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NCAA FINAL FOUR 2001





WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NCAA® FINAL FOUR® 2001 TIPS AND HINTS

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

- | | |
|-----------------------|--|
| Within the US | 1-900-933-SONY (1-900-933-7669)
\$0.95/min. auto hints, \$1.40/min. live, \$6.95-\$16.95 for tips by mail
(subject to availability), \$5.00-\$20.00 for card recharge |
| Within Canada: | 1-900-451-5757
\$1.50/min. auto hints |

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

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

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

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

PlayStation 2 Online www.scea.com

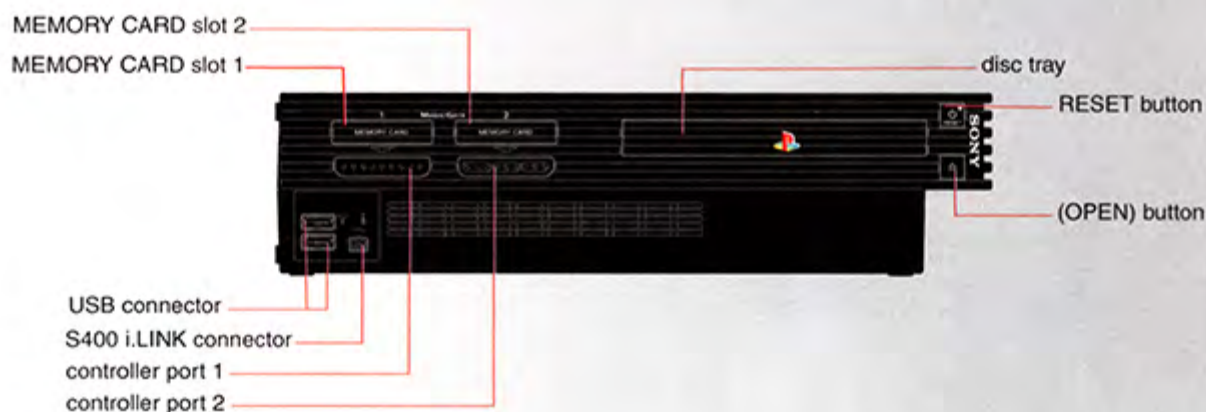
Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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PlayStation 2 Setup

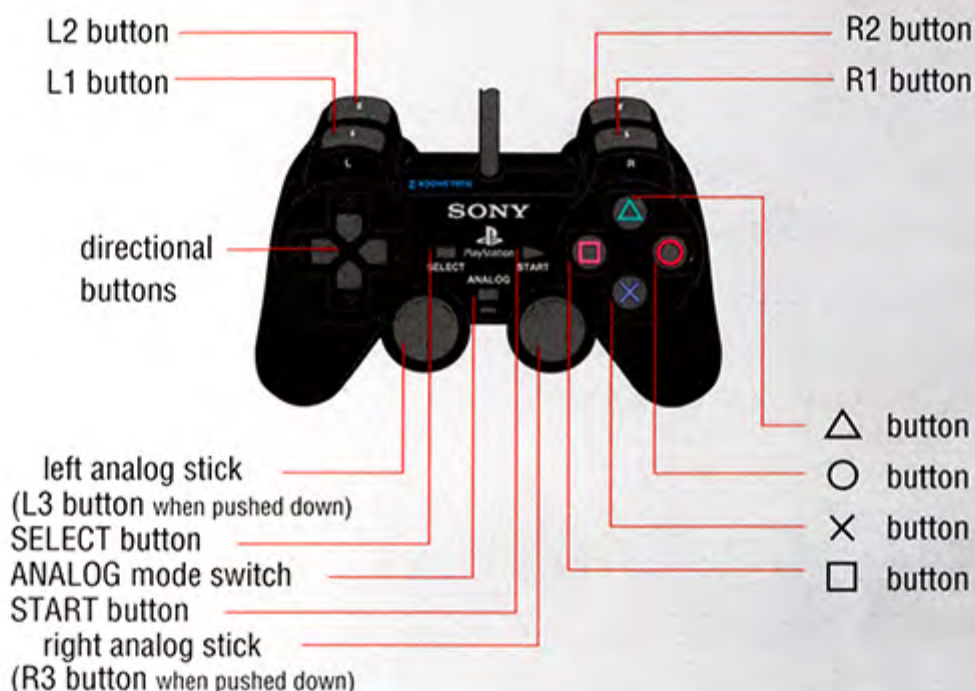


Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NCAA Final Four 2001 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK™ 2 Analog Controller Configuration



