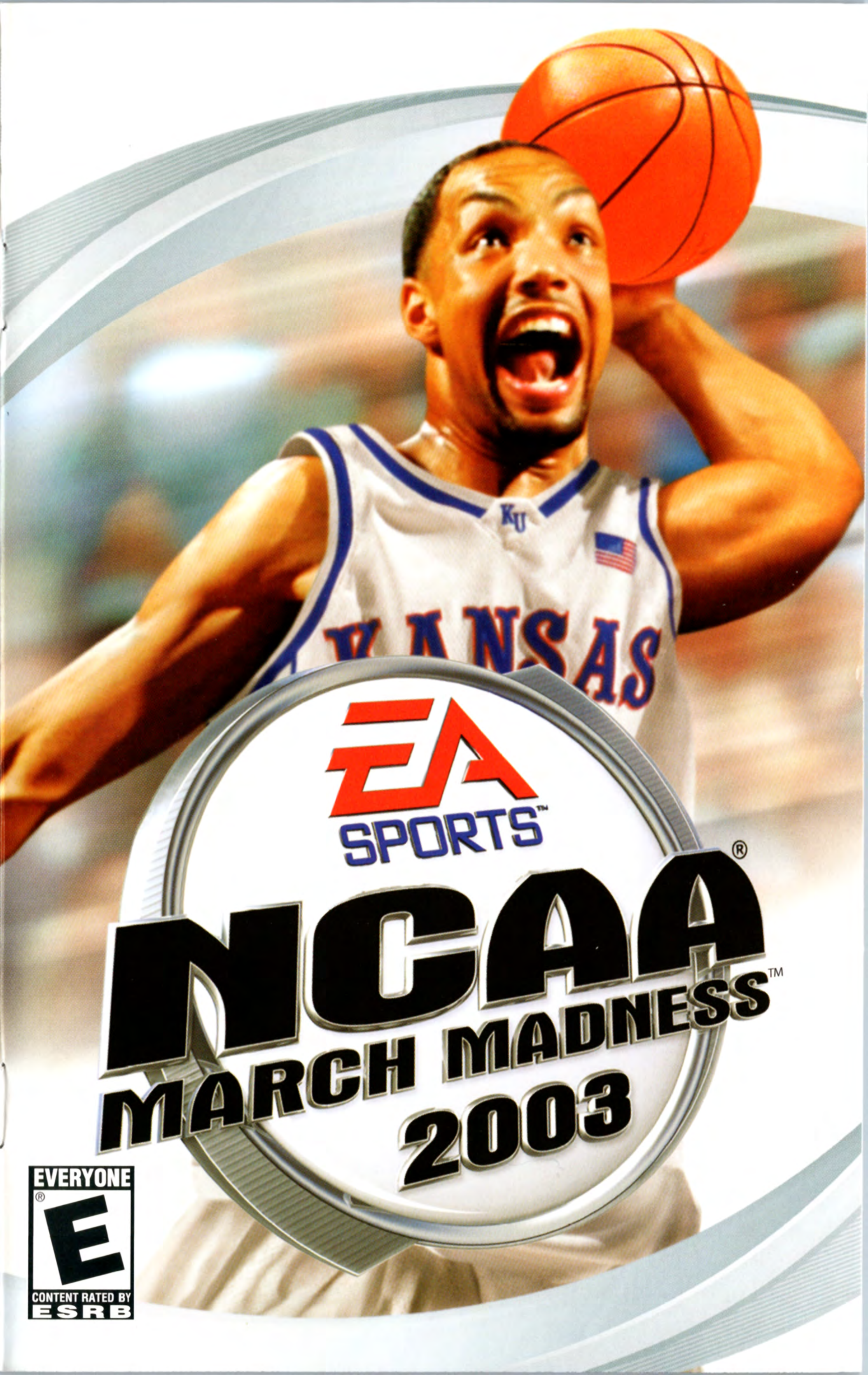




EA
SPORTS™

NCAA®
MARCH MADNESS™
2003

EVERYONE
®
E
CONTENT RATED BY
ESRB

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.

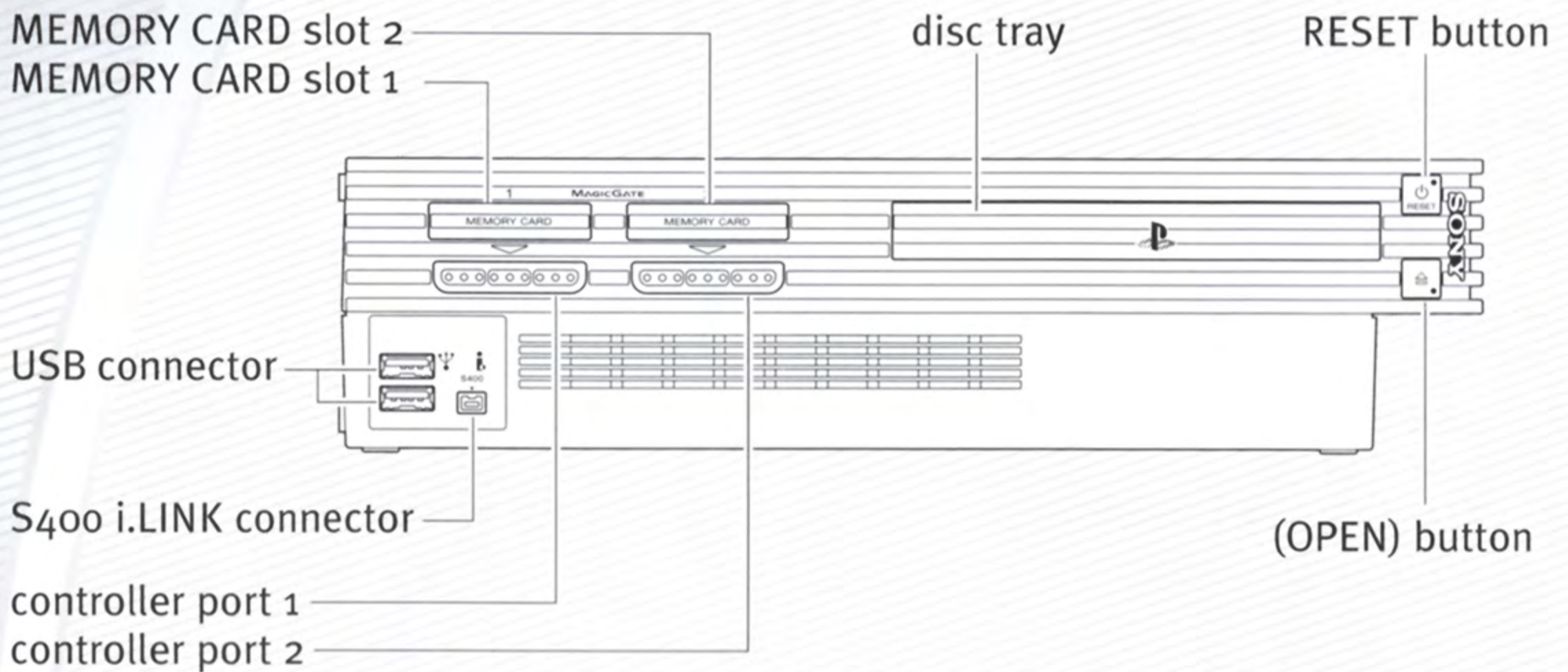
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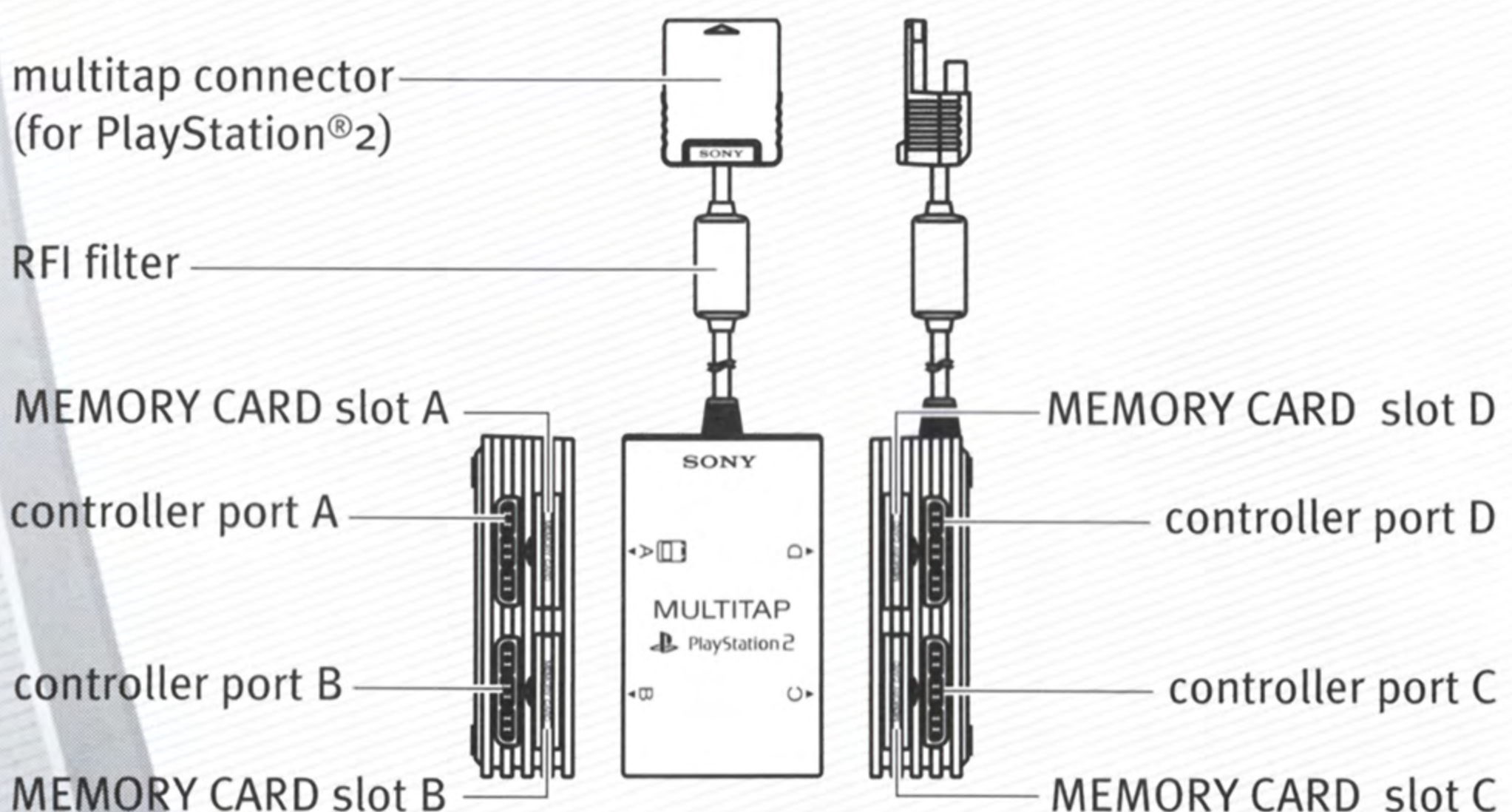
GETTING STARTED

