



EA
SPORTS™

NCAA®
**MARCH
MADNESS™**
2002



WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

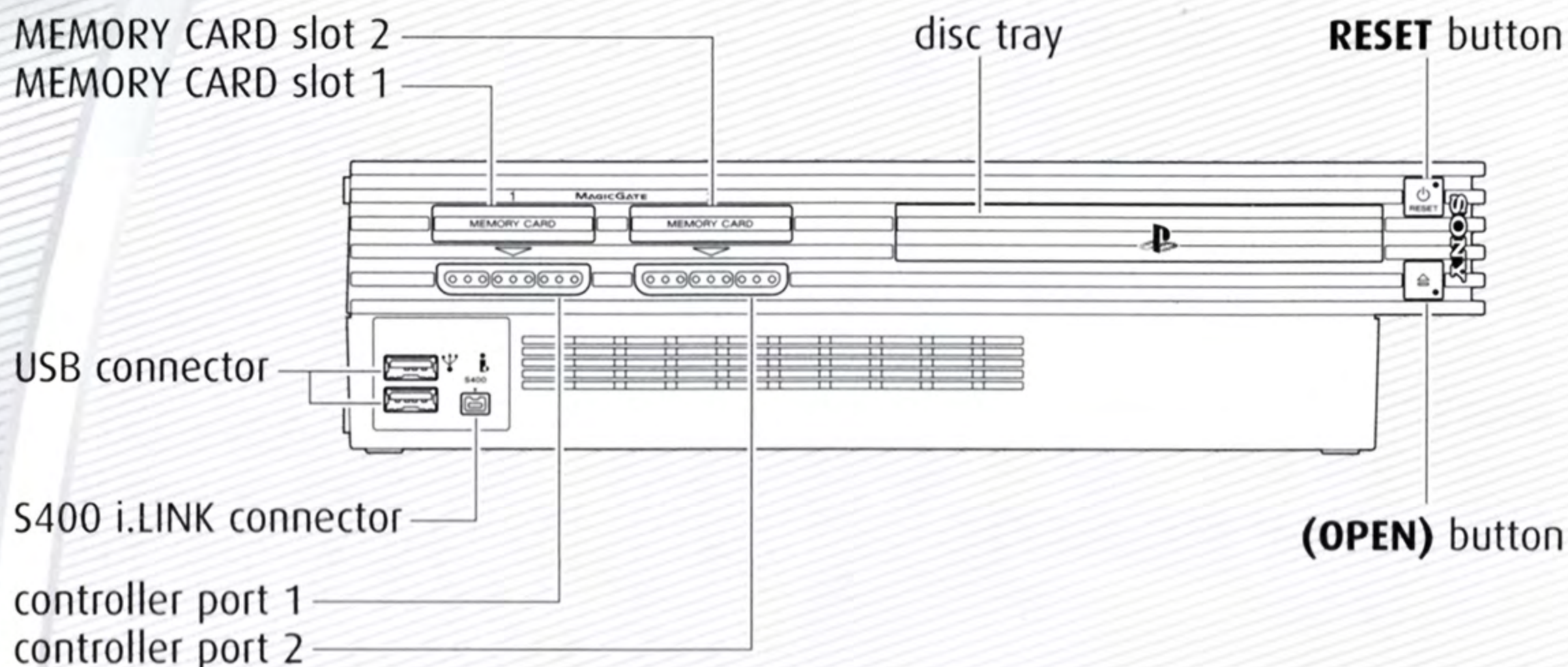
CONTENTS



STARTING THE GAME	2
COMMAND REFERENCE	3
BASIC CONTROLS	4
WELCOME TO NCAA® MARCH MADNESS™ 2002	5
COMPLETE CONTROLS	6
SETTING UP THE GAME	9
MAIN MENU	9
PLAY NOW	9
ON THE COURT	10
GAME SCREEN	10
PAUSE MENU	10
RULES AND OPTIONS	11
TOURNAMENT	13
ROSTER OPTIONS	15
CREATE-A-SCHOOL	15
ROSTER MANAGEMENT	16
SAVING AND LOADING	17
CREDITS	18
LIMITED 90-DAY WARRANTY	19

STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *NCAA® March Madness™ 2002* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