SAVING DATA

You must insert your MEMORY CARD (8MB) (for PlayStation 2) before you save or load a file. NCAA Final Four 2001 saves user-defined options and all data for Seasons, Tournaments, Records, Roster Changes and Recruits. 24-62KB of memory must be available on your MEMORY CARD (8MB) (for PlayStation 2) in order to save game data and user-defined options, while only 7-45KB are needed to save user records. If you don't use a MEMORY CARD (8MB) (for PlayStation 2), all NCAA Final Four 2001 data will be lost when you turn OFF your PlayStation 2 console. See *MEMORY CARD (8MB) (for PlayStation 2)* on page 28 for more information.



GAME CONTROLS



QUICK START CONTROLS

NCAA Final Four 2001's Quick Start Controls provide you with the basic game controls that will enable you to start your game without having to learn advanced control combinations.



OFFENSE

Shoot / Rebound	X
Pass / Double Pass	○ / Double tap ○
Pivot and protect ball	■
Pump fake	△
Turbo	R1
Special dribble	L1



DEFENSE

Steal	□
Jump / Rebound	⊗
Switch to defender closest to the ball	◎
Auto defense	△
Turbo	R1
Intentional foul	L1

DOUBLE PASS

Sometimes the quickest way to get off an open jumpshot is to successfully complete the double pass. In a half-court offense, double tap ◎ to pass the ball to a teammate and automatically, he will pass the ball right back. If the defense shifts on the initial pass, you should be wide open for the shot.





ADVANCED CONTROLS

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



OFFENSE

Alley oop	R2 + △ , ○ , × or □ then L2 + △ , ○ , × or □
Call an offensive play	SELECT + △ , ○ , × or □
Jump pass (Jump to shoot then pass the ball)	× then ○
6 th man / Taunt	L1 + L2 + R1 + R2
Icon Passing	L2 + △ , ○ , × or □
Icon Cutting	R2 + △ , ○ , × or □
Icon Screening	(R2 + L2) + △ , ○ , × or □

ICON PASSING™

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

ICON CUTTING™

Allows you to direct any teammate to cut to the basket. Hold **R2** to bring up the cutting icons and press the icon of a teammate.

ICON SCREENING™

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





FREE THROW LINE

Dribble

L1

Spin ball in the palm of shooter's hand

R1

Shoot

X

FREE THROW SHOOTING

To give yourself a higher chance of hitting a free throw, release X when the red bar reaches the green area of the meter.





DEFENSE

Icon Switching

L2 + Δ , \odot , \otimes or \square

Cherry pick

R2 + Δ , \odot , \otimes or \square

ICON SWITCHING


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





QUICK START

Quick Start Games are used to start an Exhibition game quickly and without any game setup. The teams will be selected for you. Just pick one of the predetermined teams and you're ready to play. If you decide after selecting Quick Start that you would prefer to set up your game format:

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

NOTE: See *Controller 12* for more information.



SELECT GAME

From the Select Game menu, you can choose the type of game you want to play. You can play in an Exhibition, start a Season, jump to a Tournament, Continue a Season or play an Arcade style game.



EXHIBITION

Exhibition games allow you to setup play in single games with any of the teams from Division I-A of the NCAA. These games are not recorded in Season standings and game and player stats are not tabulated. Use these games to just have fun and get a feel for the speed of the game and the type of players in the league.

EXHIBITION TEAM MATCHUP

Here's where you choose the teams for your game. Use the team ratings listed below the team name to help you in choosing a team with the ability to succeed. The higher the number, the better the skill level of that team.

Press **○** to select Home or Away.

Press **← / →** to choose a team. Press **L1 / R1** to cycle alphabetically through the teams.

Repeat these steps to make a selection for the opposing team.

Press **⊗** to accept the team matchup and bring up the Controller screen.

SELECTING TEAMS

In Exhibition mode, you can choose any team you like from within the Division I-A for both Home and Away teams.



Duke	AT	Arizona
82	SHOOTING	79
77	STEALING	76
71	REBOUNDING	67
6'5"	HEIGHT	6'5"
96	OVERALL	95





CONTROLLER

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

Press **←** / **→** to choose a team.