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™ 2003* 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.

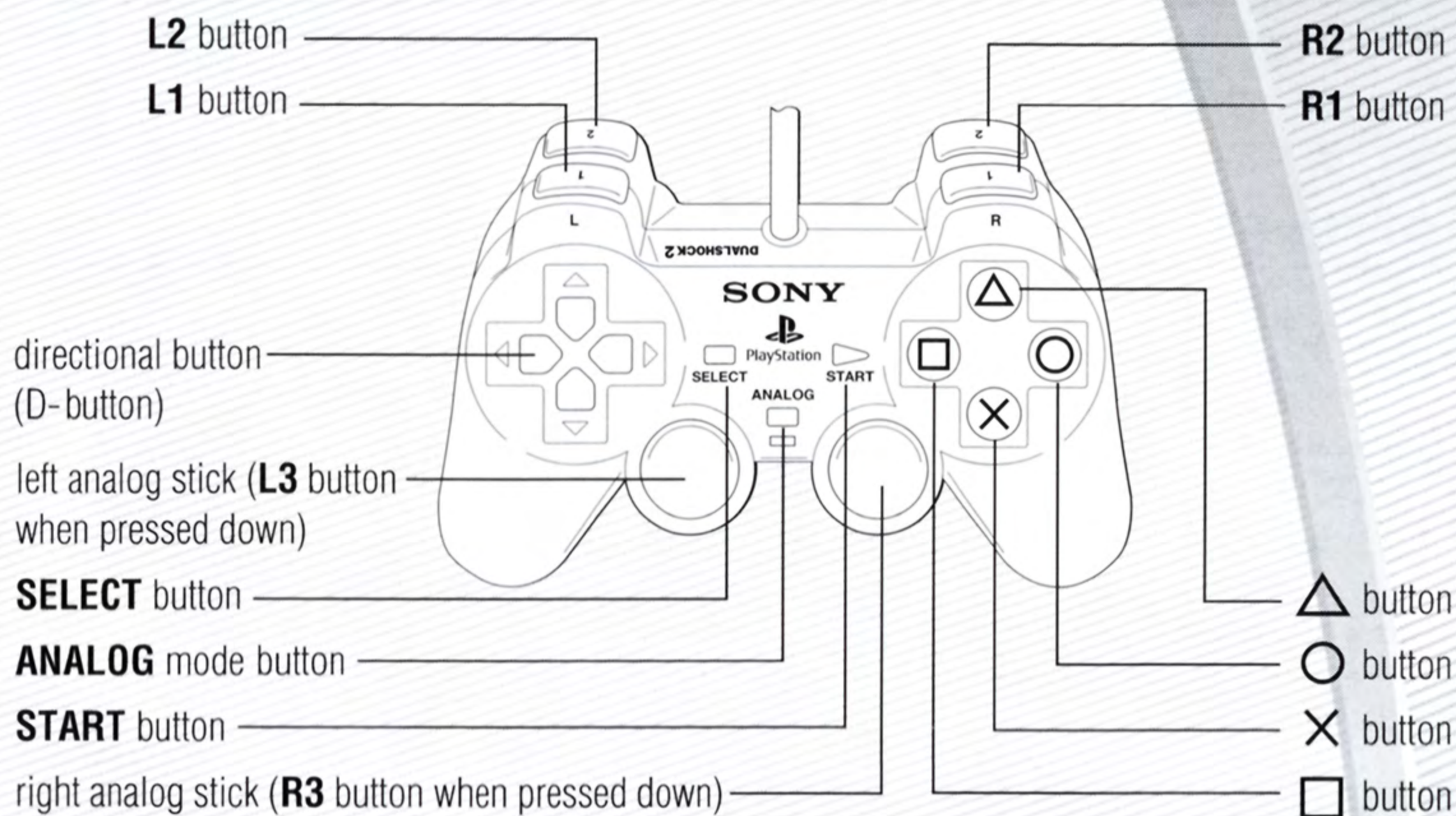
NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	D-button ↑
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	× button
Return to previous screen	▲ button



BASIC CONTROLS

To get *in the game*, you need to know these basic controls.

GAME CONTROLS

ACTION

COMMAND

Move player

left analog stick

Turbo sprint

R1 button

OFFENSE

Shoot

● button

Pass

✕ button

Crossover

■ button

Spin

▲ button

DEFENSE

Switch players

✕ button

Steal

■ button

Take a charge

● button

Block/Rebound

▲ button

⦿ In addition to these basics, *NCAA March Madness 2003* includes many other moves you control. For more detailed gameplay controls (► *Complete Controls* on p. 6).



INTRODUCTION



School's in session and EA SPORTS™ gives you the chance to school or be schooled. Take on the biggest, fastest, and coolest players in college basketball. Play as one of over 160 schools and fire up the home crowd with the big plays that make the stands thunder and the mascots romp. From powerhouse schools dominating in big arenas to up-and-coming small campus teams, *NCAA March Madness 2003* is the only basketball game where the spectators are as fierce as the players. This isn't about money or a contract, this is about school pride and playing for the love of the game. Cut down the nets in 2003.

FEATURES

⊙ NEW EA SPORTS™ FREESTYLE CONTROL

Sweet crossovers, triple threat moves, post moves, and strip steals. String your moves together using the right analog stick. Pull off what you want, when you want it—all with unprecedented two-handed control.

⊙ QUICK PLAYS FOR QUICK SCORES AND STOPS

Call plays on the fly to control the game—turn up the heat and force a turnover on “D” with a full court man to man or zone defense, set up for the game winning three-point shot while inboundng, and much more.

⊙ THE ULTIMATE COLLEGE GAME

NCAA style up-tempo hoops with new college-style plays, team-specific crowd chants and fight songs, mascots, and expert audio by Brad Nessler and the voice of college basketball, Dick Vitale.

⊙ INCREDIBLY DEEP DYNASTY MODE

Build your school into a national powerhouse and compete for a spot in the Final Four. Play your way into the EA SPORTS Top 25 by recruiting top high school players, setting your non-conference schedule, and developing winning coaching strategies.

⊙ COACHES COUNCIL

In-depth scouting reports and insight provided by top NCAA coaches including Maryland's Gary Williams and Roy Williams from Kansas.



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.

