

# MANUAL

989 SPORTS®

NCAA® GAMEBREAKER® 2004

# NCAA® GAMEBREAKER® 2004



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PlayStation 2

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Tuesday, August 26, 2003

NCAA  
**GAMEBREAKER**  
2004

**FIELD LEVEL**

989 SPORTS®

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CONTENT RATED BY  
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**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® GAMEBREAKER® 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](http://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.

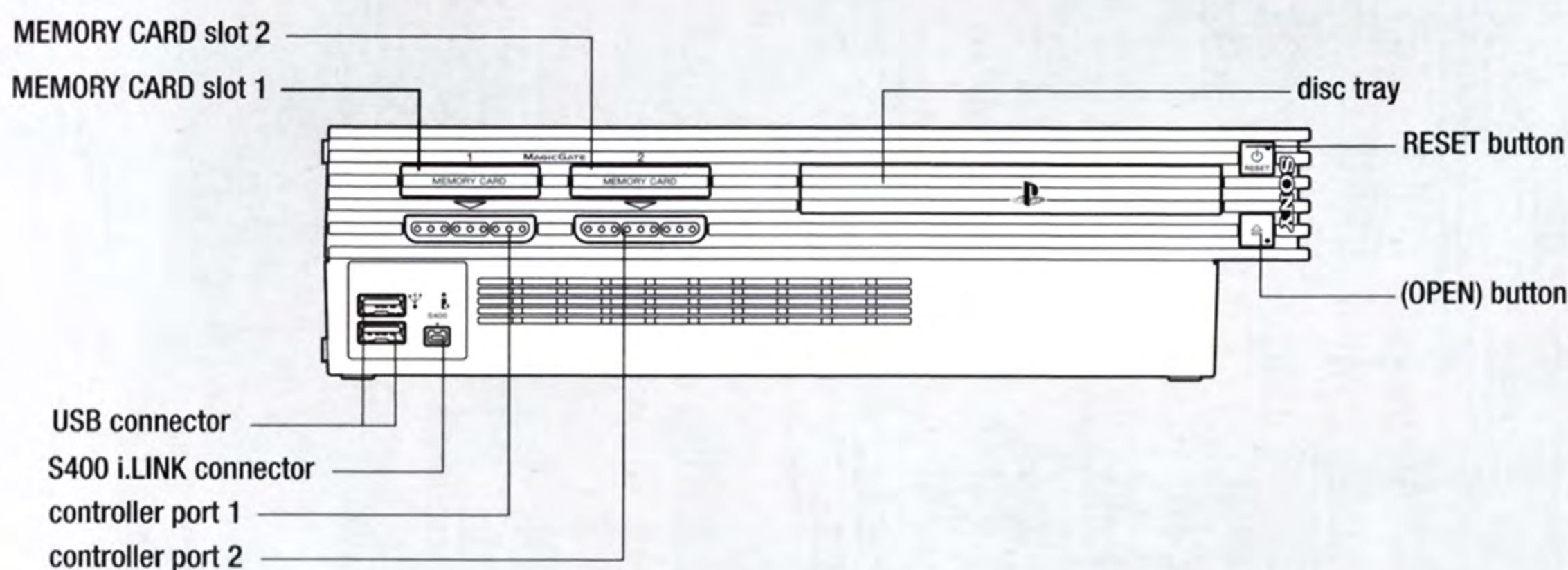
No hints will be given on our Consumer Service/Technical Support Line.

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989 SPORTS®

# 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® GameBreaker® 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 save or load a file. NCAA GameBreaker 2004 saves user-defined options and all data for seasons, tournaments, roster changes, created players, and custom playbooks.

In order to save game data, 422KB of memory must be available on your MEMORY CARD (8MB) (for PlayStation 2). Only 113KB of memory is needed to save user profile information and seniors. If you don't use a MEMORY CARD (8MB) (for PlayStation 2) to save information, all NCAA GameBreaker 2004 data will be lost when you turn OFF your PlayStation 2 console.

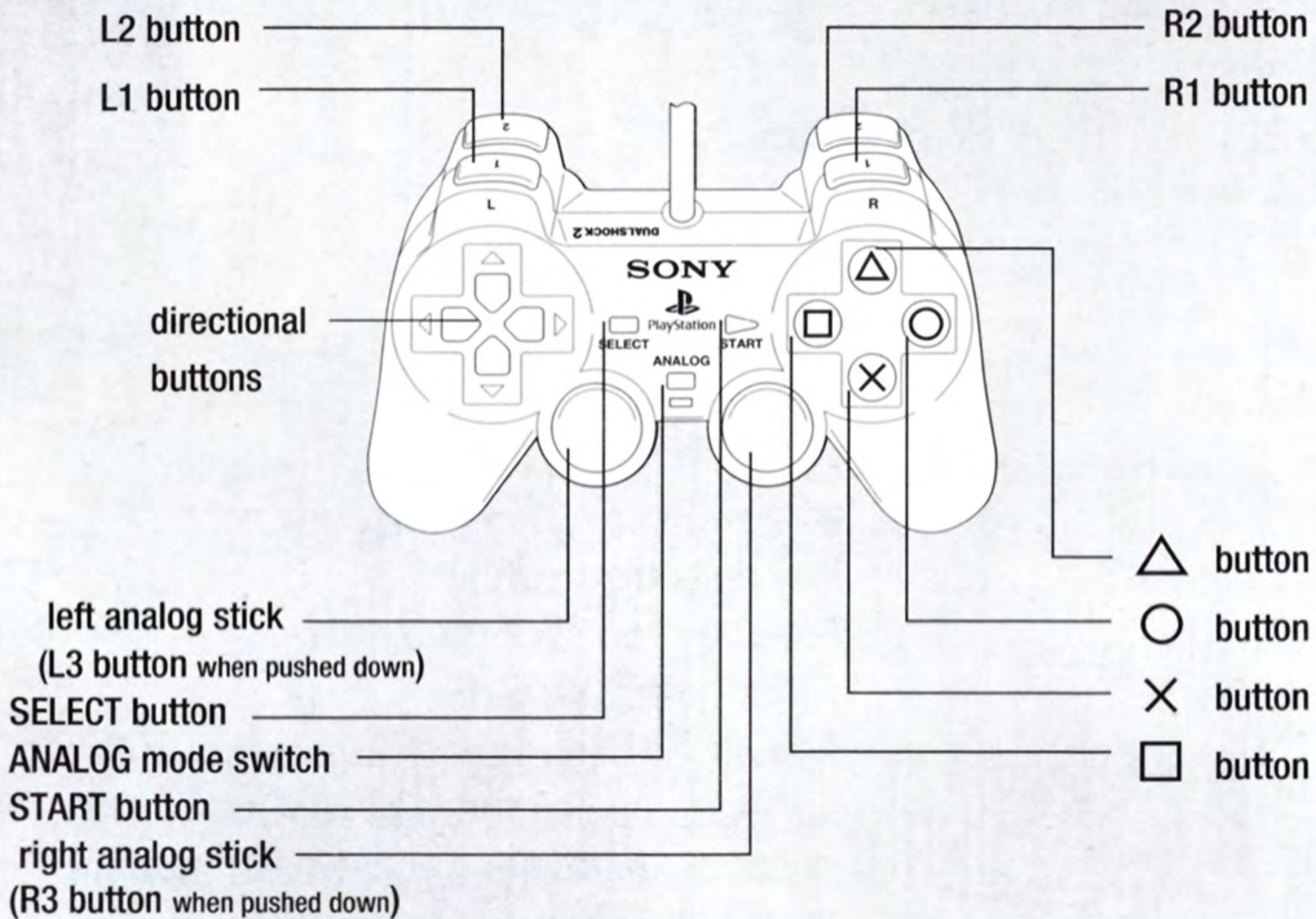
## ■ MEMORY CARD (8MB) (for PlayStation 2)

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 renamed or deleted at any time after the initial save. Any



# GETTING STARTED

## ■ DUALSHOCK®2 ANALOG CONTROLLER



previously saved file such as seasons, rosters, replays, seniors, and online settings can be loaded. Seniors can be saved and then loaded into the NFL GameDay™ 2004 college draft. Replays of outstanding plays can be loaded into a current game.