Press **⊙** to configure your controller by setting different offensive and defensive actions for your controller buttons.

Press **⊙** to turn Vibration ON/OFF.

Press **↑** / **↓** to highlight a game action.

Press **←** / **→** to switch the action button symbol with a different action button symbol. If after you make changes to your controller setup you decide to use the default settings, press **⊙**.

Repeat the previous two steps to complete your controller configuration for each button symbol.

Press **⊗** to accept the new configuration or press **⬆** to cancel.



MULTI-PLAYER GAME

Adding a Multitap (for PlayStation 2) allows you to play up to a five-player game. With two Multitaps, up to eight players total can play at the same time.

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



NEW SEASON

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

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



SELECT TEAM

Select a team for your season.

From CONFERENCE, press **←** / **→** to choose a Conference from which to select your team. To select a team from the entire field of NCAA teams, make the selection ALL. Press **L1** / **R1** to cycle alphabetically through the Conferences.

Press **↓** to SCHOOL and then press **←** / **→** to choose a team. Press **L1** / **R1** to cycle alphabetically through the schools.

Press **↓** to enter the schedule.

Press **←** / **→** to select a game on the schedule. You can simulate any game on the schedule by highlighting a game date and pressing **⊙**. This will simulate that game and all games prior to it. Once a game is simulated, it cannot be replayed.

Press **⊗** to play a game and bring up the Controller screen. See *Controller* on page 12 for more information.

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

Press **⊗** to play a game and bring up the Controller screen. See *Controller* on page 12 for more information.



NEW TOURNAMENT

Bypass the regular Season and the Conference Championship Tournament and jump straight into the NCAA Tournament. There will be four regional brackets that make up the 64 teams competing for the National Championship.

TOURNAMENT

The Tournament screen shows the tree of matchups for each round. Keep the matchups or create your own Tournament by changing the teams within the brackets.

To make changes to the Tournament setup:

Press **□** to select the tree map.

Press **↑ / ↓** and **← / →** to navigate through the tree map to select a particular Region.

Press **□** to switch control back to the team list.

Press **↑ / ↓** throughout the region to highlight a team.

Press **← / →** to choose a different team from the list of unseeded teams.

When finished making changes, to play a game, press **↑ / ↓** to highlight a team and press **⊗** to bring up the Controller screen. See *Controller* on page 12 for more information.

NOTE: You will be locked into this tier of the Tournament tree throughout the Tournament.

TOURNAMENT BRACKETS

To play a Tournament game, after choosing a region, press ← / → to select a team within a matchup and press ⊗ to play the game.



CONTINUE

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



ARCADE

An Arcade game is an Exhibition game that allows you to play at a faster pace with exaggerated special moves. See *Exhibition* on page 10 for more information on setting up a game.

**STATS**

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

**INDIVIDUALS**

View the Season and Tournament stats of each player. To sort a stat category, organizing players from best to worst, highlight a stat category and press **○**.

From CONFERENCE, press **← / →** to choose a Conference from which to select your team. To select a team from the entire field of NCAA teams, make the selection ALL. Press **L1 / R1** to cycle alphabetically through the Conferences.

Press **↓** to TEAM and then press **← / →** to choose a team. Press **L1 / R1** to cycle alphabetically through the teams.

Press **↓** to enter the stats grid.

Press **↑ / ↓** to view the entire list of players.

Press **← / →** to view the entire list of statistical categories.



PLAYER ABBREVIATIONS

The following are definitions of the statistical abbreviations shown under Individual Stats:

G	Games Played	STL	Steals
MIN	Minutes	BLK	Blocked Shots
PPG	Points Per Game	TO	Turnovers
RPG	Rebounds Per Game	FGM	Field Goals Made
APG	Assists Per Game	FGA	Field Goals Attempted
OREB	Offensive Rebounds	PCT	Shot Percentage
DREB	Defensive Rebounds	3PTM	3 Pointers Made
TREB	Total Rebounds	3PTA	3 Point Attempts
AST	Assists	PCT	3 Point Percentage

NCAA FINAL FOUR 2001

TEAMS

View the Season and Tournament stats of each team. To sort a stat category, organizing teams from best to worst, highlight a stat category and press **⊙**.

From CONFERENCE, press **←** / **→** to choose a Conference from which to select your team. To select a team from the entire field of NCAA teams, make the selection ALL. Press **L1** / **R1** to cycle alphabetically through the Conferences.

