8	17
6	(R) y	48	48	4	0	4	3	2
7	(R) gt	47	47	3	1	-1	1	2
8	(R) Zebskell	45	45	3	1	-1	1	2
9	(R) AVshoote	35	35	3	0	3	3	2
10	(R) go	32	32	2	0	2	0	1
	(R) dep	0	0	0	0	0	0	0

■ **Tournaments**

Create an online tournament or join others that have already been created. You can even create private tournaments, using password protection, to control who can join. When you create an online tournament, set the number of teams, the date that it starts, and a sign-up period in which to join. Once your tournament is created, users can go to the "VIEW OR JOIN A TOURNAMENT" option to join.

"Tournament action can bring out the best in a gamer, especially when it's online."

Each tournament shows its status, registration details, and start dates. To sign up for a tournament, select a tournament menu and press ⊗. A list of all available tournaments for that category will be listed. Press ↑ / ↓ to highlight a tournament, then press ⊗ to



view its information. If you'd like to join this tournament, press ← / → to select the "SIGN UP" option, then press ⊗. Once you enter your team information, you're ready to go.

■ **Privatizing Your Tournaments**

To privatize your tournament, making them by invitation only, you must enter a password as the key into the tournament. From the setup screen, after naming your tournament, enter a unique password. Invite gamers to join by giving them the password and other important details using the Mail option on the Welcome screen. See *Mail/Feedback* on page 15 for more information.

Joining a Private Tournament

The only way to join a private tournament is to know the tournament creator's password. To get the password, contact the creator using the Mail option or send a message.

■ **Message Boards**

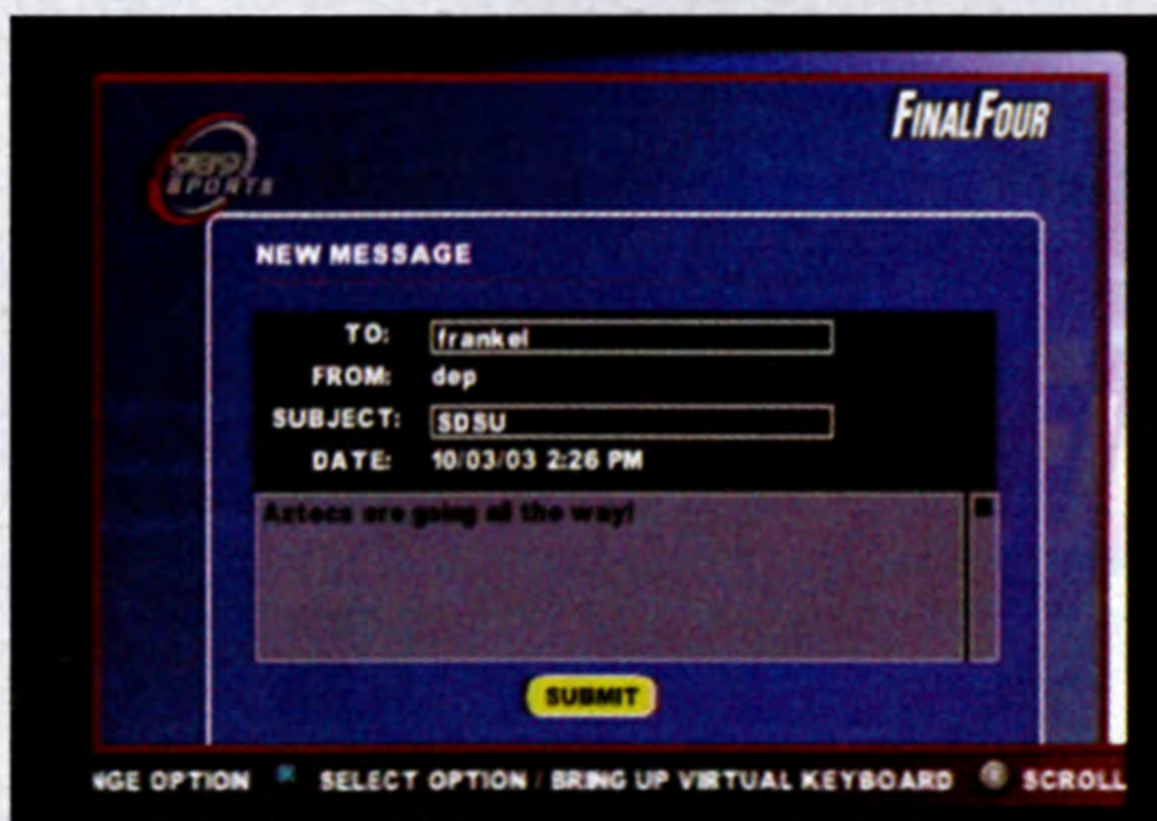
Message Boards are set up to provide a place for gamers to discuss college basketball and any other topic of interest. NCAA Final Four 2004 has created multiple message board categories for you to choose

from, so feel free to join in on as many as you'd like. Enter the General Message board to create new topics and put your thoughts online. By participating on the message boards, you can see what's on the minds of other gamers.

“Using Message Boards, you can hold a discussion online about any topic, including college basketball.”