GAME CONTROLS

Move player	left analog stick
Turbo Speed burst	R1 button
Pause game	START button

OFFENSE—WITH BALL

Shoot	● button (press and hold to jump then release to shoot; tap to fake). Press the ● button again while in the air to alter your shot to avoid having your shot blocked.
Pass	✕ button
Crossover	■ button
Spin	▲ button
Turbo speed for player	R1 button
Back-down defender	L1 button
Alley-oop pass (when teammate has a clear lane to the basket)	R2 button
Direct pass/Fast break	L2 button + ■ button, ✕ button, ● button, or ▲ button. (Tap the L2 button to pass to closest man to basket.)
Dive for ball	R2 button (only in loose ball situations)
Call timeout	SELECT button (NOTE: You must have possession of the ball)
Call one of four offensive Quick Plays (► p. 15)	D-button
EA SPORTS Freestyle Control (► p. 9)	right analog stick

➡ To run a Give-and-Go, hold the ✕ button when a player receives the ball and then release to make the player immediately pass the ball back.

Low Post Moves

➞ To back your defender down, press and hold the **L1** button and choose one of the following moves:

Jump hook/Slam dunk	left analog stick toward basket + ● button
Fade away jump shot	left analog stick away from basket + ● button
Drop step	left analog stick to side in direction you want to step + ● button (tap to pump fake)
Spin move from back down	left analog stick in the direction you want to spin and release the L1 button
Up and under finger roll/Slam dunk	Drop step, pump fake then tap the left analog stick toward the basket and press the ● button

⦿ 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	left analog stick
Make computer ball handler shoot	● button
Call for pass from the computer ball handler	✕ button
Post up	L1 button + left analog stick



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.



SET THE
DISTANCE

AIM RIGHT/LEFT

PRESS THE
✕ BUTTON OR
THE ● BUTTON
WHEN THE
CURSOR IS IN
THE CENTER
OF THE METER

DEFENSE

Switch players (direction of the left analog stick chooses receiver)	✕ button
Steal	■ button
Take a charge	● button or R2 button
Jump to block/rebound	▲ button
Faceup/Boxout the player you're guarding	L1 button
Direct Player Switch (to a specific defender)	L2 button + ■ button, ✕ button, ● button, or ▲ button
Switch to defender closest to basket	L2 button (tap)
Intentional foul	SELECT button
Call one of eight defensive Quick Plays (➤ p. 15)	D-button (double tap for plays 5–8)
EA SPORTS Freestyle Control (➤ p. 9)	right analog stick



EA SPORTS™ FREESTYLE CONTROL



Take full command of your players with the revolutionary EA SPORTS Freestyle Control.

OVERVIEW

Basketball is a sport of individual expression and every player has their own style. EA SPORTS Freestyle Control is designed to give you the opportunity to use the exact set of moves that you want to execute at any given time. It lets you bring your style of basketball to the court.

HOW IT WORKS

When you make a shape using EA SPORTS Freestyle Control (right analog stick) while in possession of the ball, a move is played out on the court. Making the same shape always results in the same move giving you the opportunity to use a specific move in a specified situation.

EA SPORTS Freestyle Control produces moves based on what your player is doing at any given point during a game. However, different moves are performed depending on which hand the offensive player is dribbling the ball with and how much pressure he's under.

OFFENSE

Every player likes to show off when they have the ball and this is where EA SPORTS Freestyle Control shines best.

EA SPORTS Freestyle Control produces moves based on what your player is doing at any given point during a game. However, different moves are performed depending on which hand the ball carrier is holding/dribbling the ball with.

DRIBBLING IN PLACE/JAB STEP/BACK STEP

While your player is standing in one place and dribbling the ball, you can execute a basic crossover between the legs.

- When dribbling with the right hand, tap the right analog stick ←. The player crosses the ball between his legs to his left hand.
- If your player is dribbling the ball with his left hand, tap the right analog stick →. The player crosses the ball between his legs to his right hand.
- To perform a jab step, tap the right analog stick ↑.
- To back step away from a defender, tap the right analog stick ↓. The back step move is a great move to use when you want to create space between yourself and the defender, or to relocate your player behind the 3-point line for a shot attempt from downtown.

ADVANCED MOVES

You can perform more advanced EA SPORTS Freestyle Control moves by moving the right analog stick in more than one direction. These moves take a little bit of practice, but once you get the timing right you'll be leaving defenders in the dust.

- ➞ To try an advanced move, use a basic crossover to get your player dribbling the ball with his right hand. Without moving, move the right analog stick from its centered position ↓ and then ← (in the shape of the letter "J" in one smooth motion). The player crosses the ball behind his back from his right hand to his left.
- ➞ When dribbling with the right hand, you can also cross the ball in front of the body to the left hand by moving the right analog stick ↑ and then ←.

CRADLE MOVE

Each of the crossover moves can be further enhanced with a cradle move.

- ➞ Before executing a crossover, move the right analog stick from its centered position in the same direction as the hand that is dribbling the ball (i.e., to the right if you are dribbling with your right hand). Next, quickly fire the ball to the other hand by performing any of the three crossover moves described above.

NOTE: Any of these moves can be executed in either direction based on which hand is dribbling the ball.



TIP: Not everybody is capable of pulling off dribble moves with the same speed and effectiveness as a Drew Gooden, so be sure to try these moves with players of varying abilities.



DRIBBLING ON THE RUN

You can execute all of the crossover moves (described above) while your player is in motion.

- Tapping or holding the right analog stick ↑ while you are on the move executes two different spin moves.
- Tapping the right analog stick ↓ executes a hesitation move.
- ⊙ There is also a hidden spin move that only the best players in the league can execute. See if you can figure it out!

STANDING WITHOUT DRIBBLING (TRIPLE THREAT)

An important part of the game occurs after a player has received a pass or brought down a rebound, but has not yet begun to dribble. At this point, a player is said to be a “Triple Threat” which means he can dribble, shoot, or pass—making him extremely hard to defend.

There are eight different positions you can maneuver your player into in order to set up for a drive past a defender.

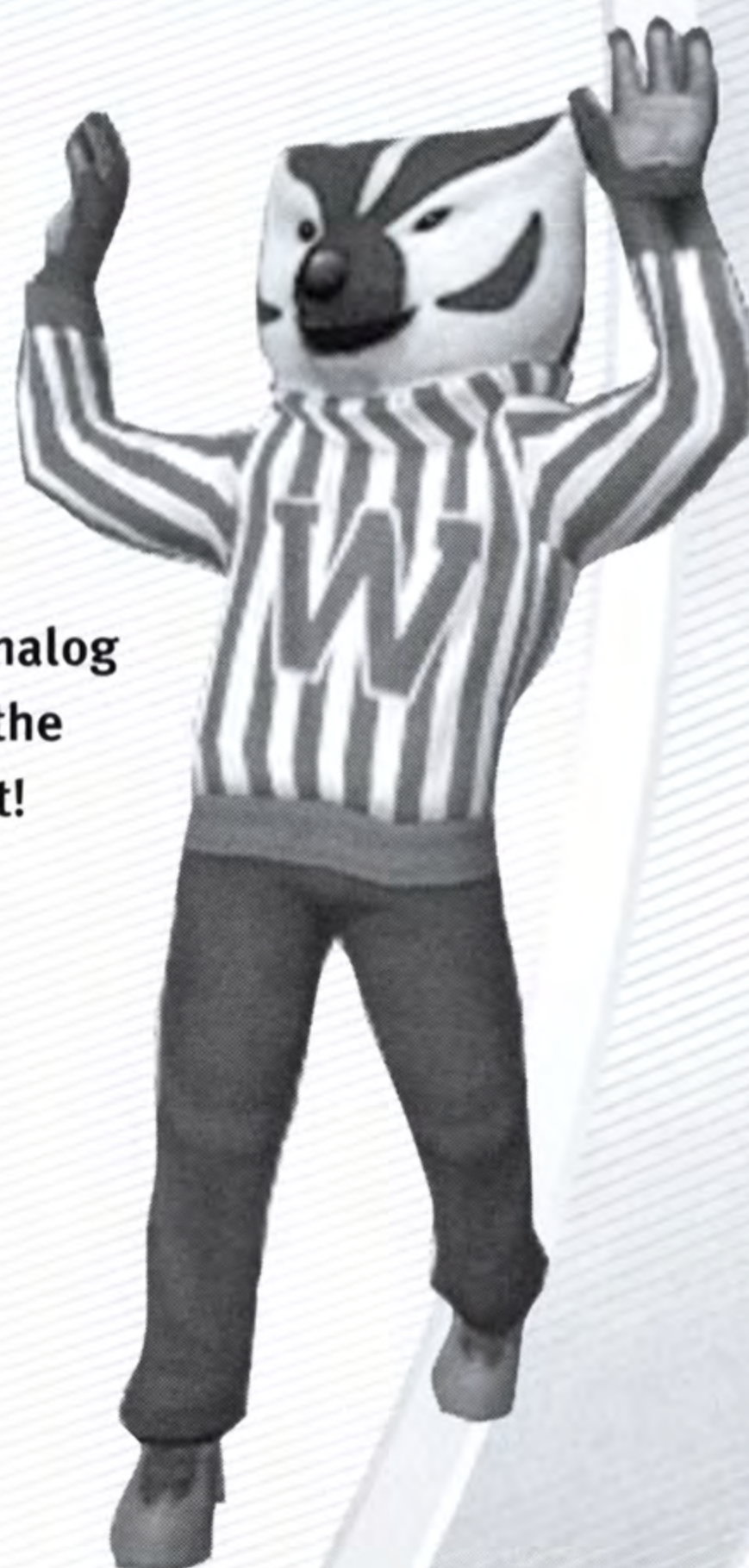
- **EXAMPLE ONE:** Press the right analog stick ↓ and hold it there. Your player will step one foot back and palm the ball behind his body. From this position he is set up to drive past a defender to the left or to the right.