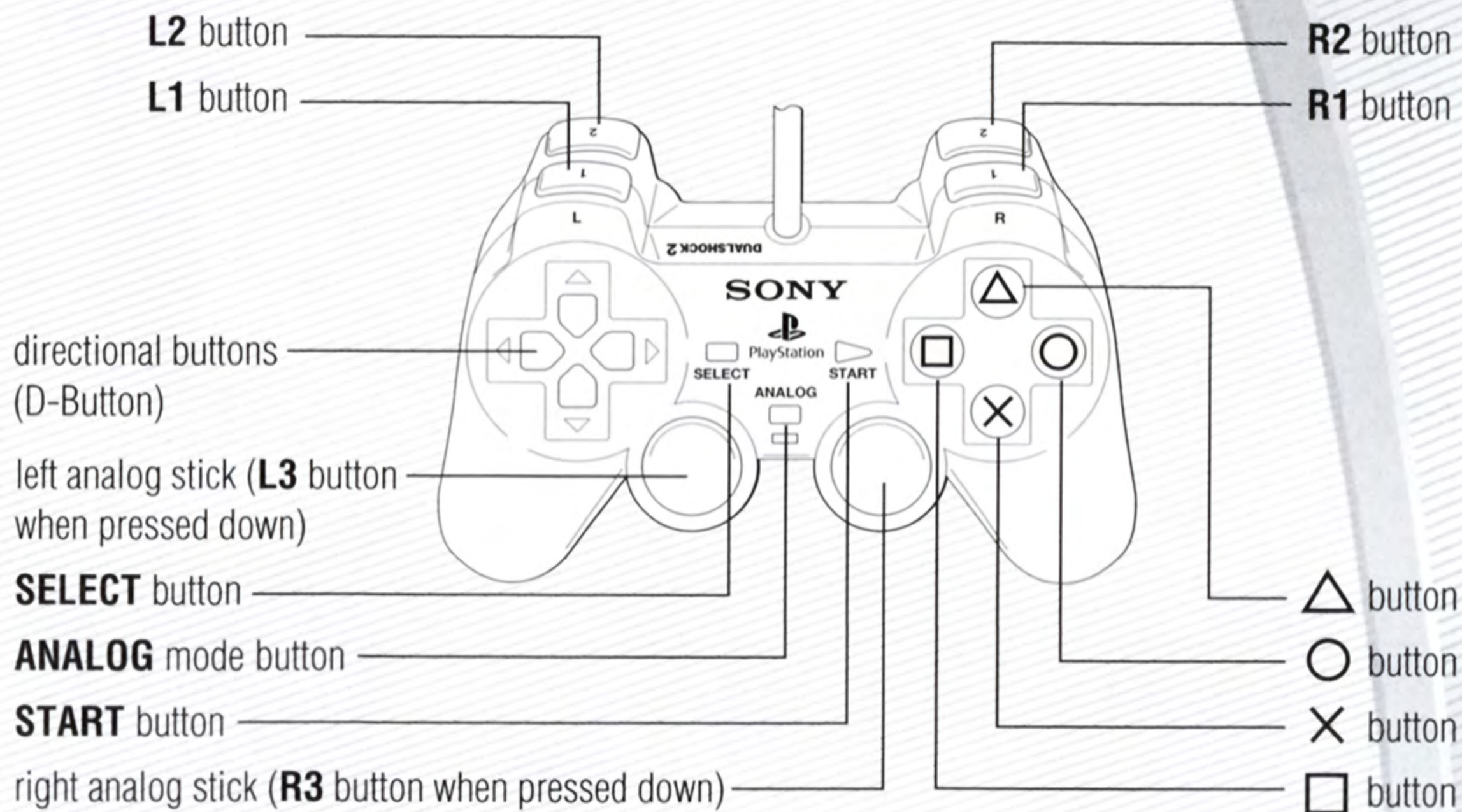


NOTE: When using the Multitap (for PlayStation 2), a controller must be connected to controller port 1-A.

COMMAND REFERENCE



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

ACTION

CONTROL

Highlight menu items	D-Button or left analog stick ↑
Cycle choices/Move sliders	D-Button or left analog stick ↔
Select/Go to next screen	× button
Return to previous screen	▲ button
Help	SELECT button

BASIC CONTROLS

Before you take on the best college hoops players in the country, learn these basic controls or you'll be riding the bench.