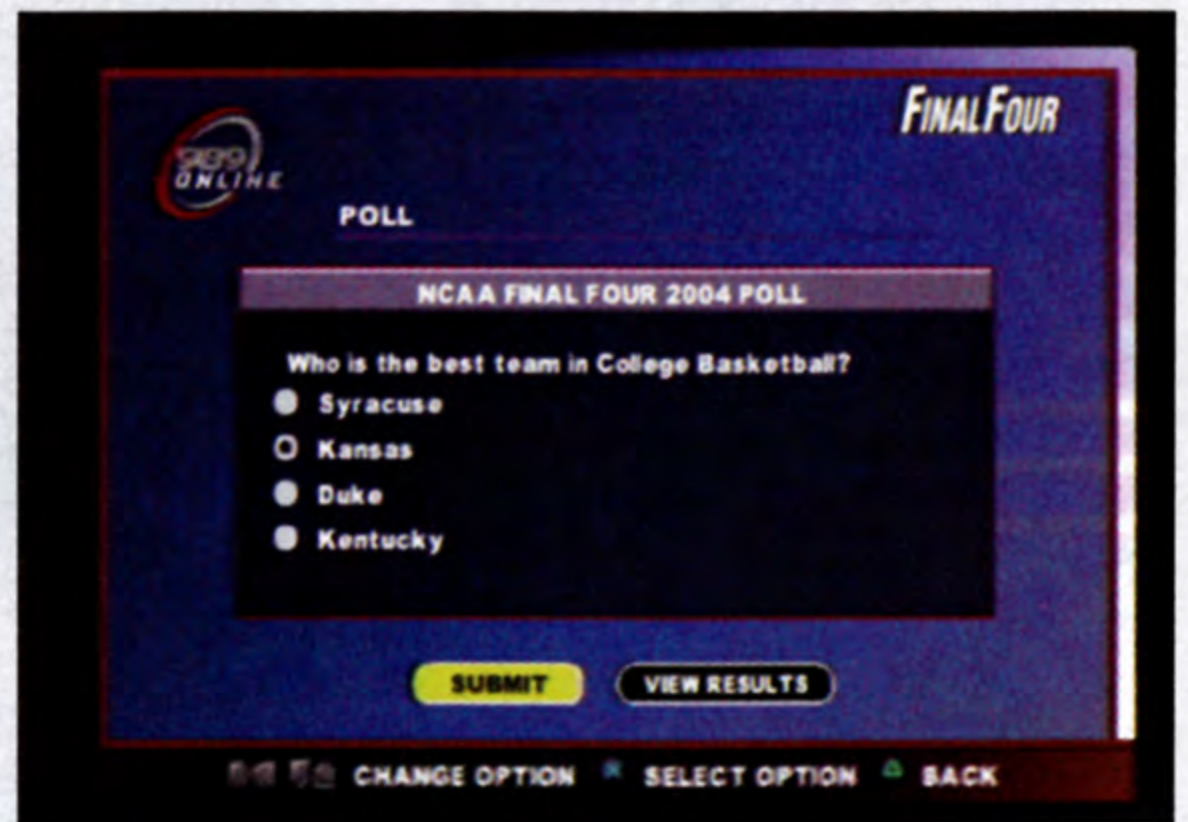
■ Mail / Feedback

The Mailbox allows you to send private email messages to any online gamer, as long as you have their user name(s). Sending email is a perfect way to contact your friends about game start times or to just talk college basketball. You can also use email to join private tournaments by contacting the tournament's creator and trying to obtain the tournament's password.



■ Polls / Survey

Fill out the latest polls and surveys to give opinions on a number of game issues. Polls and surveys are constantly updated, so check back often to fill them out and view the latest results.



■ News / Promos

Check here for exciting news, reports, and updates from 989 Sports including updated game information, events, sweepstakes, and happenings.

■ Edit Profile

At any time, you can change the profile of your account.

“Use the Mailbox option to contact any online gamer. All you need is a user name.”

989sportsonline.com

You can access the NCAA Final Four Online lobby from your computer. Log on to 989sportsonline.com from the web and check out the leaderboards, view tournament brackets, participate in message boards, and even send and receive user mail.

Bring It On!

“Do you have what it takes to get to the Final Four?”



Exhibitions and Seasons

Satisfy your competitive thirst by playing in any of Final Four's many game modes

■ Quick Start

If you want to jump right into the game action and avoid the pregame setup, select Quick Start. The CPU randomly selects two teams for the matchup. All you need to do is choose sides. If you decide to make some changes to the game format once it begins, press **START** to bring up the Pause Menu and select any of the game options.

“Skip the pregame setup and play with teams randomly chosen by the CPU.”

■ Exhibition

Exhibition games are one game formats involving any two teams from Division I-A. Playing in exhibition games is a good opportunity to play a team that isn't normally on your schedule or to setup a classic matchup of two college powerhouses.

■ Season

A season is a multiple game format that can include a conference tournament and an invitation to the NCAA Tournament! During a season, be sure to keep track of the standings, team and player stats, and updated polls from the Season Menu.

Team	Record	Points
1. Kansas	24 - 1	1895
2. Oklahoma	23 - 2	1341
3. Duke	22 - 3	1016
4. Arizona	21 - 4	804
5. Maryland	23 - 3	657
6. Kentucky	21 - 3	549
7. Syracuse	24 - 0	467
8. Pittsburgh	22 - 3	403
9. Michigan State	23 - 3	352
10. Xavier	24 - 2	310
11. Texas	21 - 5	275
12. Alabama	20 - 5	245

Seasons can be loaded from your MEMORY CARD (8MB) (for PlayStation 2), so if you want to continue a season that you've previously saved, load it before selecting your game. Once a season is loaded, you can select the Continue option from the Select Game Menu to continue your season.