Press **↓** to enter the stats grid.

Press **↑** / **↓** to view the entire list of teams.

Press **←** / **→** to view the entire list of statistical categories.

TEAM STAT ABBREVIATIONS

The following are definitions of the statistical abbreviations shown under Team Stats:

G	Games Played	3PT%	3 Point Percentage
OFF	Offense (Pts for)	FT%	Free Throw Percentage
DEF	Defense (Pts against)	STL	Steals
MARG	Margin of Victory	BLK	Blocked Shots
FG%	Field Goal Percentage	TO MARG	Turn Over Margin
FG% DEF	Opponent's FG%	REB MARG	Rebounding Margin
3PT	3 Pointers Made		

POLLS

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

From POLL, press **←** / **→** to choose a Writers or Coaches Poll.

Press **↓** to enter the Polls grid.

Press **↑** / **↓** to view the entire list of ranked teams.

STANDINGS

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

From CONFERENCE, press **←** / **→** to choose a Division I-A Conference. Press **L1** / **R1** to cycle alphabetically through the Conferences.

Press **↓** to enter the standings grid.

Press **↑** / **↓** to view the Conference and Overall Standings of each team.

BUBBLE WATCH

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

From CONFERENCE, press **← / →** to choose a Conference.
 Press **L1 / R1** to cycle alphabetically through the Conferences.
 To view the entire list of teams in the NCAA on the bubble, from CONFERENCE, choose ALL.

Press **↓** to move to the standings grid. Teams highlighted in green are teams that are currently on the bubble.

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

BUBBLE WATCH

When scrolling through each Conference, the teams highlighted in green are those that are currently on the bubble. A bubble team will have to try and improve its standing to make it into the NCAA Tournament.

CONFERENCE: ALL		RECORD
1. Florida	14 - 4	
2. California	16 - 5	
3. Youngstown St.	16 - 3	
4. St. Mary's-Cal.	18 - 4	
5. Kansas	13 - 5	
6. NC State	15 - 5	
7. Tulsa	16 - 5	
8. Missouri	14 - 5	
9. Iona	14 - 4	
10. SMU	13 - 4	
11. Alabama	14 - 5	
12. Rutgers	13 - 5	



record: 15 - 5
 vs. last 10: 6 - 4
 vs. top 25: 1 - 3
 rpi.: .5880

△ Exit Select Conference Teams U193 Alpha



AWARDS

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

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



INJURIES

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

From CONFERENCE, press ← / → to choose a Conference. To view the entire list of injuries, from CONFERENCE, choose ALL.

Press ↓ to enter the injury report grid.

Press ← / → to view the entire list of players and their injuries.



ROSTER

With the Roster option, you can alter the roster of any collegiate team by creating recruits to add to your team or starting lineup. A team's roster cannot exceed 12 players.

SELECT TEAM

You can change the look of any team's roster by first selecting the team from this screen.

Press **←** / **→** to choose a CONFERENCE. To select a team from the entire field of NCAA teams, make the selection ALL. Press **L1** / **R1** to cycle alphabetically through the Conferences.

Press **↓** to SCHOOL.

Press **←** / **→** to choose a team. Press **L1** / **R1** to cycle alphabetically through the schools.

Press **⊗** to accept your team choice and move back to the Roster Menu.

LINE UP

You can edit the starting lineups for the team that you have just selected. Substitute a starter for a player off the bench or from the list of recruits.

Press **↑** / **↓** to select a starter to replace. You can press **←** / **→** to view the player's attributes.

Press **□** to choose a player from the bench. If you want to replace a starter with a recruit, press **○**.

Press **↑** / **↓** to highlight a player as the replacement.

Press **□** to substitute a player from the bench, or press **⊗** if you are replacing a starter with a recruit.

NOTE: to alter one of your recruit's attributes, select Recruits from the Roster Menu. See *Recruits* below for more information.

RECRUITS

You can alter the characteristics and attributes of 12 recruits that can be inserted into your starting lineups. The skill levels of each recruit range from 40-99. To raise the level of one attribute, you'll have to lower another. Use the attributes listed to shape a player into an well-rounded, All-American talent or simply create yourself using your own characteristics.

Press **L1** / **R1** to choose a recruit.

Press **↑** / **↓** to move through the player attributes.

Press **←** / **→** to change the attribute.

Press **⊗** to accept changes to your recruits.