### ■ Saving a File

- Press **↑** / **↓** to select the slot option, then press **←** / **→** to select slot 1 or slot 2.
- Press **↑** / **↓** to select a save option, then press **⊗**.
- Enter a file name using the virtual keyboard, then press **■** to save the file.

### ■ Loading a File

- Press **↑** / **↓** to select the slot option, then press **←** / **→** to select slot 1 or slot 2.

- Press **↑** / **↓** to select a load option, then press **⊗**.
- Press **↑** / **↓** to select a file to load, then press **⊗**.
- Press **←** / **→** to select YES, then press **⊗** to confirm the load.

### ■ Deleting a File

- Press **↑** / **↓** to select the slot option, then press **←** / **→** to select slot 1 or slot 2.
- Press **↑** / **↓** to select the delete option, then press **⊗**.
- Press **↑** / **↓** to select a file to delete, then press **⊙**.
- Press **←** / **→** to select YES, then press **⊗** to confirm the delete.

# GAME CONTROLS

## Left Analog Stick

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

## Pre-Snap & Post Play Offense

- ⊗ .....Hike ball
- .....Call audible
- L2 + □ .....Reset audible to original play
- .....Fake hut
- △ .....Hot routes (see page 12)
- L1 .....Max protect / Super max protect
- L2 .....Pre-read receivers
- L2 + △ .....Pre-read receiver routes
- R1 .....Total Control Passing
- ↑ .....Activate Motion mode (Right Analog Stick Up/Down cycles through receivers, then press ← / → to send receiver in motion)
- △(Hold) .....No-huddle offense (post play only)

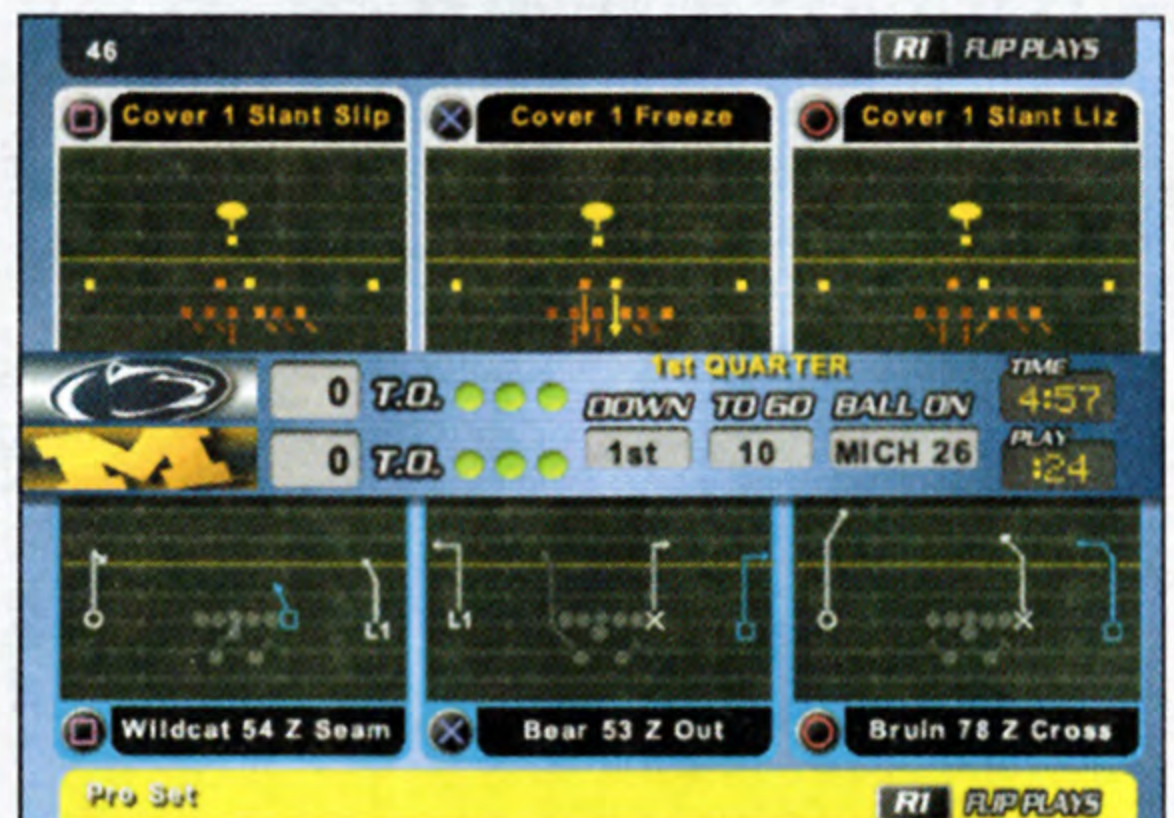
# Playing The Game With Skill

*Learn the intricacies of the game to perform at a higher level*

## ■ Calling Plays

In college football, you have 25 seconds to call a play and snap the ball before time runs out or you will be called for a delay of game penalty. The Play Calling screen (on the right) shows all the details pertinent to play calling. It's important that you know what down it is, where the first down marker is located, and how much time is on the play clock.

To call a play, for offense or defense, press ← / → to cycle through the available formations. You can also vary your formation look by pressing ↑ / ↓. To bring up the play



selections for a selected formation, press ⊗. If you change your mind and want to choose a different formation, press ↑ or △ from the

# GAME CONTROLS

○	.....	No-huddle and then spike ball (post play)
L3 + R3	.....	Quick timeout
R3	.....	Switch players
R2	.....	Activate Voice Chat / Voice Recognition Commands

## Offense

Right Analog Stick	.....	Camera pivot around ball carrier
← / → / ↑ / ↓	.....	Ball carrier movement
⊗	.....	Speed burst
□	.....	Dive / Dive catch
○	.....	Spin or switch receiver (while ball is in the air)
△	.....	Jump / Hurdle / Catch
L1	.....	Juke left
L2	.....	Stiff arm
R1	.....	Juke right
R2	.....	Pitch ball
L3	.....	Shoulder charge
R3	.....	Stutter step

play selections shown on the screen. Once the formation is set, select the play by pressing ← / → to cycle through the available plays, then press □, ⊗, or ○ to choose a play.

*“Play calling has just gotten easier by filtering your formation and plays into one category.”*

If you want to filter your plays and make play calling a little easier, press L2 to bring up a play-category menu. Each category (e.g., Short Yardage) will include all formations and plays within that category including Situational, Short Pass, Long Pass, Rush, and Short Yardage plays. For example, if your opponent uses the West Coast Offense, you should select Short Passing Defense. This will provide you with all of the defense's short

passing coverages in the playbook.

You can also increase your play selections and add a twist to your play calling by pressing R1 to flip a play. Flipping a play allows you to run it in reverse, giving you two alternatives for each play.

## ■ The Kicking Game

College football depends heavily on the kicking game to control field position. Solid kicking units can dictate a team's chances of winning. With punts, you can pin an opponent deep in their end of the field. With field goals, you can nail the last-minute kick to win the game. You should also master the kick return controls to make big plays and get better field position. Going “all the way” on returns can quickly change the tide of the game.