GAME CONTROLS

Move player	D-Button or left analog stick
Turbo sprint	R1 button

OFFENSE

Shoot	● button
Pass	✕ button
Back down/spin	▲ button
Crossover	■ button

DEFENSE

Switch players	✕ button
Steal	■ button
Hand check	● button
Jump	▲ button

- ✧ In addition to these basic moves, *NCAA March Madness 2002* includes many other moves you control.
- ✧ For more detailed gameplay controls (➤ *Complete Controls* on p. 6).



WELCOME TO NCAA® MARCH MADNESS™ 2002



Come get schooled by the biggest, fastest, and coolest players in the NCAA. These guys mean business. So if all you got is talk, skip the humiliation and keep to your couch, kid. *NCAA March Madness* explodes onto the PlayStation 2 console for the first time. EA SPORTS™ delivers the toughest competition and the spirit and enthusiasm that make college basketball. Choose from over 130 schools and fire up the home crowd with big plays.

Slam and jam or run and gun with faster breaks, deeper three's, bigger blocks, and nastier dunks in big arenas and small campus venues around the nation. From tip off all the way through March, to the crowning achievement of winning the national title, *NCAA March Madness 2002* is college basketball's ultimate glory.



- ✧ **Momentum Meter™**—Make big plays to fire up your team; the more momentum you generate, the better your team plays.
- ✧ **Coaches Council**—Some of the top coaches in the country, including Kansas' Roy Williams, Steve Lavin of UCLA, and Billy Donovan from Florida, add their unique insights on how to come away with a win in some of the toughest arenas in the country.
- ✧ **New Courts**—Choose one of three different college environments: a field-house, a mid-sized stadium, or take your game to a regular stadium.
- ✧ **Create-a-school**—Choose your uniform style and colors, a logo, and fight song. Then edit your Custom team to represent the roster from any year.



For more info about this and other titles, visit EA SPORTS on the web at **www.easports.com**.

COMPLETE CONTROLS

Once you've got the basics down, pump up your game by mastering the more advanced controls.

GENERAL GAMEPLAY

Move player	D-Button or left analog stick
Speed burst	R1 button
Pause game	START button
Call timeout	START button, then select TIMEOUT from the Pause menu (NOTE: You must have possession of the ball.)

OFFENSE—WITH BALL

Shoot	● button (press to shoot, tap to fake)
Pump fake	Tap ● button
Pass	✕ button (D-Button to choose receiver)
Fake moves	R2 button
Crossover dribble	■ button
Back-down (hold) or Spin move (tap)	▲ button
Walk (from standing position)	L1 button + D-Button
Turbo speed for player	R1 button + D-Button
Stutter step (tap)	R2 button + D-Button
Call for a pick	SELECT button

- To throw an alley-oop pass to a player close to the basket, press the **L2** button.
- To initiate a give-and-go pass, press and hold the ✕ button, then release to execute.
- To execute a direct pass, press the **L1** button.
- ✧ If the ✕ button is held when a player receives the ball, when the ✕ button is released the player will immediately pass the ball.



LOW POST MOVES

➤ To back your defender down, press the ▲ button and choose one of the following moves:

Jump hook	D-Button ↑ + ● button
Fadeaway jump shot	D-Button away from basket + ● button
Spin move from backdown	D-Button in the direction you want to spin



NOTE: The spin move can only be done by players that have a high Ball Handling rating. Players who don't have a high enough rating cannot perform this move.



When your player's indicator pulses, he's on a hot streak. Give him the ball and let him take it to the hole.

OFFENSE—WITHOUT BALL (PLAYER LOCKED)