RESET ROSTERS

Reset Rosters enables you to get back the original roster setup. Choosing this option will also reset any Season or Tournament not saved to the MEMORY CARD (8MB) (for PlayStation 2).

OPTIONS

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

HALF LENGTH

Choose the length, in minutes, of each half. There are two halves in regulation.

GAME SPEED

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

DIFFICULTY

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

INJURIES

Player Injuries are part of the game, and they can put your team in a tough spot. With player Injuries ON, a team can lose its best player for not only the game, but for an extended period of time. Keep Injuries OFF to prevent players from getting injured during the game.

FATIGUE

Fatigue determines the player's ability to stay fresh during the game. You can turn Fatigue OFF to keep your players from getting tired over the course of the game.

FOULS

Each player gets five fouls before fouling out of the game. To avoid losing players to foul trouble, turn Fouls OFF to play without fouls getting called.

SUBSTITUTION

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

TOUCH SHOOTING

Touch Shooting gives you the ability to control the accuracy of your shot. See *Touch Shooting* on page 34 for more information.

PRESENTATION SOUND

Presentation Sound is the music played during your game setup.

SURROUND

To hear the sounds of the game in surround sound, keep Surround set to ON.



CROWD

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

PLAY-BY-PLAY

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

SFX

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

MUSIC

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

AUTO REPLAYS

Adjust the frequency in which replays are shown. A high setting will cause exciting plays to automatically be reshowed.

6TH MAN

The 6th Man represents the crowd of the home team. Setting this option to ON will allow the home team to fire up the crowd and use it as a distraction against the visiting team. On defense, press **L1 + L2 + R1 + R2** as your opponent goes up for a shot to bring the crowd noise to a maximum and disrupt his rhythm.



RECORDS

Records are kept track of for each difficulty level and half length.

From DIFFICULTY, press ← / → to choose a difficulty level.

Press ↑ / ↓ to HALF LENGTH.

Press ← / → to choose a length of 5, 10 or 20.

Press ↓ to the records grid.

Press ↑ / ↓ to view the entire list of records set.

RECORDS		
DIFFICULTY:	Freshman	
HALF LENGTH:	10	
TEAM POINTS		
50	UNLV	cpu
TEAM 3 POINT FIELD GOALS		
7	Oregon	cpu
TEAM REBOUNDS		
10	Wake Forest	cpu
TEAM ASSISTS		
7	Duke	cpu

△ Exit ◀ Select Difficulty ▶ Select



MEMORY CARD (8MB) (FOR PLAYSTATION 2)

MEMORY CARD (8MB) (for PlayStation 2) allows you to manage the files on your MEMORY CARD (8MB) (for PlayStation 2).

SAVE GAME

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

Press **↑** / **↓** to select MEMORY CARD (8MB) (for PlayStation 2) slot 1 or 2.

Name your game by pressing **←** / **→** to cycle through the alphabet and pressing **⊗** to lock in the letters. To back up and delete a letter, press **⊙**.

Press **⊙** to end the save setup and press **⊗** to select YES and save the game.

To overwrite a saved game, press **⊙** to end the save setup, and then press **⊗** to save and **⊙** to overwrite.



LOAD GAME

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

Press **↑** / **↓** to choose MEMORY CARD (8MB) (for PlayStation 2) slot 1 or 2.

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

SAVE RECORDS

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

Press **←** / **→** to choose MEMORY CARD (8MB) (for PlayStation 2) slot 1 or 2.

Press **⊙** to select YES and save the Records.

To overwrite, press **⊗** to update Records.

Press **⊙** to confirm the overwrite.

LOAD RECORDS

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

Press **←** / **→** to choose MEMORY CARD (8MB) (for PlayStation 2) slot 1 or 2.

Press **⊗** to load Records.



DELETE FILES

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

Press **←** / **→** to choose MEMORY CARD (8MB) (for PlayStation 2) slot 1 or 2.

Press **↑** / **↓** to select a file to delete and press **⊗**.

Press **□** to select YES and delete the file.


PLAYING THE GAME

PREGAME MENU

The Pregame Menu gives you the chance to make any last minute changes to your game attributes.

PLAY

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

 **OPTIONS**

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

 **CAMERA**

Selecting Camera will give you the opportunity to set the camera angle of the game. There are 9 angles to choose from, so the best thing to do is try them all out and decide which angle you like the best.