# GAME CONTROLS

## Quarterback Control/Total Control Passing™

- ← / → / ↑ / ↓ .....QB movement
- + L2 .....Spike ball
- △ .....Pump fake
- △ + L2 .....Throw ball away
- + L2 .....Kneel / Slide
- R2 .....Pitch ball
- R3 .....Toggle to scramble mode
- × / □ / ○ / L1 / R1 .....Pass to a receiver (Press hard for bullet pass, medium for normal throw, and tap for lob pass)
- × / □ / ○ / L1 / R1 + ← / → Lead receiver
- × / □ / ○ / L1 / R1 + ↑ / ↓ Overthrow / Underthrow receiver

## Pre-Snap Defense

- × .....Cycle through defensive players (backward)
- .....Call audible
- + L2 .....Reset audible to original play
- .....Cycle through defensive players (forward)
- △ + ← / ↓ / → / ↑ .....Change Coverage (Cover 1, 2, 3, 4)
- L2 .....Pre-read defensive matchups



To kick the ball, press ← / → / ↑ / ↓ to dictate where your kicker's foot will make contact with the ball. Where you place the

cursor will determine the direction and height of your kick. Use the Left Analog Stick to have more stationary control over the kicking cursor.

*“Pooch punt by stopping the gauge at the bottom of the power meter.”*

Press × to start the kick power meter. On the way down, try and stop the gauge within the green region of the meter for maximum power.



# GAME CONTROLS

<b>△</b> + <b>L2</b>	.....	Pre-read defensive coverages
<b>↑</b>	.....	Pump up crowd
<b>L1</b> + <b>←</b> / <b>→</b> / <b>↑</b> / <b>↓</b>	.....	Defensive linemen shift controls (see page 13)
<b>L1</b> + <b>L2</b>	.....	Reset linemen shift
<b>R1</b> + <b>←</b> / <b>→</b> / <b>↑</b> / <b>↓</b>	.....	Linebacker shift controls (see page 13)
<b>R1</b> + <b>R2</b>	.....	Reset linebacker shift
<b>L1</b> + <b>⊗</b>	.....	Linebacker jump start (snap predict)
<b>L3</b> + <b>R3</b>	.....	Quick timeout

## Defense

<b>←</b> / <b>→</b> / <b>↑</b> / <b>↓</b>	.....	Move defender
<b>⊗</b>	.....	Speed burst
<b>▣</b>	.....	Tackle
<b>◎</b>	.....	Switch to nearest defender
<b>△</b>	.....	Jump / to intercept / Deflect / Shed Block
<b>L2</b>	.....	Strip ball
<b>⊗</b> + <b>⊗</b> + <b>⊗</b> + <b>⊗</b>	.....	Fight through block
<b>R3</b>	.....	Switch to deepest defender

### ■ On-Field Catching Icons

On pass plays, icons will appear on field. The Green icon is where receivers/defenders may press **△** to jump catch the ball. The Pink icon is where receivers/defenders may dive to catch the ball. Red icon in the middle is where you catch the ball on the run.

### ■ Quarterback Pitch

Some college teams run the Option as their most effective offensive weapon. The key to the Option play is for the quarterback to hang

onto the ball, drawing in the defensive pursuit, then pitch the ball at the last moment. What determines the quarterback's decision is whether the defender commits to chasing him or covering the running back. If the defender goes for the quarterback, pitch the ball to the running back by pressing **R2**.

When a belly option play is called, press **R2** for the quarterback to hand the ball off to the belly running back up the middle. You can continue with the option play by faking the belly run, then rolling out with the second back and pressing **R2** to pitch the ball.

# GAME CONTROLS

## Kicking Game

- ← / → / ↑ / ↓ ..... Determine where kicker's foot makes contact with ball (before kick)
- ⊗ ..... Start kick power meter (press ⊗ again to kick for maximum power)
- ..... Call audible
- L2 + □ ..... Resets audible to original play
- △ ..... Fair catch (while ball is in air)

Voice Recognition (VR) will only work in One Player gameplay modes. It will work only for the user with a controller plugged into Controller Port 1. It is always activated and does not need to be turned on. To use it, press and hold **R2**, while saying the exact command. When you press and hold **R2**, a yellow VR icon will appear at the top right of the screen. It will remain there until you release it. When the computer accepts a command, the VR icon will flash green as it fades away. If the computer does not understand the command, the VR icon will flash red as it fades away.

## Headset Voice Recognition Commands

- R2** ..... Activate Voice Recognition Commands

## Pre-Snap Offensive Commands

- "Total Control" ..... Activate Total Control Passing

### ■ Two-Minute Drill

Every team should master the two-minute drill as a way to move down the field quickly. It's mostly used to score quick points when time is running out and is effective when playing against a tough defense. By changing its look and pace, an offense can break out of a slump and get the ball moving downfield again.

*"Run the no-huddle to confuse the defense and create mismatches."*

What makes the two-minute drill tick is the no-huddle offense. The no-huddle offense

hurries your players back to the line of scrimmage, and gets your team set up to run the same play, with minimal time off the clock. The no-huddle can force the defense into chaotic situations by catching them unprepared. They'll be forced to either run the same defensive play or call an audible at the line of scrimmage. To activate the no-huddle offense, press and hold **△** after the whistle is blown.

### ■ Passing Icons

Passing icons are controller button symbols that correspond to each of your receivers. They enable you to make quick

## GAME CONTROLS

"Max Block" . . . . .	.Initiate Max Pass Protection from running back
"Super Max" . . . . .	.Activate Max Pass Protection from two backs
"Set Hut" . . . . .	.Quarterback cadence
"Hike" . . . . .	.Snap ball
"Call Audible" . . . . .	.Activate audibles (follow with "green triangle", "red circle", "blue x" or "purple square")
"Pre-read Routes" . . . . .	.Pre-read receiver routes
"Motion" . . . . .	.Activate receiver motion
"Change Player" . . . . .	.Cycle eligible players for motion
"Send In Motion" . . . . .	.Send player in motion (this needs to be said after "Change Player")

### Pre-Snap Defensive Commands

"Call Audible" . . . . .	.Activate audibles (follow with "green triangle", "red circle", "blue x" or "purple square")
"D-Line Spread" . . . . .	.Defensive linemen spread shift
"D-Line Pinch" . . . . .	.Defensive linemen pinch shift
"D-Line Left Shift" . . . . .	.Defensive linemen shift left
"D-Line Right Shift" . . . . .	.Defensive linemen shift right
"Reset Shift" . . . . .	.Reset defensive line shift
"Linebacker Spread" . . . . .	.Linebacker spread shift



decisions on the field by creating a more visible target for your quarterback. When the ball is snapped and your quarterback drops back to throw, button symbols will appear above each of your receivers. You'll be able to locate

your receivers quicker and see who is open or breaking away from the defensive coverage. This allows you to progress through your quarterback reads at a quicker pace.

You can then pass the ball to an open receiver rather than trying to force a pass into coverage. Before the play starts, view the passing icons by holding **L2** to draw back the camera. While viewing the icons, press **△** to see the receiver routes. You will notice that each eligible receiver will be shown with a passing icon. Remember, running backs can also be eligible receivers.

When selecting a pass play from the Play Calling screen, the receiver route shown in blue is your quarterback's first read on the

# GAME CONTROLS

## Headset Voice Recognition Commands (cont.)

### Pre-Snap Defensive Commands (cont.)

- “Linebacker Pinch” . . . . .Linebacker pinch shift
- “Linebacker Left Shift” . . . .Linebacker shift left
- “Linebacker Right Shift” . . .Linebacker shift right
- “Reset Linebackers” . . . . .Reset linebacker shift
- “Change Cover 1” . . . . .Change defensive assignments (other coverages include “Change Cover 2”, “Change Cover 3”, and “Change Cover 4”)

### Post-Play Cut Scene

- “No Huddle” . . . . .Run the last play again
- “Skip Cut Scene” . . . . .Skip a cut scene or presentation piece

### Play Call Screen

- “Call Field Goal” . . . . .Choose field goal play
- “Call Punt Ball” . . . . .Choose punt play

play. On the field, be sure you know this receiver’s passing icon. Since the play was designed specifically for him, make a quick read of the defense and try to get him the ball. If he’s covered, don’t force the throw. Instead, check your second, third, and fourth reads to find an open receiver.