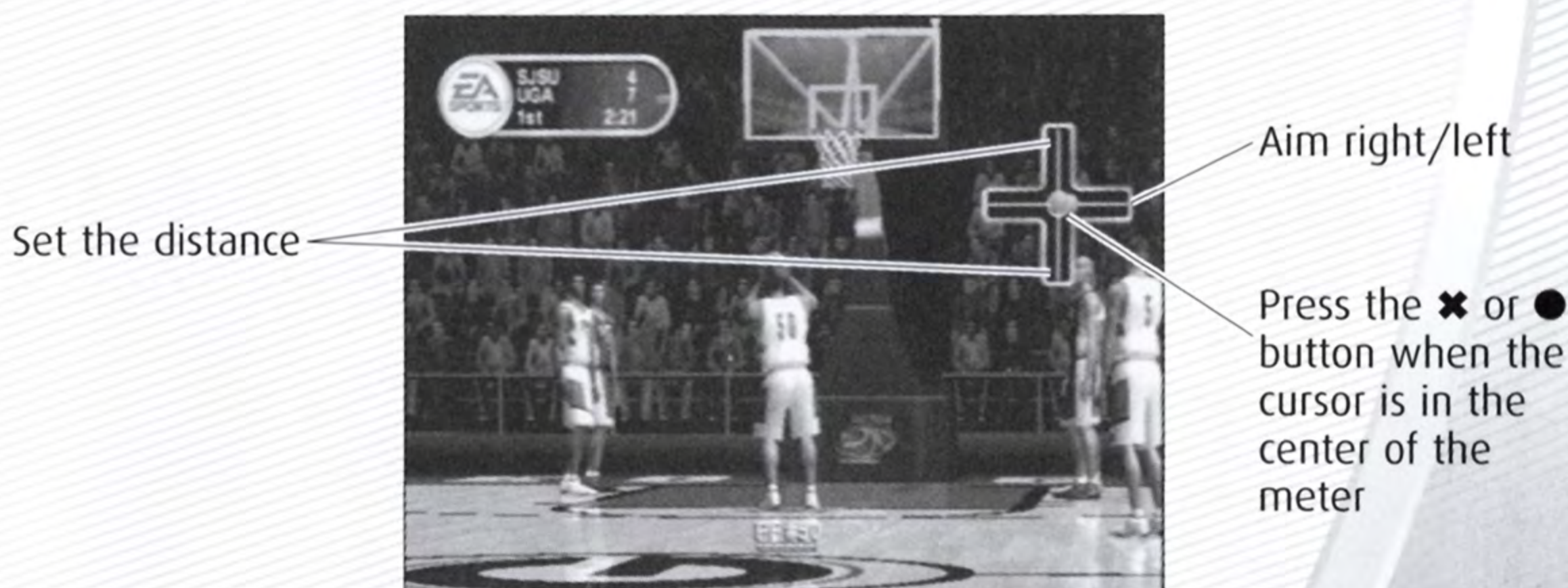
In Player Lock mode, you control a single position for the entire game. When you don't have the ball, use the controls listed below.

Move player	D-Button or left analog stick
Make computer ballhandler shoot	■ button
Call for pass from the computer ballhandler	▲ button or ✕ button

FREE THROWS

Use the T-Meter™ to aim the shot when your player goes to the charity stripe.

➤ To line up the shot, stop the basketball cursor in the middle of the T-Meter by pressing the ✕ button or the ● button.



PLAYCALLING

Choose set or play

SELECT button + ■ button, ✕ button, ● button, ▲ button, **L1** button, **L2** button, **R1** button or **R2** button

DEFENSE

Move player

D-Button or left analog stick

Try to **steal** the ball

■ button

Hand check

● button (**R1** button + ● button for hard hand check)

Jump to rebound or block a shot

▲ button

Switch players

✕ button

DirectSwitch to specific defender

L1 button + ■ button, ✕ button, ● button, or ▲ button

Switch to defender **closest** to basket

L2 button

Face up the player you are guarding

R2 button

Call for **double-team**

SELECT button



SETTING UP THE GAME



You've made it this far, so you must think you've got game. Well, then step up and adjust your options and settings and get out there and prove yourself.

MAIN MENU

The Main menu lets you Play Now, start or continue a Tournament, adjust your Game Options or settings, Create a School, Load a game or get a look Inside EA SPORTS.

Jump into a Play Now game

Adjust your Game Options, Volume Controls, and Camera Options

Load/Save



Tournament

Create-a-School or manage your rosters

Look at what's coming from EA SPORTS or check out the game credits

PLAY NOW

Bring your skills to the floor and give it your all in this one-time competition where the only thing at stake is your school pride.

To start a Play Now Game:

1. From the Main menu, choose PLAY NOW and press the **X** button. The Team Select screen appears.
2. Choose teams by pressing the D-Button $\updownarrow$.
 - To toggle between Home and Away teams, press the D-Button $\leftrightarrow$.
 - To select a teams rival, press the **●** button.
3. After you've selected your team(s), press the **START** button to advance to the Controller Select screen.
4. To choose a team, press the D-Button $\leftrightarrow$ to move the controller icon until it is next to your desired team.
5. Press the **START** button to advance to the court.