Press **↑** / **↓** to select a camera angle. The view will automatically adjust so you can see the view of the court from the selected angle.

Press **⊗** to accept your choice and return the Pregame Menu.

 **LINE UP**

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

From TEAM, press **←** / **→** to choose a team.


Press **↓** to activate the Line Up grid.

Press **↑** / **↓** to select a starter to replace. Press **⊙** to view player stats.



Press **↑** / **↓** or **⊙** to move to the Bench grid.

Press **↑** / **↓** to select a player as a replacement and press **⊙** to make the change.


 **OFFENSE**

You can set your team's offensive strategies for the game. During the game, make offensive play calls (strategies) on the fly by holding  and pressing the icon symbol of an offensive strategy.


Low Post will create a shot for your center down low in the paint. High Post will post up your center out at the top of the key. 3 Point is designed to get your guard a shot from behind the 3-point line. Clear Out will create space for your player to drive to the basket. Random provides a mixture of the strategies to call.



From TEAM, press  /  to choose a team.




Press  to SET and then press  /  to choose your default set.




Press  to accept the default set.


 **DEFENSE**

Set your team's defensive strategies for the game. During the game, you can also make defensive play calls (strategies) on the fly by holding  and pressing the icon of a defensive strategy.

From TEAM, press  /  to choose a team.

Press  to select an icon configuration, and then press  /  to choose an option.

Press  to PRESSURE, and then press  /  to set the amount of defensive pressure that will be applied to each strategy.

Press  to accept the defensive setup.



CONTROLLER

See *Controller* on page 12 for more information.



INJURY REPORT

View the injuries that have occurred during the course of the game.

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



QUIT

Quit the current game and return to the Main Menu.



ON THE COURT

The following are some useful tips that will help you perform at a higher level during gameplay.



TOUCH SHOOTING

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

Hold **X** to start the shot.

Watch the red bar rise on the shot meter.

Release **X** when the red bar reaches the green area of the meter. If you time it perfectly, you'll hit the shot.

NOTE: If a green layer at the top of the shot meter is not visible, your player is out of range for his skill level.

TOUCH SHOOTING

To give yourself the best chance at making a shot, release **X** when the red bar falls within the green area of the shot meter.





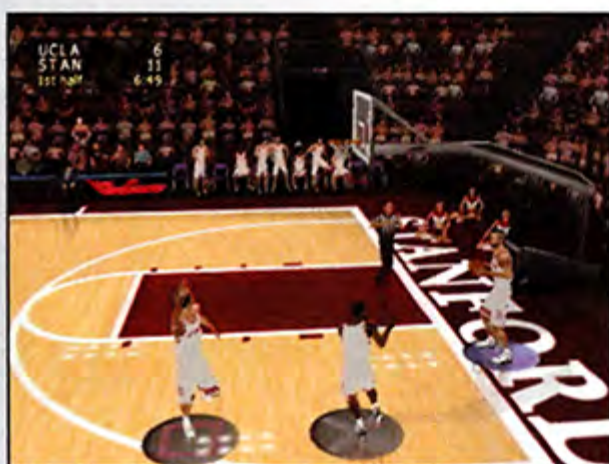
JUMP BALL

To gain control of the Jump Ball, you must first time your jump perfectly. To get the ball to a teammate, press ← / → or ↑ / ↓.



INBOUNDING THE BALL

Press **○** to inbound the ball to a teammate. If the defense presents a full court press to where a defender is pressuring the player inbounding the ball, press ← / → to move along the baseline to clear yourself for an open pass.



PASSING

Press **○** to pass the ball. The ball will be passed in the direction the passer is facing. Use Icon Passing to gain complete control of your passing game, allowing you to pass the ball to any teammate on the court. Press **L2** to bring up the passing icons. You can also utilize Icon Passing when inbounding the ball.



REBOUNDING

To become a good rebounder, you have to have a knack for reading the the angle of the shot that allows you to get in the best position for the rebound. Box other players out and press **X** to time your jump and get the board.



ICON SWITCHING

Use Icon Switching on defense to control your favorite player. Press **L2** to bring up the switching icons shown above each player. Once the icons are up, press the icon symbol of the defender you would like to switch to.



PAUSE MENU






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


RESUME










Select Resume to start the game back up at the point it was paused.

REPLAY

Replay gives you a chance to view the latest play again.