### ■ Player Hot Routes

A Hot Route is a receiver audible called at the line of scrimmage before the snap. Hot Routes enable you to change any of your receiver’s routes for the play called in the huddle. Creating new routes on the fly can create mismatches for your receivers and cause the defense to break down in coverage.

To create Hot Routes, press **▲** to move the camera back and view all of your

### Create Hot Routes

- ↑** . . . . .Up-9 route
- ↑ + →** . . . . .Corner-7 route
- . . . . .Out-3 route
- ↓ + →** . . . . .Quick out-1 route
- ↓** . . . . .Hook-4 route
- ↓ + ←** . . . . .Hitch-0 route
- ←** . . . . .In-6 route
- ↑ + ←** . . . . .Post-8 route

receivers. Press the Right Analog Stick **↑ / ↓** to highlight a receiver. His icon will then be highlighted below him. Press **■** to activate the receiver for a route change and enter new route. Press **■** to confirm hot route.

## GAME CONTROLS

- “Call Left Onside Kick” . . .Choose onside kick to the left
- “Call Right Onside Kick” .Choose onside kick to the right
- “Call Best play” . . . . .Choose best play for the situation
- “Call Short Pass” . . . . .Choose short pass play
- “Call Long Pass” . . . . .Choose long pass play
- “Call Running Play” . . . .Choose rushing / running play
- “Call Goal Line Run” . . . .Choose goal line run play
- “Call Goal Line Pass” . . .Choose goal line pass play

### General In Game

- “Quit Game” . . . . .Quit the game
- “Pause Game” . . . . .Pause the game
- “Ref Timeout” . . . . .Call timeout

### Front End

- “Online” . . . . .Log on to network/Bring up online box

### ■ Lining Up The Defense

Getting your defense ready before the snap and figuring out your opponent's game plan will help your defensive coverages. One way to get your defense ready for each play is to view the offensive formation before the snap by pressing **L2**. You can see how your defense matches up with the offensive set. By pressing **L2** + **△**, you can see the defensive assignments. Make sure your defensive backs and linebackers are set up to cover the skill players. If you want to adjust your defensive play, call an audible to change it.

If you just want to shift your defense to fill the gaps, and create mismatches prior to the snap of the ball, press **L1** to activate defensive line shift controls and **R1** for line-

backer shift controls. Press **←** / **→** / **↑** / **↓** to choose a shift direction, placing these units into more effective positions.

### ■ User Records

If you've always wanted to set records out on the gridiron, now is your chance. User Records allow you to set records with players and teams that you control during the game. For example, if you're playing with the Penn State Nittany Lions and your quarterback sets a game touchdown record, you'll be credited with that record by setting a personal user name for it. To activate the User Records tracking feature, go to the User Records Menu and press **■** to check the status of the Record Tracking Option. Press **←** / **→** to turn Record Tracking ON, then press **△**.

## Bringin' It Online

*"Playing the game online - what a rush!"*





# Take Your Game Online!

*Defend your alma mater online*

## ■ GameBreaker Online

Want to take your football experience to the next level? NCAA GameBreaker 2004 Online has made it possible! Online, you have a number of exciting game options to choose from, including game challenges and hosting private tournaments with just your friends. You can send out private messages to coordinate the start time for a game.

*"To take your game online, press  from any of the front end screens."*

Up to eight users can play against two other users online. You can use a Multitap (for PlayStation 2) and play with up to six users from each PlayStation 2 location. Press  from the Main Menu to go online.

## ■ Creating an Account

To play NCAA GameBreaker 2004 Online, you'll need to create an account by selecting a unique screen name and password. Each time you use the online function, you need to login using your screen name and password. This account will be accessible only to you and can

be used for any of the future 989 Sports games, including NFL GameDay™ 2004, NBA ShootOut 2004 and NCAA® Final Four® 2004.

## 989 Rank

Included in the user profile is the 989 Rank, which is used to keep track of your combined rankings for all 989 Sports online titles. Rankings (from GameDay, GameBreaker, ShootOut, and Final Four) will be combined to show where you rank among all 989 Sports online gamers.

## ■ Sports View Online

Use the Sports View Online as your navigational tool through the entire online process. It will be your portal to creating games, posting messages, joining tournaments, checking out leaderboards, and much more. This screen also shows your user profile, listing your online information such as User Name, Rank, Affiliation (a team such as Penn State that you want to be affiliated with), and User Statistics (e.g., record).

## ■ Game Rooms

The Game Room is where game challenges take place. You can hunt down and find the perfect matchup for your skill level and create games to attract a worthy opponent. In the Game Room, you can set up your Buddy List, which enables you to set up a Buddy Leaderboard. You can also view the players within your selected Game Room, add players to an ignore list (block out all chat messages and games from particular gamers), and see which of your buddies are online.



### ■ Selecting a Game Room

Whether you are creating a game or accepting a challenge, the Game Room option allows you to select from a group of games that fit your skill level. There are a number of 989 Sports Game Rooms including Freshman, Sophomore, Junior, and Senior. All games listed or those that you've created upon entering the Game Room, will be within the Freshman Game Room.

*“Select a Game Room with a lot of activity to minimize the wait for an opponent.”*

You can select a new Game Room from anywhere in the Game Room by pressing **□**. When viewing the Game Room List, press **↑ / ↓** to highlight a Game Room, then press

**⊗** to join it. You can also create a new Game Room by pressing **□**. By creating a new Game Room, you have a place where you and your friends can meet to play games. Game Rooms are not private, so all other gamers will be able to enter them and join any game.

Dial-up and Broadband Game Rooms are places for gamers using dial-up or broadband connections to play online. A gamer using a broadband connection may not want to play those using dial-up due to connection speed differences. From the Game Room List, press **L1** or **R1** to view all of the Game Room List pages.

### ■ Chat and Look for Games

While looking for a game, you can read through all of the real-time chatting going on between potential opponents. Join in on the trash-talking and search for information on possible opponents. Anyone online within the same Game Room as you can view your chat messages. To post a chat, from the chat screen, press **⊗** to bring up the virtual keyboard. Type in a message and enter it. Your message will be displayed in the chat window.

Below the Chat Area is a list of games to play, updates of games already in progress, and results of games played. To select a game to play, press **↑ / ↓** to move to the game



list. Continue to press **↑ / ↓** to highlight a game, then press **⊗** to bring up the games details, which includes the game's creator information.

After viewing the game's information, re-search potential opponents by sending out chat messages to find out more about them. If you want to continue and play the game, press **X**. You'll be brought to the team selection screen where you can select your team for the game.

## ■ Creating Games

Create a game and accept the challenge of other online gamers. As long as you're online, your game(s) will be displayed for all gamers to view and join. If you want to create a game that only you and a friend can play, before you create a game, go to the Mailbox (see page 18) and send a private message to a friend with your game details. He can meet you online to join the game.