■ Create Player

When you select your team for Season or Tournament modes, you'll have the option of creating players. If you choose to create players, you'll be able to alter the attributes and edit the name of any player on your team's roster. This feature comes in handy if you want to increase the abilities of your superstar players or even build a stronger bench by improving the skills of your bench players. You can even create yourself with your own name and physical attributes.



When creating a player, you can increase or decrease his skill levels. When you begin, other than the points associated with each attribute, you'll get additional points to improve your player. Anytime you decrease a skill level, you'll accumulate even more points to increase other areas. As you increase your player's skill levels, his overall skill level will also improve. Get the most out of your available points and create a player that has the skills to make a difference on the court.

- Press **↑** / **↓** to highlight a player, then press **□**. Starting players are marked with a position abbreviation by their number (e.g., PG).
- To edit a player's name, press **⊙** to activate the virtual keyboard. When finished, select DONE and press **⊗** to continue.
- Press **↑** / **↓** to select an attribute or ability, then press **←** / **→** to edit it. Player abilities can only go as low as 40 and as high as 99.

- Press **⊗** to create your player and return to the current roster screen.
- When you're finished, press **⊗** to continue. When prompted, press **⊗** again to confirm your player changes.

■ Season Schedule

Use the Season Schedule to play any game listed on the schedule. Note that if you play or simulate a game further down the schedule, all games prior to it will be simulated. If there are games on the schedule that you don't want to play but you still want to continue the season, simulate them to keep moving toward the postseason.

*"To simulate a game, select a game date on the schedule, then press **⊙**. All games in the NCAA played up to that date, will be simulated."*

From the season schedule, press **↑** / **↓** to choose a game, then press **⊗** to continue. When a season is complete, continue to the conference tournament by pressing **⊗** from the Schedule screen. To play a game within the tournament, press **⊗**. If your team doesn't compete in a conference tournament, you'll enter the NCAA Tournament bracket. See *New Tournament* on page 19 for more information.



■ **Bubble Watch**

During the course of the season, your goal is to win enough games to make it into the NCAA Tournament. You don't want to be a team with an average record hoping to make it in. If you happen to be such a team, you may find yourself "on the bubble" near the end of the season.

*"Avoid the Bubble
Watch list by winning enough
games to automatically make
the tournament."*

A team "on the bubble" has enough wins to make the NCAA Tournament, but not enough to warrant an automatic selection. After February 1st, use the Bubble Watch option to see which teams are "on the bubble" and have to pick up their play over the remainder of the season. The top 20 bubble teams will be listed and the NCAA selection committee will determine which of these teams deserves an invitation to the NCAA Tournament.



■ **Practice Schedule**

The Practice Schedule allows you to schedule practice sessions for your team. Help your players by giving them time to work on fundamentals as well as increase strength and conditioning. Depending on the scheduled opponent, your time spent in practice will vary. If you're playing a team that runs a