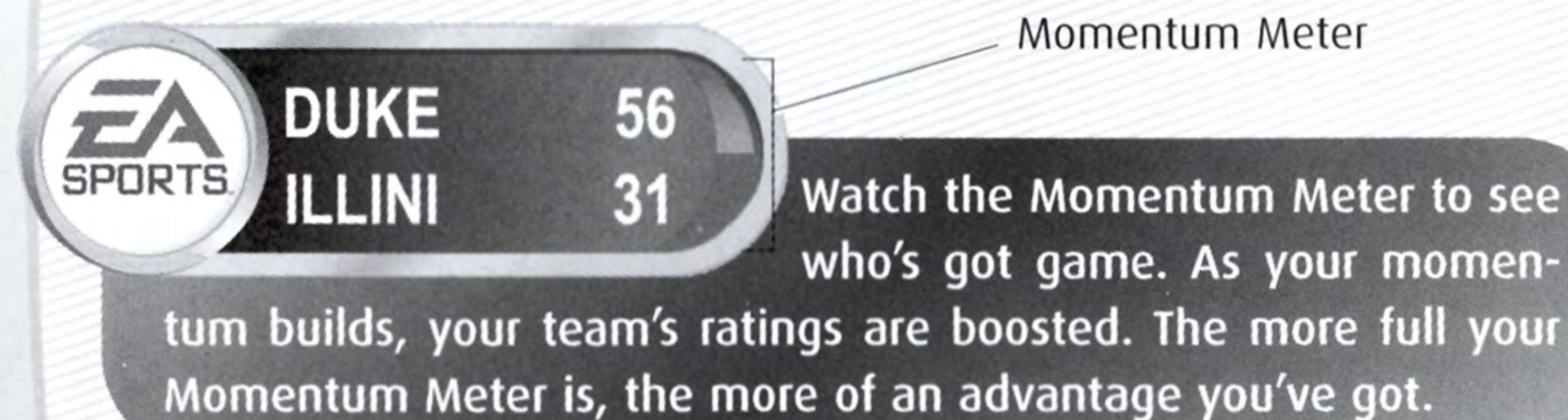
ON THE COURT

When the competition gets rough, the details in this section can help you stay focused. Go to the Pause menu for a little breathing room. Check out the information provided on the game screen and exploit it to your advantage.

GAME SCREEN



MOMENTUM METER



PAUSE MENU

Access the Pause menu to take a break from the action, adjust your settings, and more.

RESUME GAME

Get back in the game.

GAME SETUP

Adjust game settings including Rules, Game Options, Volume Controls, and select User controlled team.

CALL TIMEOUT

Take one of six timeouts.

SUBSTITUTIONS

Sub in the second string or relieve a fatigued player.

COACHING

Set up your plays and coaching strategies.



CAMERA

Change views to one of four camera angles.

GAME STATS

View game statistics including Player, Team, and User Stats or view the Shot Display.

INSTANT REPLAY

Watch the last action sequence again.

EXIT GAME

Throw in the towel and return to the Main menu or go at it again with a rematch.

RULES AND OPTIONS

Whether you play by the rules or not, you gotta know 'em. Set up the game the way you think it should be played by adjusting the rules and setting your options.



NOTE: Default options are listed in **bold** in this manual.

OPTIONS

AUTOMATIC REPLAYS

Set the slider from 0–100 to determine the likelihood of automatic replays. The default is **70**.

PLAYER CUT SCENES

Determine the amount of non-interactive cut scenes between plays. The default is **100**.

INDICATOR DISPLAY

Set the indicator display to **ACTIVE PLAYER**, **ALL PLAYERS**, or all players on the **ACTIVE TEAM**.

PLAYER INDICATORS

Select player indicators from **POS + NUM**, **NAME**, **NONE**, **POSITION**, and **NUMBER**.



NOTE: The Name Player Indicator does not display player names unless you enter them in Roster Management (➤ p. 16).

CPU ASSISTANCE

When ON, the trailing team's abilities are boosted. Default is **OFF**.

SHOT CONTROLS

When set to **USER**, you control when the player releases the ball during a jump shot. CPU controlled shots automatically determine when the player releases the ball.

SKILL LEVEL

Set your skill level to **FRESHMAN**, SOPHOMORE, JUNIOR, or SENIOR. The difficulty increases with each year.

HALF LENGTH

Set the half length from 2–20 minutes. The default is **5** minutes.

SIM HALF LENGTH

Set the half length for simulated games from 2–**20** minutes.

FATIGUE

When **ON**, players tire and you must substitute accordingly. Default is **OFF**.