## Chatting During The Game

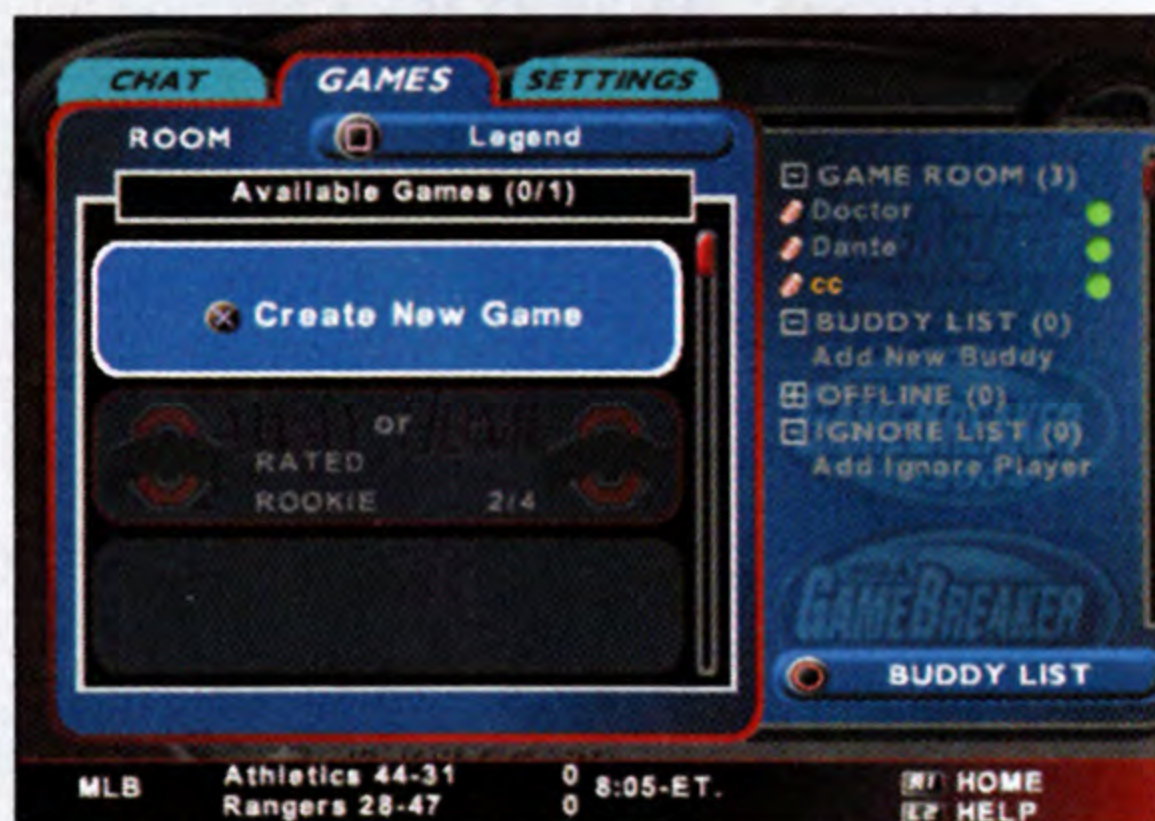
You can chat with your opponent at any time during a game by pressing **SELECT** to bring up the chat window. You can continue any chat. You can also use the chat option to comment on great plays or coordinate in-game strategy with your online teammates while playing.

To create a game from the Game Room, press **X**, then use the virtual keyboard to enter your game name. From the Online

*“From the Mailbox, send out private emails to your friends to schedule game times.”*

Game Staging screen, select your team by pressing **← / →**. To change your game options such as hosting and game play

options, press **□**. While creating the game, all other online gamers will be able to view its availability and attempt to join your game.



To see where all the action is, check out the different Game Rooms before creating your game. Choosing a Game Room with a lot of game activity is a good place to start as it can minimize your wait for an opponent. When someone accepts your challenge, you can view his user profile and decide whether or not you want to play him.

## ■ 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 level Game Rooms and participating in games of higher skill levels.

## ■ Settings

Use the Game Room Settings to customize your online experience. This is where you can log off, edit your user profile, change your password, set receive invites ON or OFF, and edit hosting and connect options.

## ■ Leaderboards

Check out the real-time Leaderboards to see where you stand compared to all other online gamers. You can check the Overall, Weekly, Monthly, Affiliation, and Buddy Leaderboards. Each user ranking will be list-



ed by ranking point total and provide details of team statistics. Affiliation Leaderboards will show all user stats with the same team affiliations - listing the combined stats of all users in the Overall Affiliation Leaderboard.

## Buddy Leaderboard

The Buddy Leaderboard is a place where you and your friends can privately keep track of each other's rankings. To use the Buddy Leaderboard, you must first go to the Game Room to add new buddies to your list. Once added, their ranking, along with yours, will be shown on the Buddy Leaderboard. From the Game Room, you can also view which buddies are online. See Game Room on page 15 for more information on buddy lists.

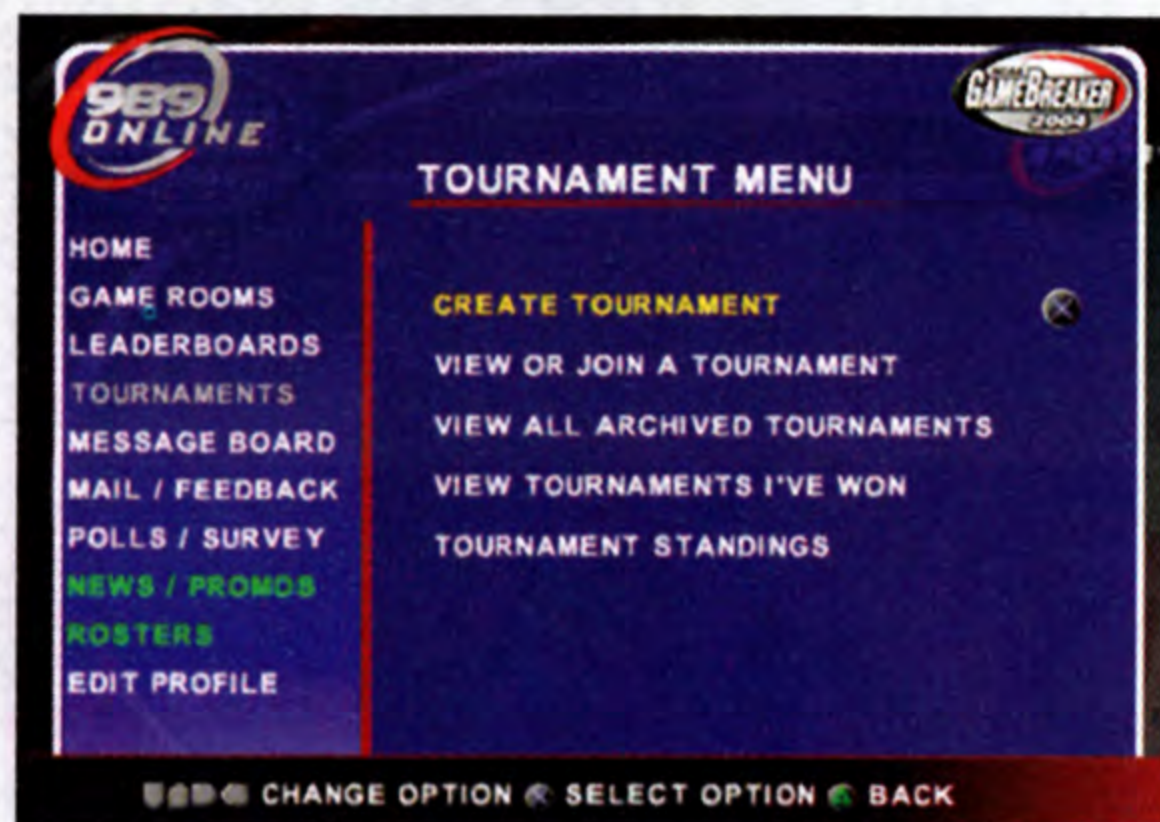
## ■ Tournaments

For some gamers, tournament play is where it's at. Create an online tournament or join others that have already been created. You can also create private tournaments, using password protection, to control who can join. When you create an online tournament, you can set it up to include 4-64 teams, set the date that it starts, and give online gamers a sign-up period in which to join. Once your tournament is created, users can go to the View All Available Tournaments option and select a tournament to participate in. Each tournament shows its status, registration details, and its start dates.

*"Up to 64 teams can sign up for your tournament."*

To sign up for a tournament, select a tournament menu (e.g., VIEW OR JOIN A TOURNAMENT) and press **X**. A list of all available Tournaments for that category will be listed. Press **↑** / **↓** to highlight a tournament, then press **X** to view its information.

If you'd like to join this tournament, press **←** / **→** to select the SIGN UP option, then press **X**. Once you enter your team information, you're ready to go. If the tournament is private, you need to enter the tournament creator's password to join.