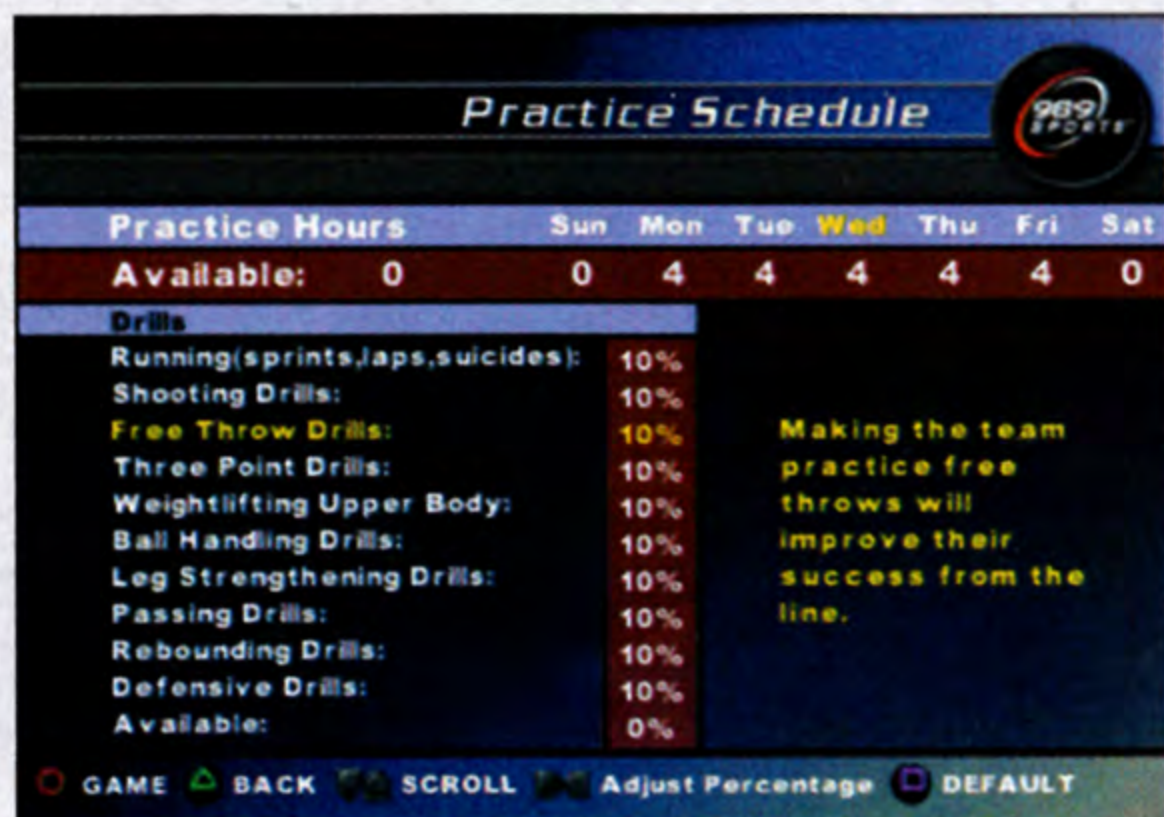
Team Practice

Use your practice schedule to make the necessary changes to the amount of hours per day your team practices and the percentage of time it spends on each drill (e.g., Passing Drills: 10%). When you've completed the scheduling of your practices, press **⊙** to move to the schedule and play the next game.

fast-break offense, you may want to spend more time conditioning. If your team needs to work on its fundamentals, you may want to schedule extra free throw shooting and passing drills.

From the Practice Schedule:

- Press **← / →** from "Practice Hours", to select a day of the week.
- Press **⊗** to change the hours of practice for that day. You can only practice for a maximum of 4 hours per session. To add practice hours to Saturday or Sunday, decrease the number of practice hours on one or more weekdays.
- Press **↑ / ↓** to select a team drill.
- Press **← / →** to change its percentage setting. To increase the time spent on a drill, you'll have to decrease the time spent in other areas.



Tournament Fever!

*"Going to the
Big Dance!"*



New Tournaments and Practices

Play in a tournament or practice your shooting and play calling

■ New Tournament

Playing a New Tournament is the equivalent of playing in the NCAA Tournament and consists of the top 64 teams in the country. The tournament is made up of four regions with 16 teams in each. From the Tournament screen, you can navigate your way through the tournament brackets to view all of the current matchups. Press to select the tournament map, then press / / / to move through each bracket. You can only play the game that your team is bracketed in, but you can simulate any round (all games in the round) of the tournament by pressing .

■ Practice

Practice takes you into the gym where you can work on team and player fundamentals. Set up a shoot around where you can get the timing down on your shot and get a feel for your player's shooting abilities. You can also work on free throws and practice running offensive plays. See *Learning The Advanced Features* on page 6 for more information on Practice options.

■ Ball Magnet

With Ball Magnet set to ON, after a player shoots the ball, he will automatically get his own rebound. Set to OFF, you must control your player to pick up the ball.



■ 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 16 for more information on setting up a game.

It's Your Team Now!

"Can you handle the pressure?"



Build a Dynasty or Start a Career

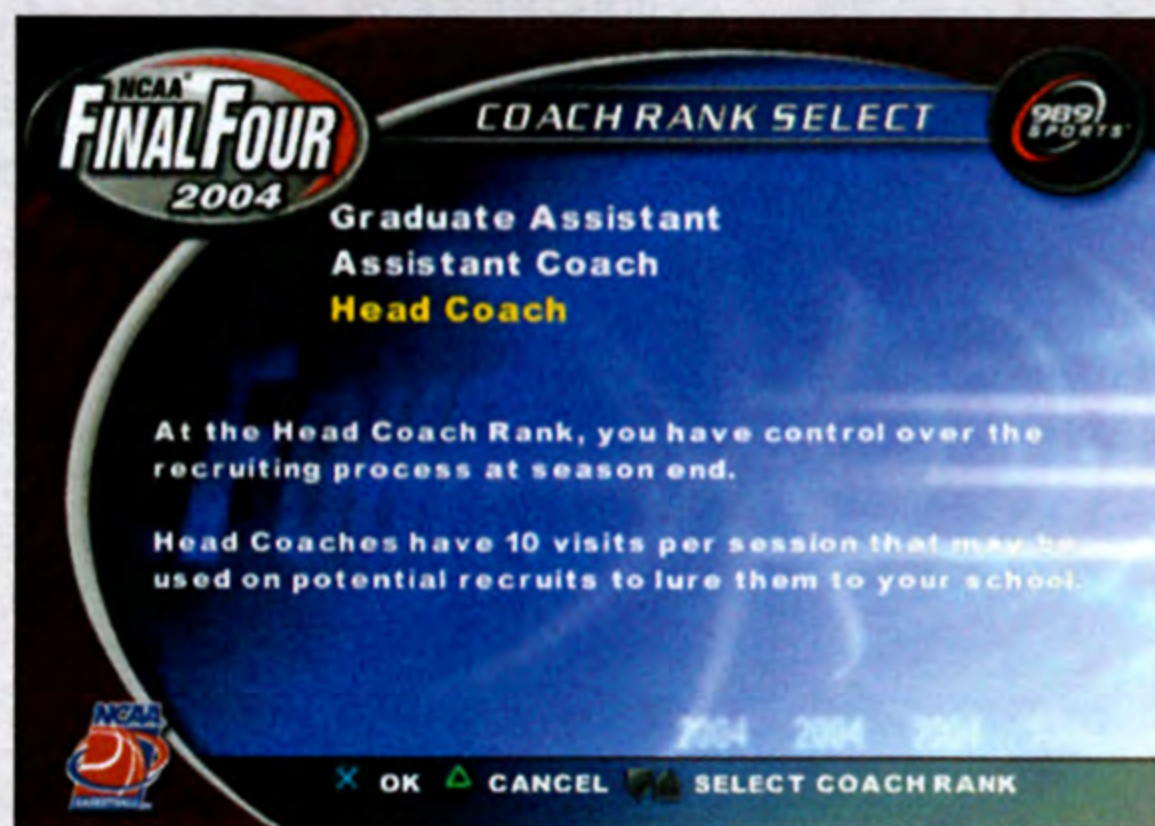
With roster cuts and recruiting, your job is to build a solid program