SCORE OVERLAY

Toggle score display and Momentum Meter during the game **ON/OFF**. When **ON**, the score is displayed at every possession change.

MOMENTUM GAIN

Determine the amount that your teams ratings are boosted by the momentum you've got. The default is **50**.

VIBRATION

Toggle the vibration of your controller **ON/OFF**.

RULES

FOUL OUT

Adjust the number of fouls allowed before a player fouls out or turn off for unlimited fouls. The default number of fouls allowed is **5**.

OFFENSIVE FOULS

Adjust the frequency of offensive fouls called. The default is **50**.

DEFENSIVE FOULS

Adjust the frequency of defensive fouls called. The default is **50**.

INJURIES

When **ON**, players can become injured and must be substituted accordingly.

GOALTENDING

Toggle goaltending violation calls **ON/OFF**.

BACKCOURT VIOLATION

Toggle backcourt violation calls **ON/OFF**.

TRAVELING

Toggle traveling violation calls **ON/OFF**.

3 IN THE KEY

Toggle 3 In The Key calls **ON/OFF**.

5 SECOND INBOUNDING

When **ON**, you must inbound the ball within five seconds.





10 SECOND HALF COURT

When **ON**, you have 10 seconds to advance the ball over the half court after inbounding in the backcourt.

SHOT CLOCK

Toggle the shot clock **ON**/OFF.

OUT OF BOUNDS

Toggle out of bounds calls **ON**/OFF.

VOLUME CONTROLS

Set the volume levels for Commentary, Sound Effects, Menu Music, In Game Music, and Crowd. The default setting for all volume controls is **100**.

CAMERA

CAMERA

Select **FOLLOW**, BEHIND, WIRE, or PRESS camera view.

ZOOM LEVEL

Adjust the amount of camera zoom from 0–**100**.

REVERSE ANGLE

Toggle automatic reverse angles ON/**OFF**.

AUTO ZOOM

Toggle Autozoom ON/**OFF**.



NOTE: Reverse Angle and Auto Zoom are not available when using Follow or Behind camera angles.



NOTE: Zoom level is not available when using the Follow camera angle.

TOURNAMENT

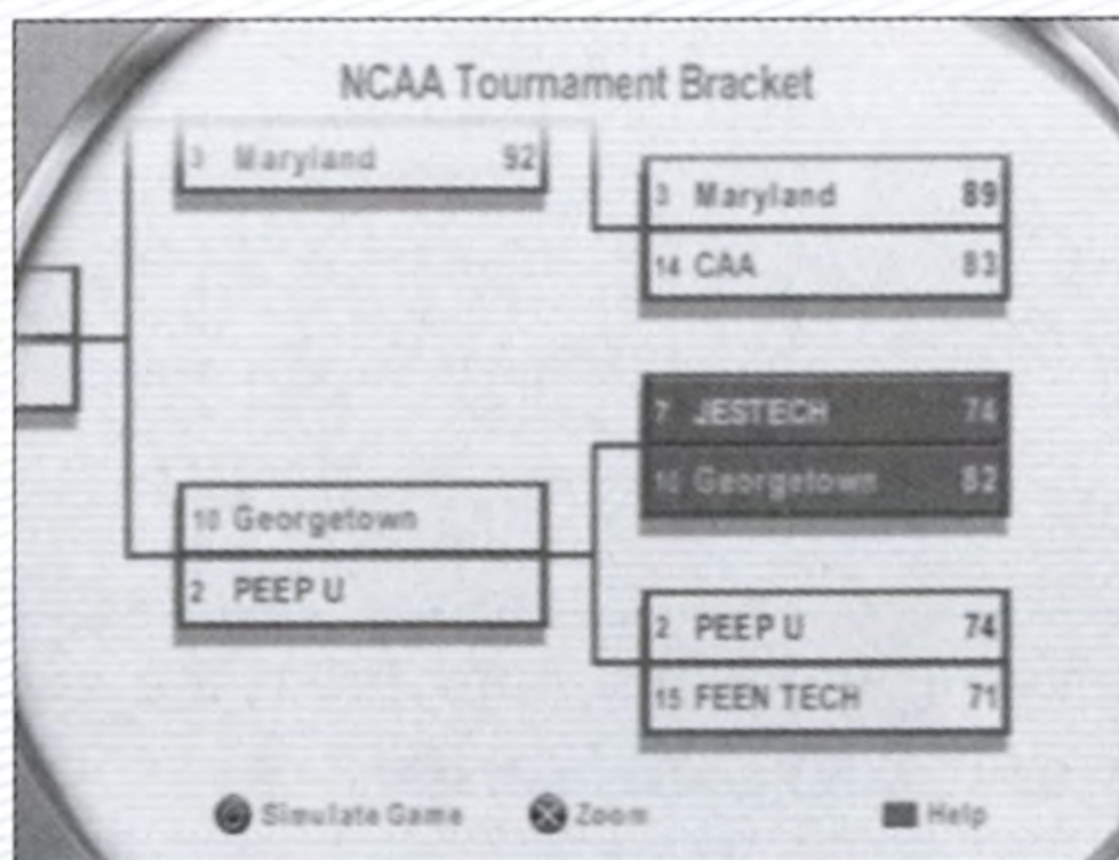
Take yourself and your team to the big dance and see if you can come out champions.