In order to execute a drive from any of the Triple Threat positions:

- 1.** From Triple Threat, Press and hold the right analog stick ↓.
- 2.** Press the left analog stick ← or → and hold it there.
- 3.** Release right analog stick. Your player executes an aggressive move in the direction you chose with the left analog stick. Each of the eight Triple Threat positions has its own unique drives in either direction for a total of 16 different moves.



TIP: If the defense begins to anticipate your moves and starts to back away, tap the right analog stick ↓ to execute a step-back dribble and hit the wide-open shot. Now you're a real Triple Threat!



STANDING WITHOUT DRIBBLING (IN THE POST)

Another game situation in which the Total Player Control can be used with great effectiveness is in the post.

- ➞ From the Triple Threat position, tap the right analog stick ↑ and your player turns his back to the basket. From here you will be able to execute moves similar to those described above.

LINKING MOVES

After you have mastered the moves listed above, link the moves together. Linking moves together is particularly effective when combining Triple Threat drives with “dribbling on the run” crossovers. Spend some time practicing these moves and you will realize the staggering number of combinations that can be achieved by linking moves from these two states.

DEFENSE

Of course, the game experience would be somewhat incomplete if EA SPORTS Freestyle Control were not available to you while you are playing defense. Relative to the arsenal of moves available on offense, the number of defensive moves is much smaller since the primary objective on defense is to prevent your opponent from scoring. However, it is a skill that takes some time and effort for you to master.

STEALING THE BALL/INTERCEPTING PASSES

In order to steal the ball or intercept an errant pass, you have to pay close attention to which hand you want to use.

- ➞ In order to steal with your right hand, tap the right analog stick →.
- ➞ To steal using your left hand, tap the right analog stick ←.

FACING UP THE BALL CARRIER

Staying between your man and the basket is no easy feat, especially when that man is someone like Drew Gooden. However, if you use the EA SPORTS Freestyle Control and face up your opponent, you may force a turnover or a bad pass.

- ➞ In order to face up the ball carrier, press and hold the right analog stick ↓. Your player drops into an aggressive defensive stance. From here, you have full mobility with your Player using the left analog stick.



TIP: While facing up a ball handler, press the right analog stick ← or → and quickly ↓ again without returning it to its centered position. Your player executes a steal without ever leaving the face up position.



CONTESTING SHOTS

➞ In order to prevent your player from being aggressively backed down, or to alter an offensive player's shot, hold the right analog stick ↑. Your player raises his arms above his head to contest a shot. From here, you have full mobility with your player using the left analog stick. This is a great way to decrease your opponent's shooting percentage without putting yourself at risk for getting whistled for a foul like when attempting to block a shot.

SETTING UP THE GAME

Make *NCAA March Madness 2003* your game. Adjust your options and settings and then hit the hardcourt.

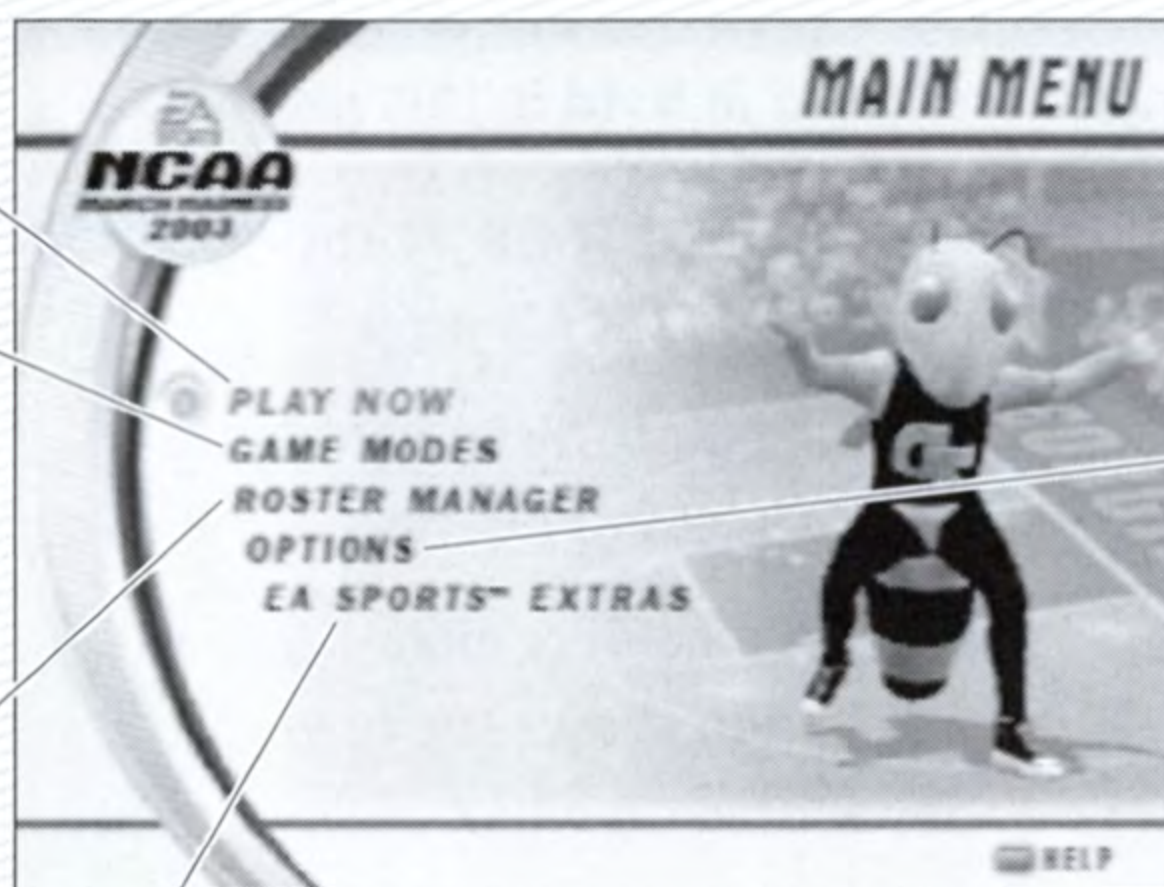
MAIN MENU

From the Main menu, you can jump into a game with Play Now, select another game mode, adjust your game options, manage your rosters, or check out the EA SPORTS Extras.

TAKE ON YOUR SCHOOL'S RIVAL

SELECT A DIFFERENT GAME MODE FROM SINGLE SEASON, DYNASTY, NCAA TOURNAMENT, OR EA SPORTS MAUI INVITATIONAL

MANAGE YOUR ROSTERS OR CREATE A SCHOOL



ADJUST GAME SETTINGS, RULES, AUDIO OPTIONS, CAMERA AND YOUR SAVE/LOAD SETTINGS

CHECK OUT EA SPORTS EXTRAS, VIEW VIDEOS FROM OTHER EA SPORTS TITLES, AND CREDITS

PLAY NOW

Give it all you've got in this one-time competition where the only thing at stake is your school pride.

To begin a Play Now game:

1. From the Main menu, select PLAY NOW. The School Select screen appears.
2. Press the D-button $\leftrightarrow$ to choose to control either the Home or Away school.
3. Press the D-button $\updownarrow$ to choose a different school.
 - ➞ Press the $\bullet$ button to cycle through and lock a player (➤ p. 7).
 - ➞ Press the $\blacksquare$ button to select a rival for the school that you've decided to play with.
 - ➞ Press the **L1** button or press the **R1** button to select the next letter when scrolling through the school lists.
 - ➞ Press the **L2** button or press the **R2** button to select random schools.
4. When you're finished adjusting your team settings, press the **START** button to advance to the Quick Settings screen.

QUICK SETTINGS SCREEN

Adjust your game settings.

- ➞ To adjust more detailed settings, press the **L1** button (➤ *Game Settings* on p. 26).

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

SKILL LEVEL

Play at the JUNIOR VARSITY, **Varsity**, ALL-CONFERENCE or ALL-AMERICAN level.

HALF LENGTH

Set the half to 2–20 minutes.
The default is **7** minutes.