■ New Dynasty

A New Dynasty is a multi-season game format. As a coach, you'll have the opportunity to take any team in Division I-A and build an elite program. At the end of each season you'll be recruiting high school players from around the country, hoping they attend your school in the fall. The object is for you to make improvements to the team each year so that your school will win more games. The success of your team will determine the quality of freshman that play at your school. Note that all roster cuts and recruiting take place at the end of a season.

"Create a New Dynasty to build a team over multiple seasons."

you'll have control over the entire recruiting process. Assistant Coaches have five visits per session to be used in an attempt to lure potential recruits to their school. As a Head Coach, your recruiting duties are much like that of an Assistant Coach except that you'll have 10 visits per recruiting session.



■ Coach Rank

Your New Dynasty begins with the selection of your coaching rank. The differences between the coaching levels are defined only by their recruiting responsibilities. As a Graduate Assistant, player recruiting is done automatically by the CPU. As an Assistant Coach,

■ Recruiting and Roster Cuts

If you've played a New Dynasty season as an Assistant Coach or a Head Coach, you'll start the next season by cutting players from your roster and traveling around the country in search of new recruits. To start the next season and begin the recruiting phase of your dynasty,

select "Continue" from the New Dynasty Menu. Before you begin recruiting, you'll get detailed information on the players that left early for the pros and those that have graduated.

Recruiting List							
RECRUITING SESSION: 1							
Maryland							
Pos	National Ranking	Overall	Name	Ht	Wt	Interest	Visited /Visits
PG	12	91	H.Boyer	6'5"	214	46	N/0
PG	13	91	P.Groves	6'5"	209	46	N/0
PG	20	90	W.Cash	5'9"	173	48	N/0
SG	21	90	G.Groves	6'4"	191	48	N/0
C	22	90	V.Joiner	7'0"	265	48	N/0
C	36	89	K.Barnhart	6'11"	254	50	N/0
PG	37	89	Y.Thayer	5'10"	179	50	N/0

Needs: C

BACK SORT PLAYER BIO END SESSION SELECT

This will help you in determining how many recruits you'll need to target to fill the holes on your roster. Press **X** to continue to the Roster Cut screen. This is your chance to remove players from your roster and make room for incoming freshman. From this screen, press **↑ / ↓** to highlight a player to cut, then press **□**. Press **X** to make the cut and begin recruiting. Remember that the number of recruiting visits you'll be making is dependent upon the coaching level you choose.

Your recruiting options include selecting a region of the country to visit, recruiting from the nation's top 100 players, and recruiting nationally by position (e.g., recruiting for point guards). To start recruiting, press **↑ / ↓ / ← / →** to select a region or recruiting category, then press **X**.

■ Recruiting States

The Recruiting States screen allows you to choose a state to recruit from within the selected region. Press **↑ / ↓** to select a state, then press **X** to make a visit.

■ Recruiting List

From the Recruiting List, you'll be selecting players for recruiting visits. It also provides important information about each recruit, such as his interest level in your school. There are a

total of four recruiting sessions. To improve your chances of successfully recruiting a player, visit the player during each session. You aren't required to use all of your allowed visits and you can end your recruiting sessions at any time. To recruit a player, press **↑ / ↓** to highlight a recruit, then press **X** to view his physical attributes, the schools that he's interested in attending, his style of play (e.g., team player), and his high school stats.

*"During the recruiting process, you can press **○** to create a player."*

If you'd like to spend a visit on this recruit, press **X**. You're only setting up a visit, not actually recruiting. You can cancel a visit by pressing **○**. Recruiting takes place when all of your sessions have ended. The total number of visits allowed in each session will be shown at the top of the screen and will reduce in number as you make your visits. Press **△** to return to the Recruiting List screen to finish recruiting. Your recruiting is not limited to a particular state or region. At any time you can go back to the Recruiting States or Recruiting Regions screens to choose different locations.

Player Detail				
MARYLAND				
NAME:				
NUMBER: #14				
POSITION: PF	YEAR: Sophomore			
OVERALL: 78				
HEIGHT: 6'9"				
WEIGHT: 267				
HANDEDNESS: L				
STATS:				
PPG: 0.00	RPG: 0.00	APG: 0.00	BPG: 0.00	SPG: 0.00
ATTRIBUTES:				
Shoot: 53	FT: 89	Range: 80	Clutch: 71	
Speed: 87	Quick: 96	Stam: 67	Stren: 78	
Leap: 98	Steal: 86	Pass: 58	Ball: 99	
Block: 58	OReb: 86	DReb: 73		

BACK EDIT NAME

When you're finished setting up your visits, press **□** to end your session. When all four recruiting sessions are complete, visits will take place and a list of candidates who have selected your school will be shown.