To start a Tournament:

1. From the Main menu, choose TOURNAMENT. The Tournament Main menu appears.
 2. From the Tournament menu, choose TOURNAMENT SETUP. The Tournament Setup screen appears.
 3. Use the D-Button or left analog stick to scroll through the tournament bracket. Press the **X** button to zoom in on a branch of the tournament bracket.
- To change teams, press the **L1** button or the **R1** button. Press the **L2** button or the **R2** button to skip to teams beginning with the next letter (i.e. Airforce to Baylor).

- To designate User or CPU control for a team, press the ■ button when that team is highlighted.
- To randomize the teams in the tournament, press the ● button.
- To zoom out or to return to the Tournament Main menu, press the ▲ button.
- ✧ User controlled teams are listed in green.
- Once you have the tournament arranged, press the **START** button to begin the tournament.

THE NCAA® TOURNAMENT BRACKET SCREEN



- ✧ All match-ups that include only CPU controlled teams are automatically simulated.
- ✧ When the CPU encounters a game in which one or more of the teams is user controlled it stops on that game.
- To sim the game, press the ● button.
- To play the game, press the ✕ button to view the game matchup and then press the **START** button to advance to the Controller Select screen. Continue as you would in a Play Now game (➤ *Play Now* on p. 9).
- After the tournament, return to the Tournament menu and choose either View Tournament, New Tournament or Replay Tournament.



ROSTER OPTIONS



Create a school, reorder your roster, or edit a player. With the ultimate control over your program, you have no excuses for not making the Final Four.

CREATE-A-SCHOOL

Build your dream school and then take them into a tournament for the ultimate contest.

To Create a School:

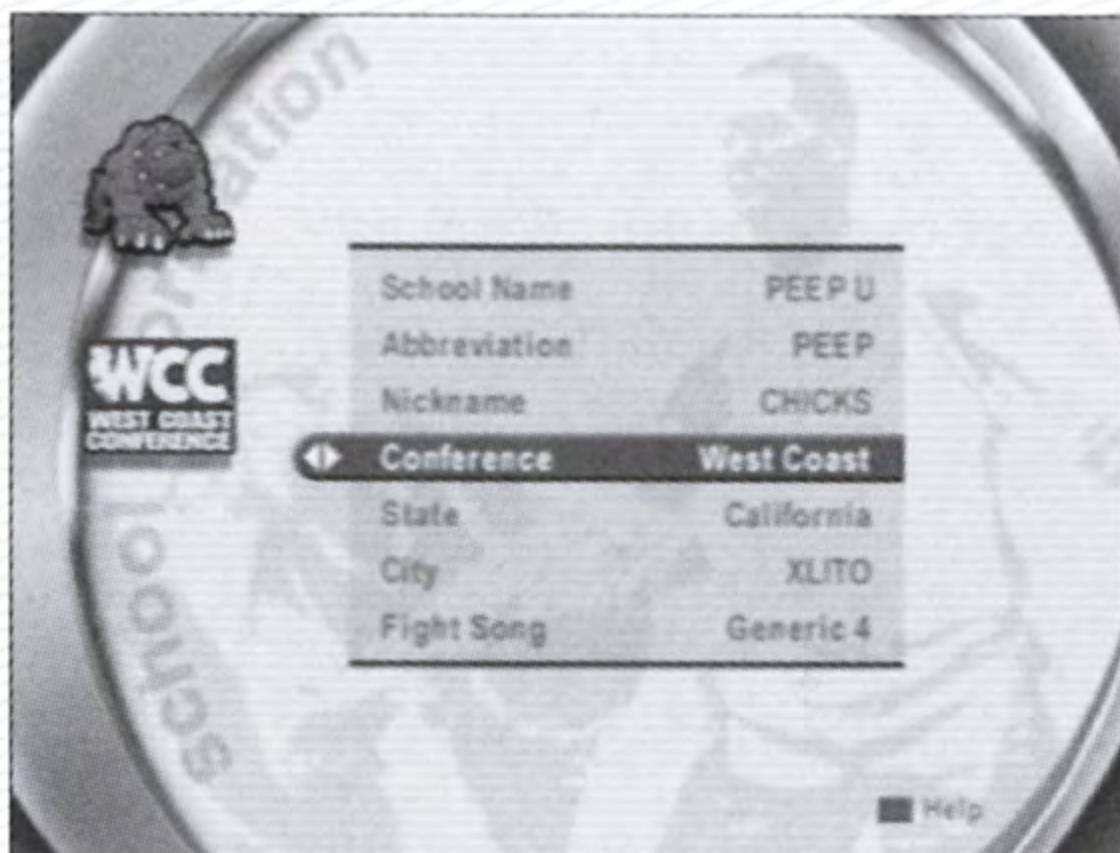
1. From the Main menu select CREATE-A-SCHOOL. The Create-a-School menu appears.
2. Choose School Information, Team Information, and Customize Uniform by accessing the appropriate sub-menus.