## ■ 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 into the password field. When your tournament is listed, the Password Protected item will show the word "TRUE", meaning your tournament is private.

The only way to join a private tournament is to know the password. After creating a tournament, 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 18 for more information.



## ■ Message Boards

Message Boards are set up to provide a place for gamers to discuss football and other interests as well. NCAA GameBreaker 2004 has created multiple message board topics for you to join in. Enter the General Message Board to create and discuss new topics and see what's on the minds of other gamers.

## ■ 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 starting game times and to just talk football. You can also use email to join private tournaments by contacting the tournament's creator and getting 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 will be 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

The Edit Profile option allows you to change any existing account. If you didn't finish your user profile when you created your account, use the Edit Profile option to do so.

# Go Live By Downloading Rosters

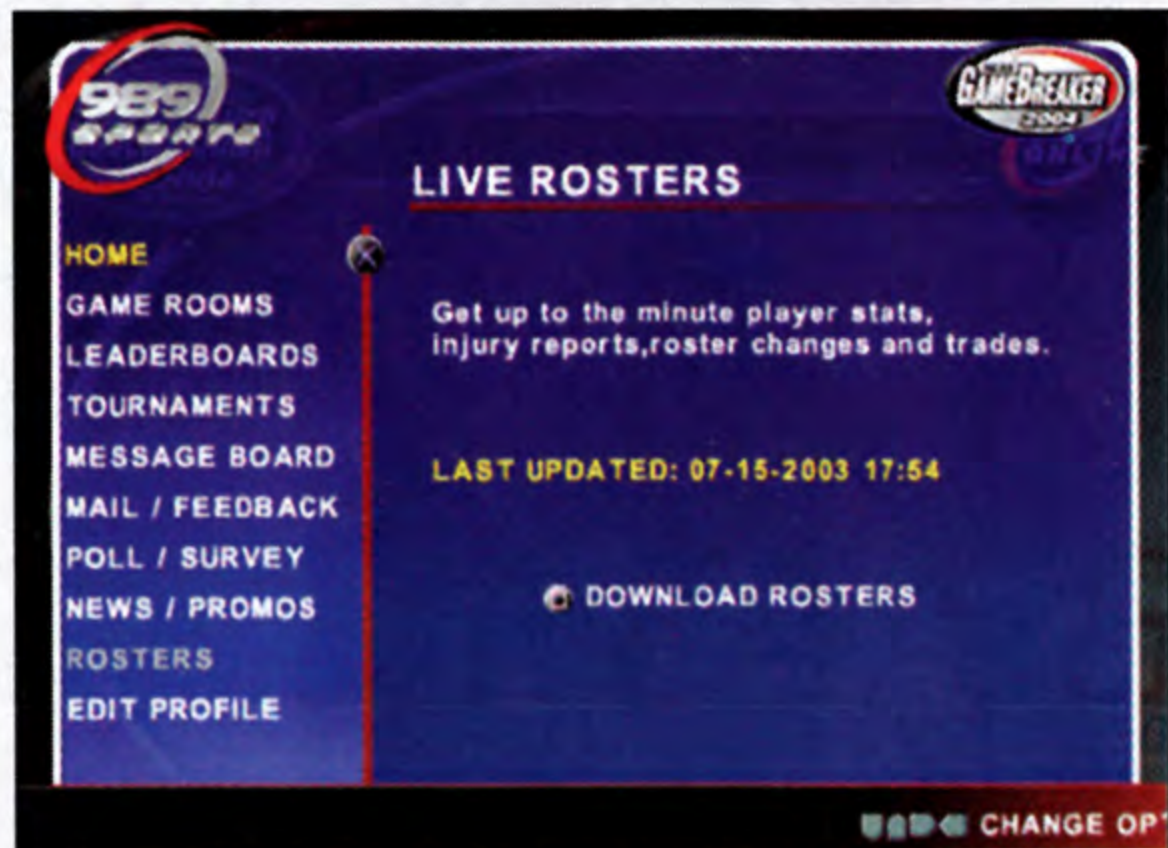
*Get real-time player stats and abilities by downloading updated player information*

Use Live Rosters to obtain real-time, updated player and roster information for your game. Having updated rosters is beneficial because it provides weekly, real life player information. Each time you log on to play online, be sure to select the Rosters option and save Live Rosters to your MEMORY CARD (8MB) (for PlayStation 2).

What if your team loses it's starting running back? Your backup will have to step in and produce for your team. Going in, he may be an unknown, but if he does well and exceeds all expectations, he may become your next gamebreaker.

***"Unless you download and save Live Rosters, you may never know a player's true abilities."***

Freshmen and walk-ons are prime examples of why you should download Live Rosters. For example, a freshman linebacker may be forced into the lineup due to an injury to an upper-classmen. If he plays well, his abilities will increase from week to week. By updating rosters, you can get the true player information needed for each position on the field.



# GameBreaker Maxes Out On Modes

*From seasons to tournaments, you get it all with GameBreaker*

NCAA GameBreaker 2004 offers a complete group of game modes to choose from. You can play scrimmages, an entire bowl season, a tournament season, build a career as a coach, create a tournament, or take your team out on the practice field. All of these modes include the passion and pageantry that make college football so exciting!

*"Before any game you play, online or off, load Live Rosters saved on your MEMORY CARD into your game"*

## ■ Scrimmage

Scrimmages are one-game formats that enable you to create a matchup between any two teams in Division I-A, including All-Time teams and teams you've created. Play against teams not normally on your schedule or setup a classic matchup of two powerhouse teams. A great feature of the Scrimmage mode is setting game options not available in other modes. These options include choosing a stadium, selecting a game time, choosing weather conditions, and more. During scrimmage games and setup, use the Athletic Department to create teams, create players, and edit playbooks.

### Created Teams

In Scrimmage mode, you can use a created team to play a game. Go up against any of the top programs with your squad or try and beat some of the weaker teams to build confidence. To select a created team from the team selection screen, press **○**.



## ■ Bowl Season

Bowl Season simulates what college football is today, an entire football season followed by the Bowl Season. At the end of the regular season, if your team finishes with a high enough ranking, it may get invited to play in one of college football's annual bowl games. Some teams play more games than others and all season schedules include pre-season games.

## ■ Tournament Season

A Tournament Season is like a Bowl Season in that you play an entire regular season schedule. The difference is in the post-season, where you compete in a tournament instead of a bowl game.

## ■ Tournament Series

If your team qualifies for post-season play at the end of a Tournament Season, it will enter what is called the Tournament Series. The series accepts the top 16 ranked teams in the country and brackets them into four regions. Each regional winner plays in a semi-final matchup. This matchup will determine the two teams that will play in the National Championship game.

### Simulating Games

You can simulate games for all season modes and tournaments. In a season, you can simulate weeks at a time or entire seasons. To simulate the current week, press **↑ / ↓** to highlight the game, then press **⊗**. Press **L1** or **R1** to move forward through the weekly schedule, then press **⊙** to simulate. Press **⊗** to simulate all games up to that week. To simulate an entire season (without bowls), press **L2** + **R3**. To simulate the rest of a season and bowls, press **L2** + **□**.

### ■ Career Mode

Become a head coach and build a career with Career Mode. You'll start off by selecting an open coaching position from a small school. Your job will be to coach your team to a successful season. After each season, your coaching will be evaluated. You could

find yourself getting promoted within the current program or offered other coaching opportunities at larger universities. It all depends on the success of your team and the specific area of your coaching expertise.

Coach well, because it's possible that your team could have a bad season and the school may decide to let you go. To start your coaching career, from the Coaching Assignment screen, press **← / →** to choose a new job offer. Press **↑ / ↓** to select the school name option, then press **← / →** to select a school. Press **⊗** to accept the job offer and continue to the Career Menu where you can view team rosters or edit your team's schedule.