CAMERA VIEW

Choose a camera angle.
The image shows the angle depending on which view you select. The default is **BASELINE LOW**.

- ➞ When you're finished adjusting your settings, press the **START** button to advance to the court.



ON THE COURT



NCAA competition is fierce as rivals vie for their shot at making the tournament. When the action gets too intense, take a breather at the Pause menu. Or call the shots as you see 'em with new in-game Quick Plays—it could be the difference between pocketing the win or taking the walk of shame back to the locker room.

GAME SCREEN

USER-
CONTROLLED
PLAYER

SCORE

QUARTER

TIME REMAINING
IN QUARTER



PLAYCALLING

In *NCAA March Madness 2003* you can direct traffic on the court with the single touch of a button using the new Quick Plays feature. Call multiple offensive and defensive plays on the fly for unprecedented control over what your teammates are doing on the court.

CURRENT PLAY



- ⦿ When you press the D-button (↑, ↓, ←, or →), an overlay appears showing a highlighted direction along with the play name. On defense, when you double-tap the D-button in the same direction, the overlay stays up on screen and cycles through the two plays available for that direction.

OFFENSE PLAYCALLING

Select between POST UP, ISOLATION, 3 POINT, and BALL SCREEN.

ISOLATION

Get the ball to a teammate on either side of the court and press the D-button ↓. Your teammates move to the opposite side of the court, leaving only you and your man to battle it out to the basket one-on-one.

POST UP

If you want to try one of the new post moves like the “up-and-under” but no one is positioned in the low post, tap the D-button ↓. One of your teammates moves to the low post and calls for a pass. Get him the ball and get to work!

PICK AND ROLL

Press the D-button → and one of your teammates sets a pick on your defender and then rolls toward the basket. Blow around the screen with an EA SPORTS Freestyle Control move and take it to the hole, or pass to the roller.

3-POINT PLAY

When the defense showing zone? Or, when your three-point shooter is on a hot streak, press the D-button ← to send three of your teammates out to the perimeter to spot up for a three-point attempt. Swing the ball around and let it fly!

↪ Press the **SELECT** button to call a timeout (only on offense).



TIP: Try combining different Quick Plays for more of an impact. For example, call an isolation play, and once your teammates have cleared out, call for a post up. Now you can run a two-man game against the defense for an easy back down play or a quick kick-out for three.



DEFENSE PLAYCALLING

⦿ Default defenses are used for all schools.

MAN-TO-MAN

Each player guards a specific player from the opposing school. The man-to-man is a strong defense against outside shooting but is vulnerable to isolation and post up plays. To call man-to-man, press the D-button ↑. Press again to toggle between HALF COURT MAN and FULL COURT MAN.

SCHOOL-SPECIFIC FULL COURT ZONE

To pressure your opponent from the moment he inbounds the ball, press the D-button ← to toggle between two of the school-specific full court zone presses. Your teammates pick up the player they are guarding in the frontcourt. The press is a good way to generate turnovers but can be vulnerable to easy baskets if broken effectively.

SCHOOL-SPECIFIC HALF-COURT ZONE

When playing zone defense, players guard a specific area of the court rather than a particular player. The zone is a strong defense against isolations and post up plays but is vulnerable to outside shooting. Press the D-button → to toggle between the two school-specific half court zone defenses.

DOUBLE TEAMS/ TRAPPING

If you're having trouble guarding a player one-on-one, or to get the ball out of an opponent's best player's hands, look to double team or trap the ball. Press the D-button ↓ to toggle between the two double team and trapping defenses.

↪ Press the **SELECT** button to commit an intentional foul (only on defense).



OUT OF BOUNDS PLAYCALLING

Out-of-Bounds play calling allows you to control a player on the court and call for a pass during an inbounds situation. The user can select any of the four players on the court.

<i>PLAY</i>	<i>D-BUTTON</i>	<i>RESULT</i>
Closest to the Basket	↑	Call for a lob pass around the basket for a last second shot opportunity, or for a quick inside score.
3-Point Shooter	←	Move your best 3-point shooter into a position where he can call for a pass and shoot a quick 3.
Free Throw Shooter	→	Have your best free-throw shooter call for the ball. Call this play when your opponent is attempting to foul to stop the clock and get the ball back at the end of close game.
Ball Handler	↓	Have your best ball handler call for the ball. Call this play to counter a full court press and other high-pressure situations.

PAUSE MENU

The Pause menu is the perfect place to regroup. Adjust your game settings, sub in fresh legs, call for a timeout, and more.

↩ Press the **START** button to pause the game.

RESUME GAME	Get back in the game.
TIMEOUT	Use one of six timeouts per half.
SUBSTITUTIONS	Sub out your fatigued player and bring in some fresh legs or assess whether or not one of your injured players can play.
CAMERA OPTIONS	Change your camera view.
SETTINGS	Adjust your settings including Rules, Game Settings, Audio Options, and Select Controller.
STATS CENTRAL	Check out player and school stats, or view the shot display.
STRATEGY	Adjust your game strategies.
INSTANT REPLAY	Watch the action again.
EXIT GAME	Quit this game and return to the Main menu.

OTHER GAME MODES



Take your school through a Single Season, build a national powerhouse in Dynasty Mode, play through an NCAA Tournament, or invite yourself to the EA SPORTS Maui Invitational.

SINGLE SEASON

Take your school all the way through the season and see if you can get to the Big Dance.

To begin a Single Season:

1. From the Main menu, choose GAME MODES and press the **X** button. The Game Modes screen appears.
2. Select SINGLE SEASON and press the **X** button. The School Select screen appears.
3. Press the **L1** button/**R1** button to cycle through conferences. When you have the conference you want, press the D-button $\updownarrow$ to highlight a school from that conference and press the **X** button. This is the school that you will play as for the season. The Customize Schedule screen appears.
 - $\hookrightarrow$ To add a Custom team, press the **●** button.
 - $\hookrightarrow$ To attempt to fill your non-conference schedule, press the **●** button to toggle to the opponent's screen.
4. Press the D-button $\updownarrow$ to highlight the game you want to select an opponent for and press the **X** button. The cursor moves to the right hand screen.
5. Press the D-button $\updownarrow$ to choose a non-conference opponent and press the **X** button. When you've finished booking all of your games, press the **START** button to advance to the Season Main menu.
 - ⦿ Pressing the **START** button generates your non-conference schedule if you haven't already done so.
 - ⦿ It isn't guaranteed that a school will play you. You've got to be a worthy opponent and an attractive game for your prospective opponent.