✧ You can create up to four schools.



SCHOOL INFORMATION

SCHOOL NAME	Enter your school's name.
ABBREVIATION	Enter in an abbreviation of your school name.
NICKNAME	Enter your school's nickname.
CONFERENCE	Select your school's conference.
STATE	Choose a home state for your school.
CITY	Enter the name of your school's home town.
FIGHT SONG	Choose a fight song.



TEAM INFORMATION

LOGO

Choose one of 14 different logos.

COACH

Choose one of eight coaches.

STADIUM TYPE

Select a FIELD HOUSE, ARENA, or STADIUM for your home stadium.

CUSTOMIZE UNIFORM

UNIFORM

Select your **HOME** or AWAY jersey to edit.

JERSEY STYLE

Choose one of eight jersey styles.

COLOR 1-3

Adjust the colors, intensity and brightness of your team's jersey.



ROSTER MANAGEMENT

Swap players around to create the perfect roster or edit a player to round out your program.

To Reorder a Roster:

1. From the Main menu, choose ROSTER MANAGER from the Create-a-School/Roster Manager toggle. The Roster Manager screen appears.
 2. To scroll through the teams, press the **L1** button or **R1** button.
 3. When the team whose roster you want to reorder appears, press the D-Button to highlight the first player you want to reorder. Press the **×** button to select the player. His stats are circled.
 4. Press the D-Button  to select the player who will swap places with the first player and then press the **×** button.
-  To edit a player, press the **●** button. You can edit a player's information, his ratings, and his appearance.



5. To return to the Main menu and save changes, press the **START** button.
- To return to the Main menu without saving changes, press the **▲** button.
- To reset rosters to their original settings, press the **■** button.

SAVING AND LOADING

Save your game progress, rosters, and settings to a memory card (8MB) (for PlayStation®2) for easy setup.



NOTE: Never insert or remove a memory card when loading or saving files.

To save:

1. From the Main menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the D-Button **↑** to highlight the type of file you want to save (Progress, Rosters, or Settings) and press the **✕** button. The cursor moves to the right side of the screen.



NOTE: Information can only be saved to a memory card in MEMORY CARD slot 1.



NOTE: Progress can only be saved from the Tournament menu Load/Save option.

3. Select the file name that you want to save to. If you have no files previously saved, choose NEW FILE.
- ✧ A previously saved file is overwritten if you choose to save over that file name.

To load a file:

1. From the Main menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the D-Button **↑** to highlight the type of file you want to load (GAME, Rosters, or Settings) and press the **✕** button. The cursor moves to the right side of the screen.
3. Select the file name of the file that you want to load.



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LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

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EA WARRANTY CONTACT INFO

E-mail: warranty@ea.com

Web page: techsupport.ea.com

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EA WARRANTY MAILING ADDRESS

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In the **US**, dial **900-288-HINT** (4468). 95c per minute.

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If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.



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