■ **Candidates**

From the Candidates screen you'll be shown the number of spots that need to be filled on your roster, as well as the needs of your team (e.g., center and point guard). Choose as many position candidates as you have open spots. To add recruits to your team, press **↑** / **↓** to select a recruit, then press **⊗** to add him to your roster. When adding recruits, try to meet the needs of your team. Continue to add players until you have filled all of your spots.

Home State	Pos	National Ranking	Overall	Name	Ht	Wt
MD	C	36	89	K.Barnhart	6'11"	254
MD	C	22	90	V.Joiner	7'0"	265
NY	C	342	81	Y.Waller	7'1"	278
NY	C	125	86	V.Posey	6'8"	225
NY	C	415	80	J.Goldman	6'10"	245
MD	SF	523	77	J.Rowe	6'4"	202
MD	SG	276	82	L.Wyatt	6'6"	217

Spots To Fill: 1
Needs:C

⊗ ACCEPT PLAYER ○ SORT ⏏ SELECT

■ **New Career**

New Career is a multi-season format where your goal is to build a successful coaching career. Your career will start at a small school as a Graduate Assistant Coach where you'll have to work hard to win games and attract recruits from around the country. At the end of each season, your team and coaching performance will be evaluated. Ultimately, you'll want the opportunity to be the head coach of an elite university.

At the end of each season, if your coaching stats have improved over the last year's results, you'll receive assistant and head coaching job offers from not only your school but others in Division I-A. Your win/loss record at the end of each season will determine the type of coaching offers you get and the type of schools making the offers. Once you reach an assistant or head coaching level, you'll get the chance to be involved in the recruiting process. With

roster cuts and recruiting, you'll begin to put your mark on a program.

Career Stats

From the Career Menu, you can view the progress of your career from the Coach Menu located in the Stats Menu. Keep track of your career statistics and get updated information on your current season by pressing **⊗**. From this screen, you can edit your coach's name by pressing **⊙**.

■ **Job Openings**

If your team does well, the Job Openings screen will list all of the coaching offers that you've received. View each offer and check out the attributes of each team. One of the new job offers will be from your current school to keep your job. If you stay with your current program, you can build on your successes and try to get even better offers at the end of the next season. Before taking an offer, get an idea of the team's current state.

Once you select an offer, continue your career by starting the next season. You'll immediately begin your career by trimming your roster and trying to fill open spots with new recruits. See *New Dynasty* on page 20 for information on roster cuts and recruiting.

JOB OPENINGS

You have received 25 offers from other schools. You may accept one of the offers or keep your current job at Long Beach State.

Keep your current job
 Assistant Coach position at Akron
 Assistant Coach position at Arkansas
 Assistant Coach position at Austin Peay
 Assistant Coach position at Buffalo

Team: Arkansas
 overall:58 shooting:58
 wins:4 stealing:57
 losses:23 rebounding:63
 height:6'5"

⊗ OK ⏏ SELECT

Game Time!

“Set up the game to match your playing style.”



Customize the Game

Pregame and Pause Menu Options enable you to shape your game

■ Pregame Menu

Before each game starts, you'll have the opportunity to customize your game format from the Pregame Menu. Below are some of the more important options available to you.

■ Lineup

If you don't like the matchups on the court, change your starting lineup before the game. By creating mismatches with lineup changes, you can add new wrinkles to your game plan. Put out a defensive unit to shut down a high-powered offense or put in a three-guard offense to get an extra shooter on the floor. Whatever the lineup or game

plan, you can adjust it by deciding who starts each game.

“Starters can be changed to get the right players on the court.”

Editing the starting lineups is not limited to your team. From the Lineup screen, you can change the makeup of both teams' starters:

- From the “TEAM” label, press ← / → to choose a team.
- Press ↓ to activate the Line Up grid.
- Press ↑ / ↓ to select a starter to send to the bench or a bench player to add to the starting lineup.
- Press □ to select a player, locking him in for a player switch. You can press ○ to view any player's stats before making a change.
- Press ↑ / ↓ to select another player, then press □ to make the lineup change.

■ Offense

Setting your offense for the game will help you control your offensive play calling while on the floor. By selecting a play set, you'll be setting the foundation of your play

LINE UP							
TEAM: UCLA							
	Num	Name	Pos	Ht	Wt	Year	Over
PG	2		PG	6'3"	188	SR	86
SG	34		SG	6'6"	216	SO	69
SF	25		SF	6'8"	236	SO	82
PF	22	G.Jarrett	PF	6'5"	223	FR	89
C	15		C	6'11"	215	JR	88
Bench							
	Num	Name	Pos	Ht	Wt	Year	Over
	7	10	PG	6'1"	177	SR	88
	8	4	L.Oakley	PG	5'11"	FR	83

OK Cancel Stats Team Select

calls and the location of your players on the court for each play. For example, if you select the “Spread” set, your team will set up each possession with your players spread out on the perimeter of the court. Each set has the same four plays: low post, spread, high post, and isolation.



The set you choose will be your default play set from which you'll call your plays. Each play has a controller icon associated with it. During the game, press ← / → / ↑ / ↓ to activate the play calling screen. Call a play by using the directional pad. See *Play Calling* on page 11 for more information.