SEASON MAIN MENU

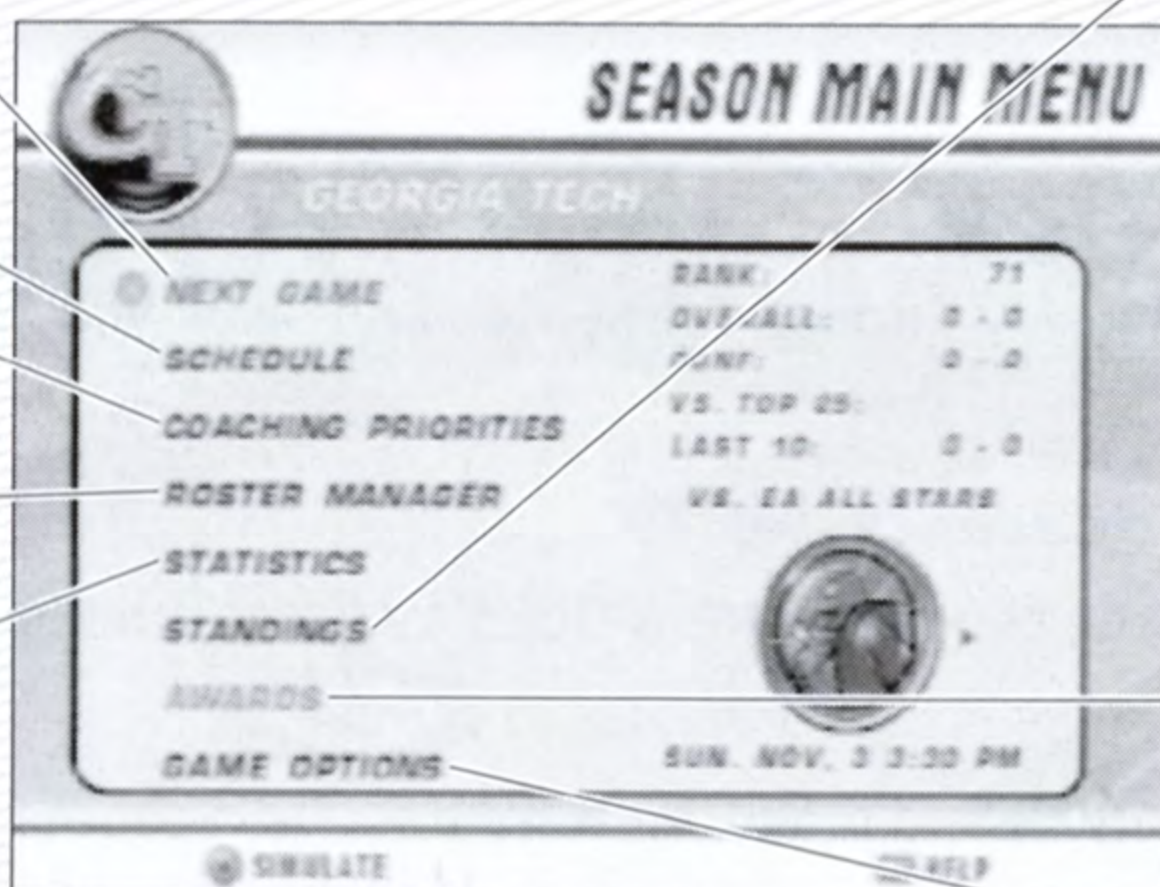
PLAY OR SIMULATE
THE NEXT GAME

REVIEW YOUR
SCHEDULE

SET YOUR
COACHING
PRIORITIES

EDIT OR SWAP
PLAYERS

VIEW PLAYER,
SCHOOL, CAREER,
AND DIVISION I
LEADER STATS



VIEW THE
EA SPORTS
TOP 25, RPI
STANDINGS,
CONFERENCE
STANDINGS,
AUTOMATIC BIDS,
OR BEST OF THE
REST, OR CHECK
OUT THE BUBBLE
WATCH

SEE WHO HAS
WON WHICH
AWARDS

ADJUST YOUR
GAME OPTIONS

➞ Highlight NEXT GAME and press the **✕** button to play the next game in your schedule.

POST SEASON

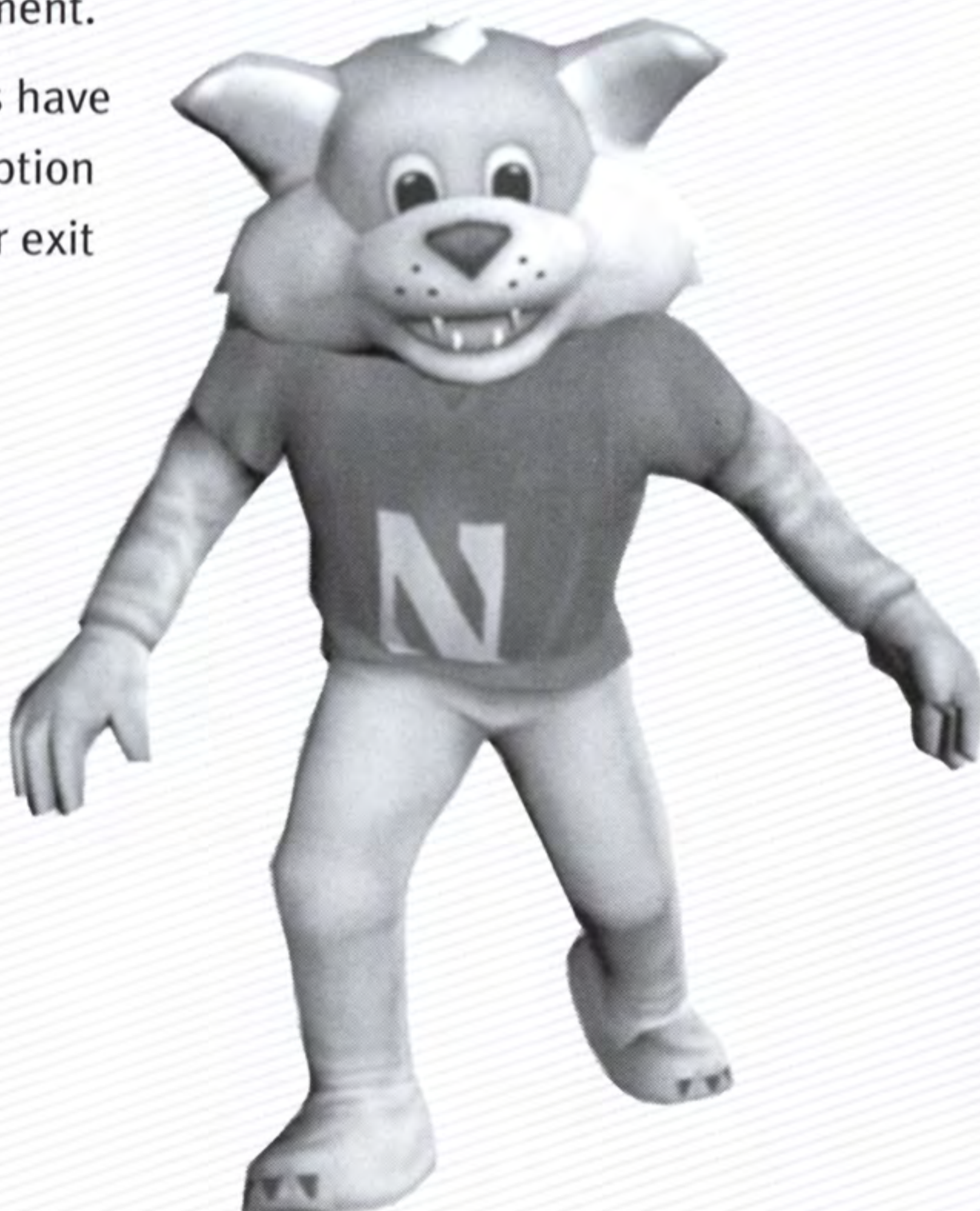
After the last game of the season the Conference Championship Week screen appears.

➞ Press the **✕** button to play the next game.

After the Conference Championship is over, the NCAA Tournament screen appears.

➞ You can play (press the **✕** button) or simulate (press the **●** button) the tournament.

- ⦿ When all user-controlled schools have been eliminated, you have the option to see tournament tree results or exit to the Main menu.



DYNASTY MODE

Use meticulous coaching, aggressive scheduling and recruiting, as well as shrewd gameplay strategies to develop your school season to season into a national powerhouse.



To begin a Dynasty Mode game:

1. From the Game Modes menu, choose DYNASTY Mode and press the **X** button. The Team Select screen appears.
2. Continue as you would to set up a Single Season (► p. 19).

INJURIES

Play the hero and come back from a game-ending injury to save the day for your team. Medical Reports are only a recommendation—put an injured player back in the game when the stakes are high.

- ⦿ Remember that although the coach wants you in, you may not be 100% healthy.
- To track the status of an injury, highlight an injured player at the Roster or Substitution screen and then press the **R2** button.
- ⦿ The affected ratings are displayed in red at the Roster Manager and Substitution screens. An injured player is denoted with a red cross in-game.
- ⦿ An injury can go from Playable to Unplayable after prolonged stress. You make the call.



POST-SEASON

The post-season begins exactly as it does in a Single Season mode game (► p. 19). After the Championship game, the Tournament Main menu screen appears again.

➡ Select PROCEED TO OFF SEASON to advance to continue your dynasty.

OFF SEASON

There are five components to the Off Season. Be sure to complete each item in order because you can't go back to if you skip it or once you've already passed it.

PLAYERS LEAVING

Check out who's outta there. Players leave your program when they graduate or if they enter the NBA draft. Be sure to note which positions you're losing a player from so you can concentrate on filling the slot when you begin recruiting.