### ■ Recruiting

Recruiting starts after you have finished coaching a full season. The players you recruit will depend upon your coaching position. If you're a defensive coach or coordinator, you'll be recruiting defensive players. An offensive coach will be recruiting offensive players.



## Edit Schedule

In season modes, you can edit your team's schedule by changing the weekly opponents and the location of the games. You can even cancel games on the schedule. To edit the schedule, press **↑ / ↓** to select a game, then press **⊗**. Change the game location by pressing **▣** to toggle Home/Away or change your opponent by pressing **← / →**. You can cancel a game by pressing **⊙**, changing the scheduled to read "No Game".

Your recruiting starts with the evaluation of your graduating seniors. Be sure to check your team's position needs, as you'll need to fill positions left void by exiting seniors. Once you know your needs, you'll continue to the Allocation Screen where you'll map out your official recruiting visits. The number of visits will be determined by your coaching position. However, if you recruit outside of your region, each visit will cost twice as much. You can allocate visits to the West, Southwest, Midwest, Southeast, or East regions. Your current region will be shown in yellow.

Part of the recruiting process is to determine which recruits you'd like to reach using the phone. Again, the number of phone recruits you can tag will be determined by your coaching position. Players highlighted in blue are considered blue-chip recruits (the highest rated incoming players), those in white are white-chip recruits, and those in red are considered good prospects.

## ■ Tournament Mode

Forget about the regular season and enjoy the pressure and excitement of playing in a tournament. A tournament can be set up as an eight team (two rounds plus a tournament final) or sixteen team (three rounds plus a tournament final) competition. Each bracket includes teams that you pick for the tournament.

*"In a tournament, you can play in all of the games from each round, including the national championship game."*

All teams in the tournament can be associated with a user name. If you choose not to enter a user name, it will default to a CPU name. Creating user names is a good way for you and your friends to see who controls each team when viewing the tournament brackets. If you don't want to choose teams for user controlled participants, press **▣** to have the CPU randomly select teams. To set up the tournament:

- Press **← / →** to choose an eight or sixteen team tournament format.
- Press **⊗** to move to the CPU name grid, then press **↑ / ↓** to select a CPU number.
- Press **⊗** to activate the virtual keyboard.
- When you have completed your name, press **▣** to enter it and deactivate the keyboard.
- Press **↑ / ↓** to select other CPU numbers and repeat the previous steps.
- Press **▣** to select teams for the tournament. You will be selecting teams for those with created user names first.
- Press **← / →** to scroll through the team list, then press **⊗** to select a team. When you press **⊗** for the last created user name participant, teams will be chosen randomly for the remaining CPU controlled participants.

## ■ Practice Mode

Practice Mode takes you out to a unique practice environment, where you can evaluate your team. In Practice, you can move the ball around the field, switch from offense to defense, practice any type of play, view different camera angles, and more! Use the Hot Tips tutorial to learn new plays, strategies, and moves. Learn your team's strengths and weaknesses, while sharpening your skills.

## The Athletic Department

*"Look for gamebreakers with Blue Chip Recruiting."*



## Become The AD And Make The Moves

*Take control of the recruiting, create players, and edit playbooks*

### ■ Blue Chip Recruiting

Search the country for the nation's top blue chip players. Incoming Freshmen and Junior College Transfers are highly sought after, as recruiting is the most effective way to build a college program. Some players are already planning on attending your school, but most will need some convincing. Although your focus will be on the best players, even the less touted recruits have something to offer. There are team needs that have to be addressed, so make sure you land enough recruits.

### ■ Blue Chip Team

Here's where you start the recruiting process for your team. It's a chance for you to look over your team needs and determine the areas of your focus. Each team will already have some gamebreakers, which are indicated by blinking positions. These are players who you should build your team around. They are the cornerstones of your team.

BLUE CHIP TEAM	
to Continue, to Change Team	
NOTRE DAME	
Quarterback	87
Halfback	88
Fullback	68
Wide Receiver	70
Tight End	65
Offensive Tackle	74
Offensive Guard	74
Center	75
Defensive End	80
Defensive Tackle	91
Linebacker	82
Cornerback	89
Safety	77
Place Kicker	63
Punter	63

### ■ New Recruits

At the end of recruiting, you'll be shown the list of new recruits that have selected your school. Hopefully, these recruits will step in and make a difference for your team. You can only go Blue Chip Recruiting once per season, so make a strong effort to bring in quality players.

## ■ Create Walk-On

By creating walk-ons, you have the opportunity to bring a unique talent to your team – creating players that can take complete control of what's happening on the field. Attempt to create a dominating force that causes opposing teams to focus their gameplan on trying to stop him. You can also have some fun and create yourself using your own name and physical attributes. Up to 40 players can be created, so fill some holes on your roster or add depth to a position to complete your team. From each attribute screen, press **X** when finished to continue.

- Highlight the First or Last Name option, then press **X** to activate the virtual keyboard. You must enter a first and last name to continue. Press **□** when your name is complete to enter it and deactivate the keyboard.
- From the remaining options on the screen, press **↑** / **↓** to choose an option, then press **←** / **→** to make a change. Be sure to choose a position and team for the player.
- Press **↑** / **↓** to select Continue, then press **X** to move to the Player Appearance screen.
- Press **↑** / **↓** to choose player characteristics, then press **←** / **→** to make changes.
- Press **X** to continue to the Player Attributes screen. From this screen, adjust your player's playing abilities. There are 250

total points that you can use to distribute among 6 categories. Each time an ability is increased, the total number of available points decreases.

- Press **←** / **→** to move through the player attributes available.
- Press **↑** / **↓** to select an ability, then press **←** / **→** to change the ability level.
- Press **X** to continue.
- View your player's summary, and if satisfied, press **X**.
- When prompted, press **□** to create the player.

## ■ Create Team

How fun would it be to create a team, choosing its name, uniform style, and stadium? With Create Team, you can even generate players for your team's roster. Each team can be saved to a MEMORY CARD (8MB) (for PlayStation 2) and loaded for competitions. When choosing teams for games, from the team selection screens, press **START** to load your created team. If you've created and saved more than one team, you can select which team to load from the MEMORY CARD (8MB) (for PlayStation 2). If you've already loaded a team, press **○** to select your team.



## ■ Edit Lineup

As the coach of your team, you get to decide who plays each position. Whether freshman sit or seniors start, you get to make the call. You can even use one of your star defensive players as an offensive weapon. You also have the power to change your offensive and defensive playbooks by substituting players and making position changes. This allows you to add new wrinkles to your plays and forces your opponent to make last second adjustments during the game.

To change the lineups of your offense and defense:

- From the menu item of Side, press **← / →** to choose a side of the ball (offense or defense).
- Press **↑ / ↓** to choose the Formation option, then press **← / →** to choose a formation.
- Press **↑ / ↓** to select the Player option, then press **⊗**.
- From the popup screen, press **↑ / ↓** to select a player position, then press **← / →** to choose a different player for that position. You can make multiple substitutions if you like.
- Press **△** to return to the game.

# Customize Your Game Options

*Use gameplay and controller options to make the game your own*

## ■ Level

The Level of the game will determine the difficulty level of the gameplay. The Freshman and Sophomore levels are the easiest levels to learn. Junior and Senior levels are the truest test of skill.

## ■ Style

Set up the style of your game by choosing Simulation for ultra-realistic gameplay or Arcade for faster play with exaggerated special moves.

## ■ Artificial Intelligence (A.I.) Options

The settings for A.I. Running, A.I. Run Defense, A.I. Passing, and A.I. Pass Defense will determine the skill level of the games artificial intelligence. The higher the setting, the better the A.I.'s ability to run the ball, stop your running game, pass the ball, and stop your passing game. The A.I. IQ level will dictate the intelligence of the A.I. team. This setting will determine the A.I.'s ability to make decisions on the field.

## ■ Controller Setup

Controller Setup option allows you to set custom controller button configurations for your offense and defense. To change the control settings for advanced controls, press and hold **L2** to show the advanced settings, then follow the steps to make changes to the setup.