■ Defense

Configuring your defense for the game is a good way to help shut down your opponent's offense. If you know the style of offense your opponent runs, you can select a defensive style that can match up to it. There are four defensive options that you can set: defensive style, pressure defense, intentional foul, and double team. If you use a pressure

On-the-Fly Play Calling

During the game you can control what happens on the court by using on-the-fly play calling. On both offense and defense you can run the plays that you've previously set up.

defense, you'll also be setting the amount of pressure to apply.

During the game, you can make defensive play call changes on the fly by pressing ↓ to cycle through your available plays to make a call. See *Play Calling* on page 11 for more information.

■ Controller Configuration

From the Controller screen where you select your team for the game, you can change your controllers default control configuration. Notice that each button controls an offensive and defensive action. If you change one, the other will also change. For example, if you change the shoot button from Ⓞ to ⊗, it will also change the defensive switch button. From this screen, you can also set your controller's vibration option. Vibration enables you to feel the game's on-court sensations.



To change your controller's configuration, press ↑ / ↓ to select a game action, then press ← / → to choose a different control button. If you want to return to the default controller configuration, press □. To turn the Vibration option ON/OFF, press Ⓞ.

■ Game Options

By changing the game options, you can customize your game to suit your playing needs. You can set shorter halves, turn off foul calls, etc. Most options can still be changed once the game starts from the

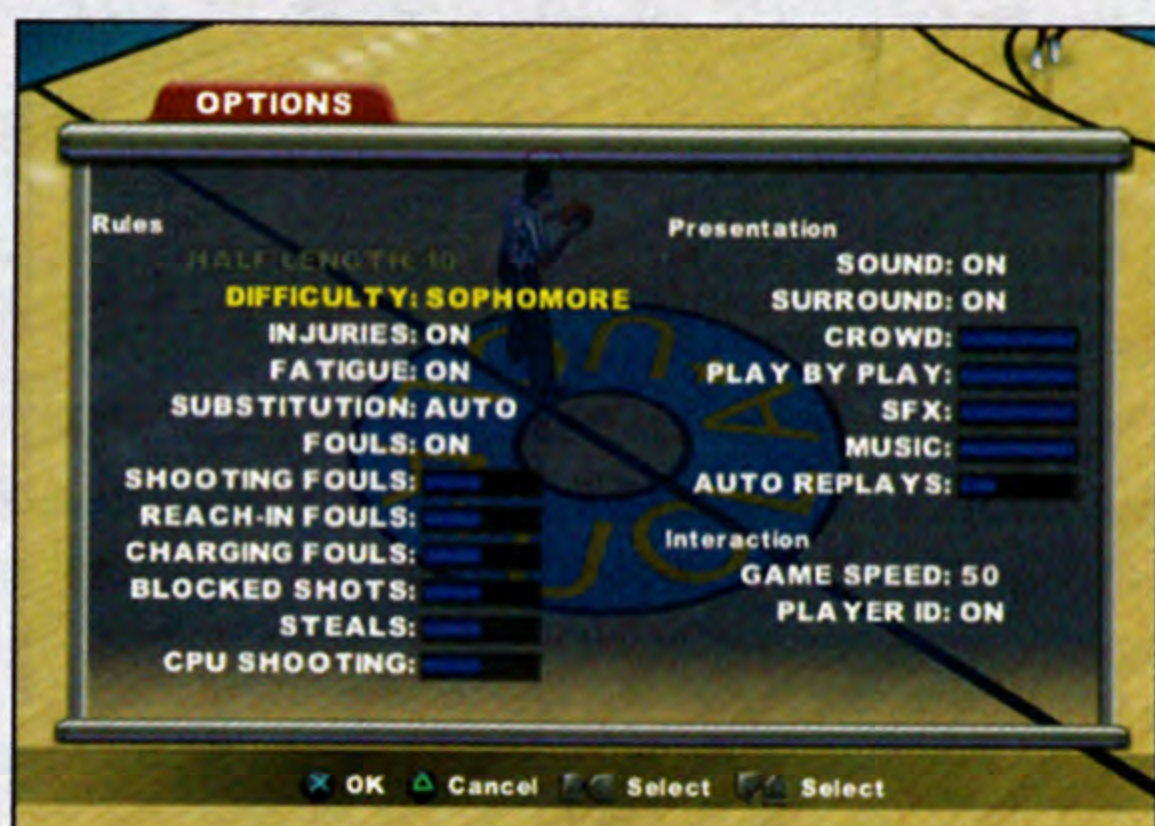
Pregame Menu or Pause Menu. The following are some key game options:

■ Half Length

There are two halves in a regulation game. Set each half length to 5, 10, or 20 minutes.

■ Difficulty

The difficulty levels of Freshman, Sophomore, Junior and Senior will determine each player's offensive and defensive abilities.



■ Injuries

Injuries are part of the game and can keep a player out of the lineup. If you don't want to risk losing one of your players, keep this option set to OFF.

■ Fatigue

Fatigue controls the energy level of the players on the court. Setting Fatigue to OFF keeps all players fresh for the entire game.

“Game options change the style of play with advanced features and game settings.”

■ Substitution

There are two substitution settings for your game: manual and auto. Set to Auto, the CPU will have control of all player substitutions during the game. If you'd like to determine when to bring your players in and out of a game, make sure this option is set to Manual.