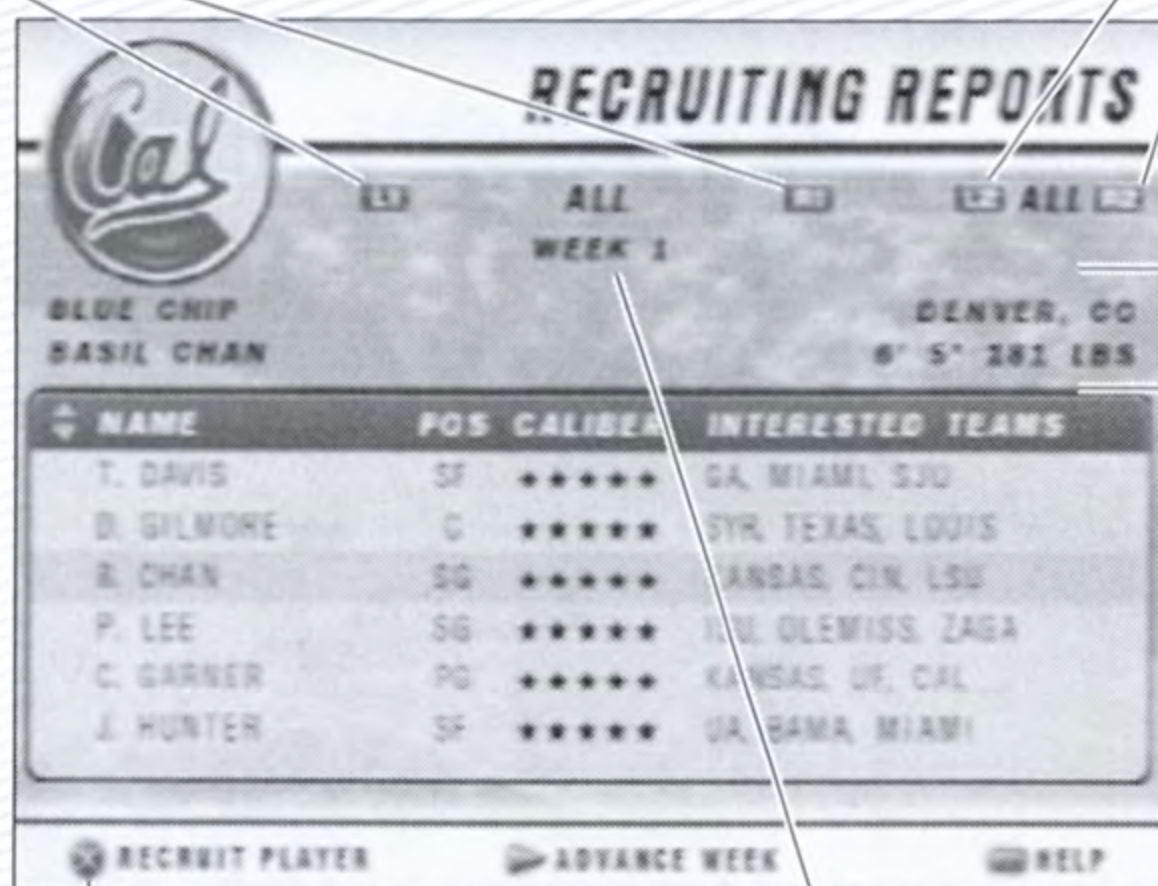
EA SPORTS ROUND BALL CLASSIC

Play with the best 20 high school seniors at the beginning of each off-season. Determine if you'd like to recruit any of these EA SPORTS All-Americans to your school or just have fun playing with the country's best high school basketball players.

RECRUITING REPORTS

See who's out there, how good they are, where they want to go, and make some offers.

PRESS THE **L1** BUTTON OR THE **R1** BUTTON TO CYCLE THROUGH PROSPECTS IN THE FOLLOWING CATEGORIES ALL, CONTACTED, INTERESTED, REGIONAL, AND TOP 100



NAME	POS	CALIBER	INTERESTED TEAMS
T. DAVIS	SF	*****	GA, MIAMI, SJU
D. GILMORE	C	*****	SYR, TEXAS, LOUIS
B. CHAN	SG	*****	KANSAS, CIN, LSU
P. LEE	SG	*****	KU, OLEMISS, ZAGA
C. GARNER	PG	*****	KANSAS, UF, CAL
J. HUNTER	SF	*****	UA, BAMA, MIAMI

PRESS THE **L2** BUTTON OR THE **R2** BUTTON TO VIEW PROSPECTS BY A PARTICULAR POSITION OR ALL POSITIONS

FULL NAME AND BRIEF DESCRIPTION OF PLAYER

PRESS THE **X** BUTTON TO ACCESS YOUR CONTACT OPTIONS

WHICH WEEK OF RECRUITING YOU'RE IN

To recruit players:

1. From the Recruit Reports screen, highlight the recruit you want to contact and press the **X** button. The Recruit Player pop-up appears.
 - ↳ To view more information about a particular recruit, press the **●** button.
2. Choose the type(s) of contact you want to make and press the **X** button.
 - ⊙ You have a total of 100 recruiting points to allocate each week. Recruits value your points differently depending on your school's success and their potential playing time.
 - ⊙ Players whose names are displayed in red are interested in attending your school. You have contacted players whose names are displayed in green.
 - ↳ To view your returning players and New Prospects, press the **■** button.
3. After you've selected the type(s) of contact you want to make, highlight CONTINUE and press the **X** button to return to the Recruit Reports screen.
4. Continue selecting contacts until you have used all of your recruiting points and then press the **START** button to begin that week of recruiting.
5. Continue recruiting through all five weeks. When you're finished recruiting, press the **START** button to return to the Off Season menu.
 - ↳ To simulate recruiting at any time, advance to the next task and press the **START** button or the **X** button.



CUT, REDSHIRT, REORDER

Get rid of your dead weight, redshirt a promising player to let him improve, and reorder your roster.

- ↳ **TO REDSHIRT A PLAYER**, press the **●** button. Press the **●** button again to re-activate him.
- ⊙ A Redshirted player is inactive for the entire season.
- ↳ **TO CUT A PLAYER**, highlight him and press the **■** button.
- ↳ **TO REORDER YOUR ROSTER**, highlight the player/slot that you want to change and press the **X** button. Then highlight the player who you want to move into that slot and press the **X** button.
- ↳ When you're finished cutting, redshirting and reordering your roster, press the **START** button to return to the Off Season menu.

COACHING PRIORITIES

Prepare for upcoming opponents by setting your Coaching Priorities. Focus on the specific aspects of your team's game that will best exploit your opponent's weaknesses and adjust your Coaching Priorities accordingly.

- ⦿ Be careful not to neglect any drills or your team's ratings may take a hit.
- ⦿ Gauge how well you ran your practice by viewing the ratings changes at the Pause menu of Season, Dynasty, and tournament game play.



TIP: The Default settings don't increase or decrease your players' ratings.

START NEW SEASON

After all the offseason activities have been completed, start the next season of your Dynasty Mode.

- Highlight START NEW SEASON and press the **X** button. The Customize Schedule screen appears. Continue as you would in Single Season (➤ p. 19) or as you did during your first season of the dynasty.



NCAA® TOURNAMENT

Skip the regular season and jump into the madness of the NCAA Tournament.



To begin an NCAA Tournament:

1. From the Game Modes menu, choose NCAA TOURNAMENT. The Tournament Main menu appears.
2. Select TOURNAMENT SETUP and press the **X** button to set up your tournament. The Tournament Setup screen appears.
↳ Press the **●** button to randomly arrange the tournament.
3. Press the **■** button to choose a school(s) to control.
4. Then press the **START** button to begin the tournament. The CPU-controlled schools' games are simulated.
5. Press the **START** button again to begin a user-controlled game. The Controller Select screen appears. Continue as you would in a Play Now game (► p. 14).
⊙ Once all user schools have been eliminated, you have the option of exiting the tournament or seeing how it plays out.

EA SPORTS™ MAUI INVITATIONAL

When you're really good you don't have to go looking for game, it comes looking for you. Step up and take your place at the EA SPORTS Maui Invitational and prove that your invite wasn't a postal error.

To start an EA SPORTS Maui Invitational:

1. From the Game Modes menu, choose EA SPORTS MAUI INVITATIONAL and press the **X** button. The Tournament Main menu appears.
2. Highlight TOURNAMENT SETUP and press the **X** button.
3. Press the D-button **↑** to highlight a school and press the **X** button to select HUMAN CONTROLLED. When you have selected all the schools you want to control, press the **START** button to begin the tournament.
↳ To change the invitees, press the **L1** button or the **R1** button to customize the tournament.
4. All CPU-controlled schools' games are simulated. When the cursor stops on a human-controlled team, press the **START** button to play the game.
5. The Controller Select screen appears. Continue as you would in a Play Now game (► p. 14).
↳ To simulate a human-controlled school's game, press the **●** button at the EA SPORTS Maui Invitational screen.

OPTIONS

Adjust your game settings, rules, audio options, camera views, and save and load settings.