- Press **← / →** to choose a player port.
- Press **↑ / ↓** to select the View option, then press **← / →** to select offense, defense, or keyboard.
- Press **↑ / ↓** to select the Configuration option, then press **← / →** to select a button control setting.
- Press **↑ / ↓** to choose the Vibration option, then press **← / →** to choose a vibration setting. ON activates your DUAL-SHOCK®2 analog controller, causing it to vibrate in your hands when such things as hard tackles occur on the field.



# Pause The Game To Make Changes

*Make adjustments during the game by using the Pause Menu*

Press **START** to pause the game and bring up the Pause Menu. Use the Pause Menu to change current game settings or to view game and player statistics.

## ■ Instant Replay

Instant Replay gives you a chance to analyze the last play. Use the controls shown on the screen to control the flow of the replay. Press **START** to save a replay. You can view these again from the frontend. Save your favorite plays and view them over and over.

## ■ Call Timeout

Each team receives three timeouts per half. As timeouts are called, the number of timeouts remaining will be shown from this menu item.

*“Call a quick timeout on the field by pressing L3 + R3.”*

## ■ Change Audibles

You can create new audibles used to change your play at the line of scrimmage before the snap. To change audibles:

- Press **L1** to choose a side of the ball (defense or offense).
- Press **□**, **×**, or **○** to choose an audible.
- Press **← / →** to view formations, then press **□**, **×**, or **○** to make the formation change.
- Press **← / →** to view plays, then press **□**, **×**, or **○** to make the play change.
- Press **△** to accept audible changes and return to the game.

## ■ Choose Sides

At any time during the game, each user can switch sides and play for the other team.



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## FIGHT SONGS

"Bear Down Arizona"

Courtesy of University of Arizona

"Boomer Sooner"

Courtesy of University of Oklahoma

"Colorado State Fight Song"

Courtesy of Colorado State University

"Fanfare Tribute to Troy and Fight On"

Courtesy of University of Southern California

"Fight Colorado U"

Courtesy of University of Colorado, Boulder

"Fight On"

Courtesy of Marshall University

"Fight Tigers"

Courtesy of University of Missouri

"Fight U of L"

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

"For Boston" (T.W. Allen)

"Hail To Old OSC" aka "OSU Fight Song" (H. Wilkins)

"Hail To Pitt" (G. Kirk, L. Taylor)

"Maryland Fight Song" (R. Davis)

"Michigan State Fight Song" (T.W. Allen, F.I. Lankey)

"The Orange and Blue" (T.W. Allen, G. Hamilton)

"Tech Triumph" (M.W. Boggs, W.P. Maddux)

"Victory For Washington" (McHarrie)

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# NOTES

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# NOTES

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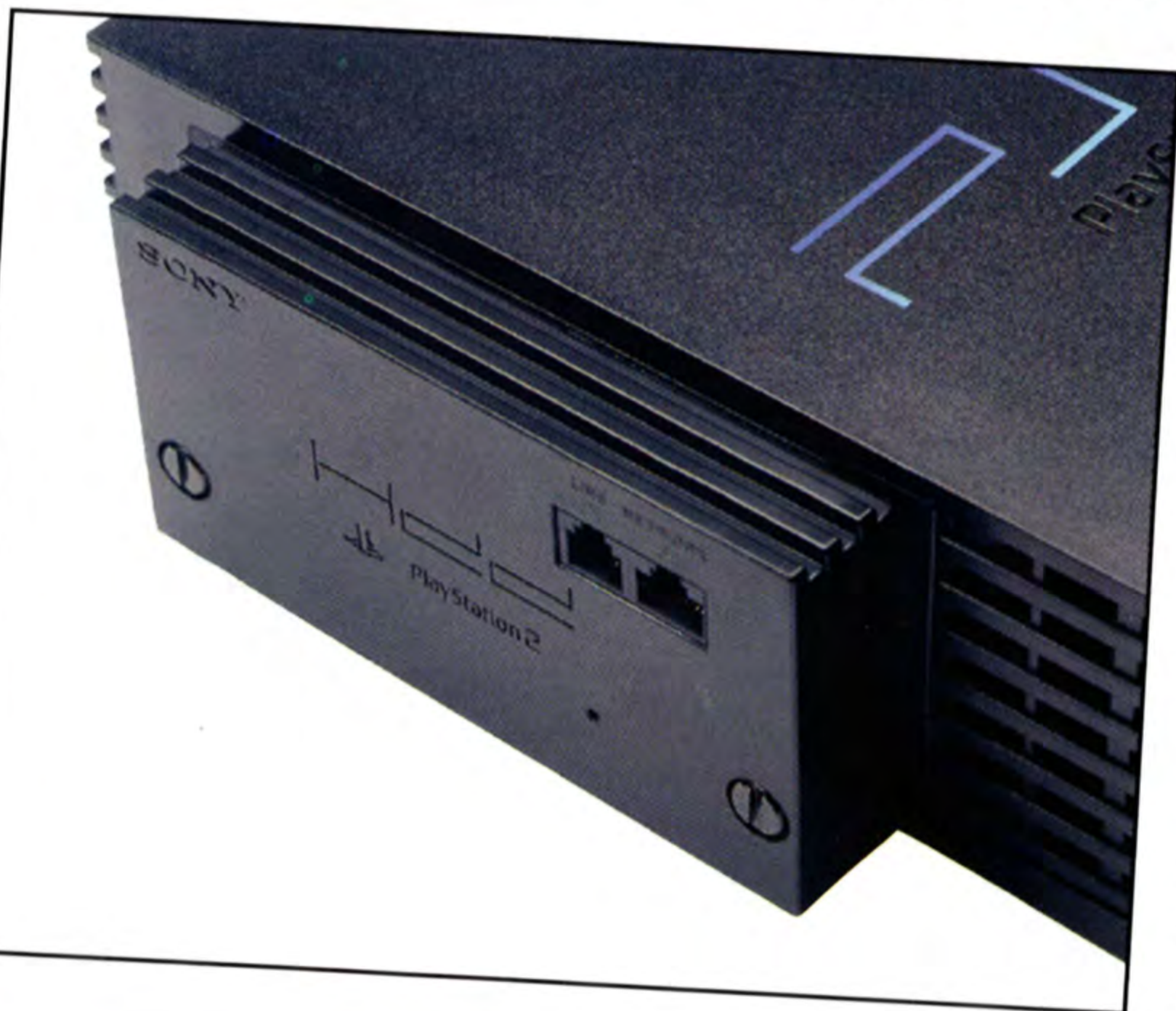
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Thousands of people are taking part in this new experience on PlayStation 2. Whether you want to start your own east coast-west coast rivalry with "NFL GameDay™ 2004", or test out who's best on the block in "My Street™", you're sure to find a ton of new friends to play the best games with. Even if they live in a different state.



▲ Look for this icon. It identifies online capabilities in PlayStation®2 games.

These are just a few of the games to look for with online capabilities on PlayStation 2:

- |                              |                                  |
|------------------------------|----------------------------------|
| Amplitude                    | NBA 2K3                          |
| ATV Offroad Fury™ 2          | NBA Live 2003                    |
| Auto Modellista™             | NCAA® College Basketball 2K3     |
| Chessmaster®                 | NCAA® Football 2004              |
| ESPN NBA Basketball          | NCAA® GameBreaker® 2004          |
| ESPN NFL Football            | NFL 2K3                          |
| EverQuest Online Adventures™ | NFL GameDay™ 2004                |
| Madden NFL 2003              | SOCOM II: U.S. Navy SEALs        |
| Madden NFL 2004              | Syphon Filter®: The Omega Strain |
| Midnight Club II             | Tony Hawk's Pro Skater™ 3        |
| My Street™                   | Tribes™ Aerial Assault           |
|                              | Twisted Metal:Black® ONLINE      |



PlayStation®2

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