■ Fouls

Each player gets five personal fouls before fouling out of a game. You can avoid fouls from being called by setting this option to OFF. With fouls set to ON, you can adjust the amount of shooting, reach-in, and charging fouls that are called. Shooting fouls are called when a player who is in the act of shooting the ball gets fouled. Reach-in fouls are called when a defender makes contact by reaching into the ball handler's mid-section. Charging fouls are called when a defensive player has position by setting his feet and the offensive player with the ball charges into him (makes contact).



■ CPU Shooting

While you only control one player on the court at a time, the CPU controls the rest. CPU Shooting controls the shooting accuracy of all other players.

■ Game Speed

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

■ Player ID

With Player ID ON, a player identification label (i.e., position and number) will be shown under your player during the game.

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Fight songs performed by the USC Marching Band

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"Bear Down Arizona"

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"Boomer Sooner"

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"Colorado State Fight Song"

Courtesy of Colorado State University

"Down The Field" (H. Lewis, R. Murphy)

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"Fanfare Tribute to Troy and Fight On"

Courtesy of University of Southern California

"Fight Colorado U"

Courtesy of University of Colorado, Boulder

"Fight For LSU" (C. Carazo, W.G. Higginbotham)

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"For Boston" (T.W. Allen)

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Engineered by Armin Steiner
Pro Tools recording by Dan Silver
Recorded at Warner Brothers Eastwood Scoring Stage
Band Director: Dr. Arthur C. Bartner
Associate Band Director: Tony Fox

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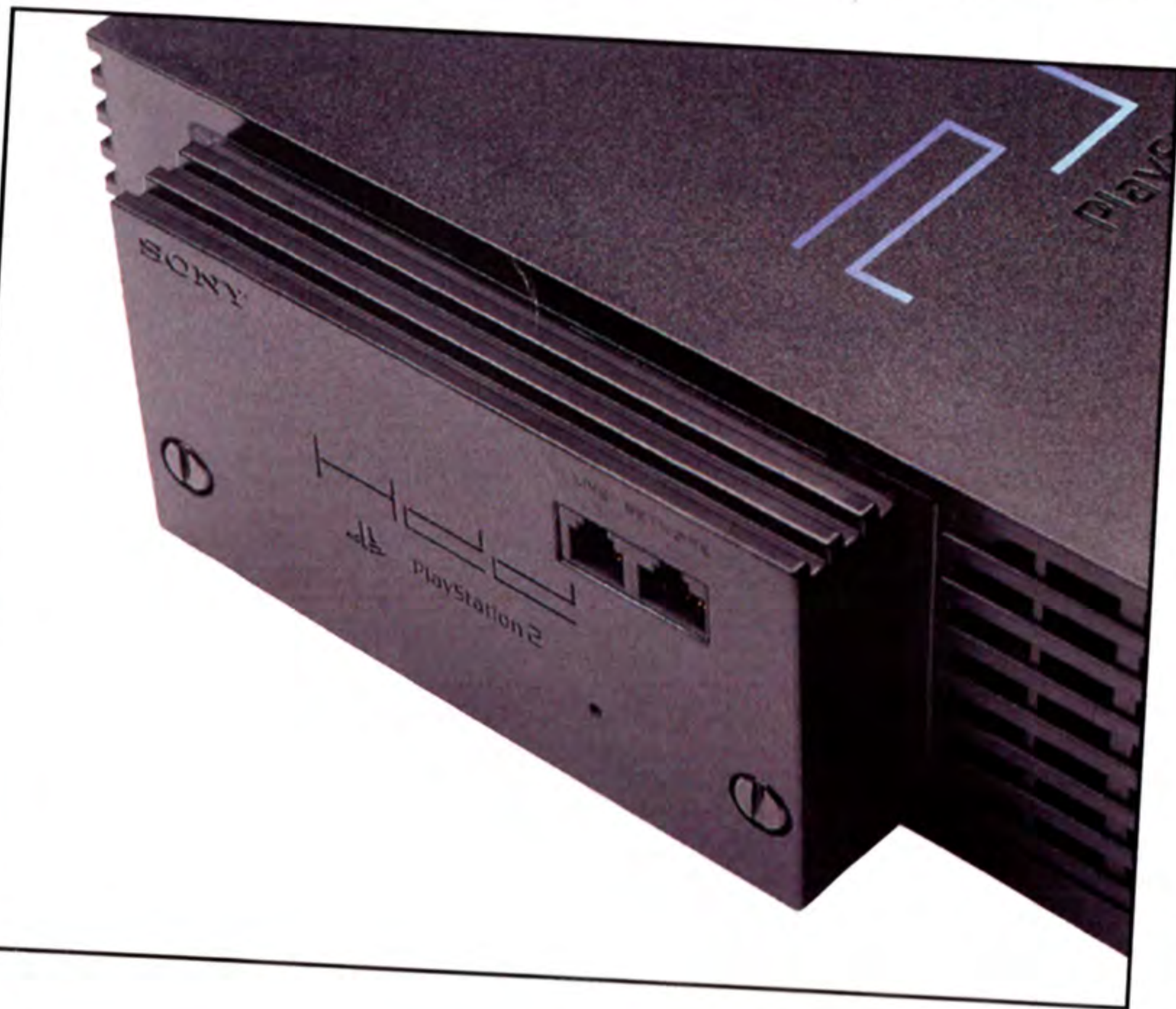
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Madden NFL 2003
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NBA 2K3
NBA Live 2003
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SOCOM II: U.S. Navy SEALs
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