GAME SETTINGS

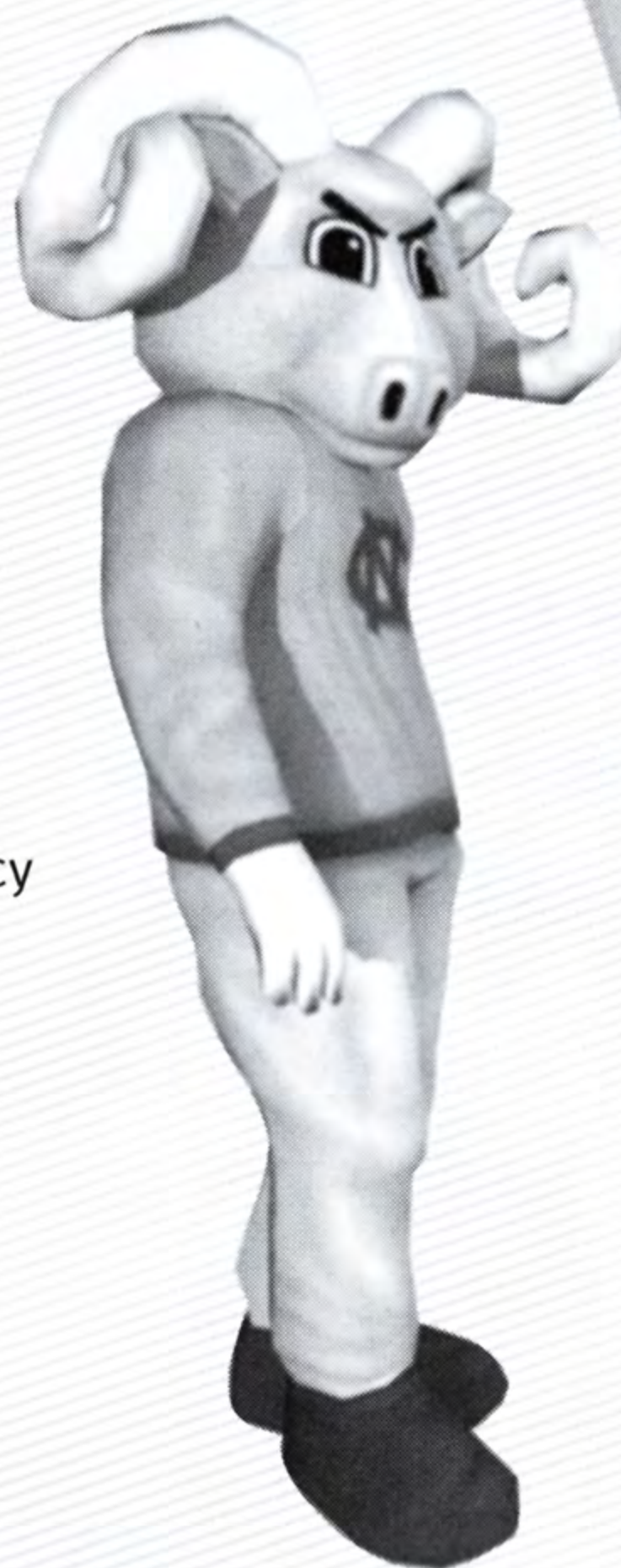
SKILL LEVEL	Set your skill level to JUNIOR VARSITY, VARSITY , ALL-CONFERENCE or ALL-AMERICAN. The difficulty increases with each year
HALF LENGTH	Set the half length from 2–20 minutes. The default is 7 minutes.
SIM HALF LENGTH	Set the half length for simulated games from 2– 20 minutes.
AUTOMATIC REPLAYS	Set the slider from 0–100 to determine the likelihood of automatic replays. The default is 50 .
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 SCHOOL.
PLAYER INDICATORS	Select player indicators from POS + NUM , NAME, NONE, POSITION, and NUMBER.

NOTE: The Name Player Indicator does not show player's names until you enter them in the Roster Manager (► p. 29).

CPU ASSISTANCE	When ON, the trailing school'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.
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 school's ratings are boosted by the momentum you've got. The default is 25 .
VIBRATION	Toggle the vibration of your controller ON/OFF .
INJURIES	When ON , players can become injured and must be substituted accordingly.

↩ Use the sliders to increase (press the D-button →) or decrease (Press the D-button ←) the following options.

- ⊙ Jump shot Height
- ⊙ Block Height
- ⊙ Rebound Height
- ⊙ Game Speed
- ⊙ Interceptions
- ⊙ Deflections
- ⊙ Steals
- ⊙ Blocks
- ⊙ Layups
- ⊙ Dunks
- ⊙ Inside Accuracy
- ⊙ Jumpshot Accuracy–Long Range Accuracy
- ⊙ Off Rebound Aggression
- ⊙ Def Rebound Aggression
- ⊙ Fast Breaks
- ⊙ Fake Outs
- ⊙ Alley-Oops
- ⊙ OB Force Field



RULES

Adjust which rules you must follow or turn them all of for a no-holds-barred competition.

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.

DEFENSIVE FOULS

Adjust the frequency of defensive fouls called.

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**.

AUDIO OPTIONS

Select an Audio Mode and set the volume levels for Speech, In Game Sound Effects, Menu Music, and Crowd. The default audio mode is **STEREO**. The default setting for all volume controls is **100**.

CAMERA OPTIONS

Choose a Type of camera, adjust the Zoom Level, and toggle Auto Zoom **ON/OFF**. The default camera is **BASELINE LOW**.

SAVE / LOAD

Save your Dynasty or Season progress, settings, or rosters; load a saved game, rosters, or settings; or delete a file from your memory card (8MB) (for PlayStation®2).

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



ROSTER MANAGER

Manage school rosters or create your own NCAA school.



ROSTERS

Edit and swap players.

- Press the **L1** button or press the **R1** button to cycle through schools.
- Press the **■** button to restore rosters to the originals.
- Press the **▲** button to cancel your edits and return to the Roster Manager menu.

EDIT PLAYER

- To edit a player, highlight the player you want to edit and press the **●** button.

SELECT THE SCHOOL YOUR PLAYER ATTENDS

SELECT HIS POSITION

ENTER YOUR PLAYER'S FIRST AND LAST NAMES

EDIT PLAYER

SCHOOL	CALIFORNIA
PLAYER	STARTING SF
FIRST NAME	BRIAN
LAST NAME	WETHERS
PLAYER INFORMATION	
PRIMARY POSITION	SF
SECONDARY POSITION	SG
JERSEY NUMBER	25
YEAR	ALL-AMERICAN
HAND	RIGHT

HELP

PRESS THE **R1** BUTTON OR THE **L1** BUTTON TO CYCLE BETWEEN PLAYER INFO, PLAYER RATINGS, AND PLAYER APPEARANCE

PLAYER INFO

PRIMARY POSITION

Select the primary position for your player.

SECONDARY POSITION

Choose your player's secondary position.

JERSEY NUMBER

Enter in your player's number.

YEAR

Select your player's year in school.

HAND

Choose between LEFT- and RIGHT-handed.

PLAYER RATINGS

↩ Use the sliders to adjust a player's ratings in the following categories:

- ⊙ Field Goals
- ⊙ 3 Pointers
- ⊙ Free Throws
- ⊙ Dunking
- ⊙ Shooting Range
- ⊙ Inside Scoring
- ⊙ OFF. Rebounds
- ⊙ Jumping
- ⊙ Strength
- ⊙ Agility
- ⊙ Speed
- ⊙ Passing
- ⊙ Ball Handling
- ⊙ Offensive IQ
- ⊙ DEF. Rebounds
- ⊙ Stealing
- ⊙ Blocking
- ⊙ Defensive IQ
- ⊙ Stamina
- ⊙ Durability

PLAYER APPEARANCE

↩ Press the D-button to adjust your players appearance in the following categories:

- ⊙ Head Style
- ⊙ Hairstyle
- ⊙ Facial Hair
- ⊙ Hair Color
- ⊙ Eye Color
- ⊙ Height
- ⊙ Body Type
- ⊙ Headband
- ⊙ Left/Right Tattoo
- ⊙ Left/Right Elbow
- ⊙ Left/Right Wrist
- ⊙ T-Shirt
- ⊙ Socks
- ⊙ Shoes

SWAP PLAYER

To swap players:

1. Highlight a player you want to swap and press the ✕ button.
2. Highlight a second player to swap places with him and press the ✕ button again.

CREATE-A-SCHOOL

Build a new NCAA school from the hardcourt up and see if you can land them a shot at the Final Four.



- ⦿ You can create up to 10 custom schools.

SCHOOL INFORMATION

SCHOOL NAME	Enter in a school name.
ABBREVIATION	Choose a five-character abbreviation to be displayed on the scoreboard during games.
NICKNAME	Choose a nickname.
State	Select a home state.
City	Enter the name of the city your school is in.
Fight Song	Choose one of eighteen generic fight songs or select the fight song of your favorite NCAA school.

To enter a school name (abbreviation, nickname, or city):

1. Highlight the category of information that you want to enter and press the **✕** button. The Edit Text screen appears.
2. Press the D-button to locate the cursor on the character you want to enter and then press the **✕** button.
3. Continue entering characters until you're finished, then select OK and press the **✕** button to return to the School Information screen.

TEAM INFORMATION

LOGO	Choose one of 14 logos.
COACH	Select one of eight coaches.
STADIUM TYPE	Choose a home stadium type from FIELD HOUSE , ARENA , STADIUM .

CUSTOMIZE UNIFORM

UNIFORM	Choose your HOME or AWAY uniform to customize.
JERSEY STYLE	Select one of eight uniform styles.
COLOR 1/2/3	Adjust the color, intensity, and brightness of your three uniform colors.

To adjust a color:

1. Press the **✕** button to access the color editor.
2. Press the D-button **↔** to change the Color.
3. Highlight Intensity and press the D-button **↔** to change the intensity of the color.
4. Highlight Brightness and press the D-button **↔** to adjust the lightness/darkness of the color.

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