Play / Stop replay	
Rewind / Fast Forward	 / 
Choose camera angle	
Exit replay	

To set a camera angle of the replay, after pressing :

Raise camera	
Lower camera	
Zoom in / Zoom out	 / 
Rotate left / right	 / 
Move left / right	 / 
Return to replay	

GAME STATS

Game Stats are compiled for the current game in progress.

Press  to view the entire list of Game Stats.



PLAYER STATS

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

Press **← / →** to choose a team.

Press **↓** to enter the Player Stats grid.

Press **← / →** to select a statistical category.

Press **↑ / ↓** to view the entire list of team stats.



SHOT CHART

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

Press **← / →** to choose a team.

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





TIME OUT

Call a timeout to rest your team and think over your team strategies. You must have possession of the ball to call a timeout. Each team receives five timeouts per game. Up to four timeouts can be carried over to the second half.



NCAA FINAL FOUR 2001 CREDITS

Producer

Jody Kelsey

Associate Producer

Greg Batalucco

Director, Sports Product Development

Kelly Ryan

President

Kaz Hirai

Vice President, Product Development

Shuhehi Yoshida

Senior Project Manager, Product Development

Craig Ostrander

Senior Vice President

Andrew House

Director, Marketing

Ami Matsumura-Blaire

Product Manager

Allan Frankel

Director, PR

Molly Smith

PR Manager, Sports

Jamie Tica

Director, Promotions

Sharon Shapiro

Senior Manager Promotions, Sports

Bob Johnson

Promotions

Janeen Anderson, Blair Elliot,
Dayton Pavia and Tracy Ryder

Creative Services

Josh Bingham, John Diamonon,
Peggy Gallagher, Ted Jalbert,
Marie Macaspac, Quinn Pham Le,
Jack Siler and Marilyn Weyant

Legal Council

Michelle Manahan, Riley Russell,
Cynthia Woodman, Kerry Hopkins
and Kirsten Costello

Director, Product Development Service Group

Dwayne Mason

Director of Audio

Buzz Burrowes

Director of Music

Chuck Doud

Senior Voice Production

Rex Baca

Music

Chuck Carr: introduction video, menu,
intermission and in-game music



CREDITS continued

Sound FX Design & Editing

Rex Baca, Brad Aldredge and Joel Copen

Cinematic Supervisor

Scott McMahon

Cinematic Production Coordinator

Gina Cafasso

Cinematic Editor/Composer

Jahil Nelson

Cinematic CG Artists

Brian Johnson and Terry Hoganson

Video Production Artists

Aaron McFarland and Don Lacy

Motion Capture Editors

Jason Parks, Travis Parks,
Scott Peterson and Marc Kater

**Play-By-Play Announcer and
Color Commentary**

Quinn Buckner

P.A. Announcer

Mike Carlucci

Documentation & Layout

David Lovalvo

Packaging & Manual Design

CMB Design Partners, Inc.

QA Manager

Ritchard Marklez

Lead QA Analysts

Steve Schulte and Marcus Efting

QA Analysts

Mike Samuelson, Jason Vick, Richard Yates,
Ryan Ream, Dave Marsh, Chad Crombie,
Brandon Basse, Dominic Zenquis, Lenny
Gordon, Mat Sandoval, Leon Osteyee and
Aaron Luke

Tech Corrdinator

Kevin Simmons

Account Executive

Bruce Cochran

KILLER GAME

Steve Braski, Tom Braski, Matt Brisbois,
Jim Busike, Jacinda Chew, Jocelyn Chew,
Cyrus Kamada, Caroline Kingery, Tawn
Kramer, Kevin Mahorney, Derrik McGinnis,
Ben Montag, Alan Scales, Linden Vann and
Phil Van Valkenberg

SPECIAL THANKS

Bruce Adams, Donna Armentor, Shelley
Ashitomi, Lori Chase, Mateen Cleaves,
Dr. Charles Tucker, Andy Waligowski,
Ed DeMasi, Brian Dimick, Ron Eagle, Brian
Hale, Jeff Hutchinson, Genie Kim, John Koller,
Chuck Lacson, Rich LaRocca, Grant Luke,
Troy Mack, Colin MacLean, Glenn Nash,
Susan Nourai, Frank O'Malley, Joel Pambid,
George Richard, Shawn Robles, Maggie
Rojas, Rick Rooney, Steve Ross, Noel Silvia,
Jack Tretton, Kim Yuen, TBWA Chiat Day,
Alpha Psi Alpha Fraternity (SDSU), Karen
Busch, Becky Sanford, Rick Rossiter,
Tracy Rosstier and Kristin Shatkouski

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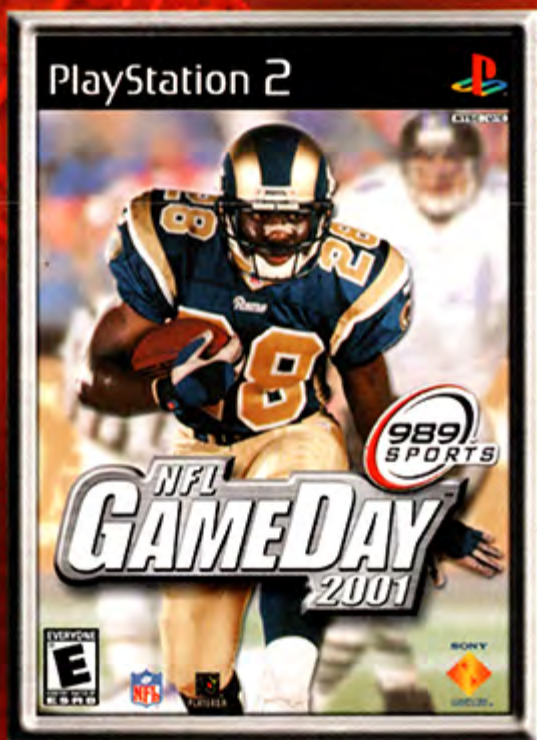
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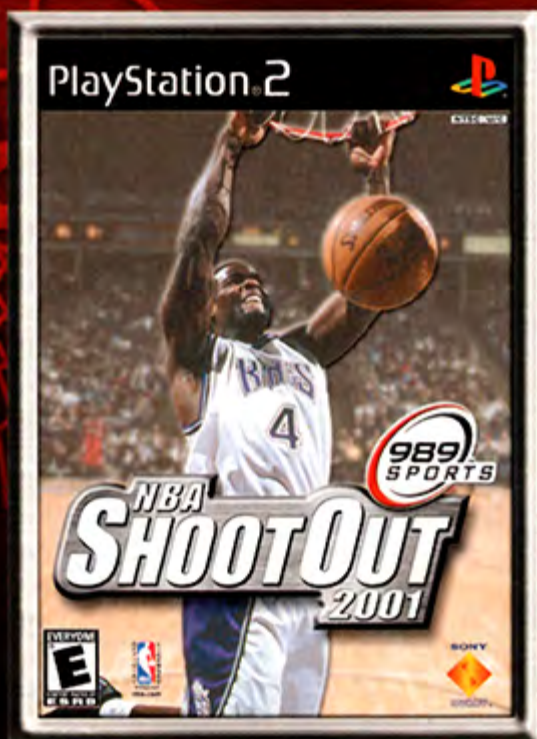
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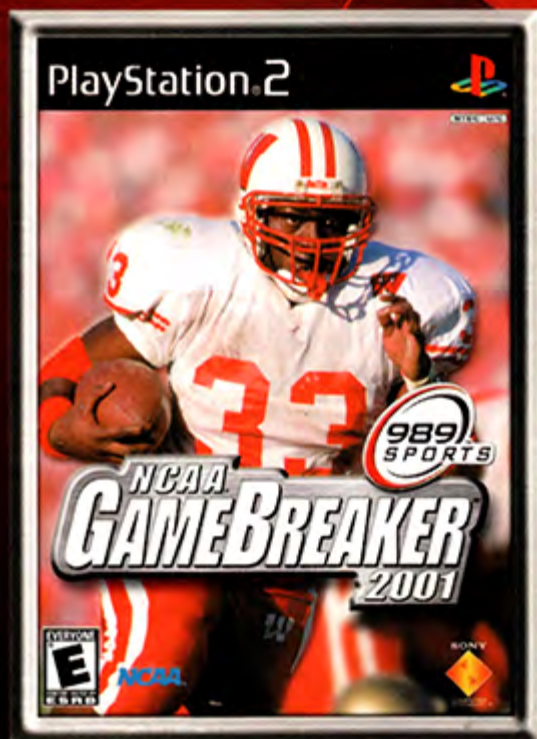
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