

EA
SPORTS™

NCAA
FOOTBALL
2004

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.

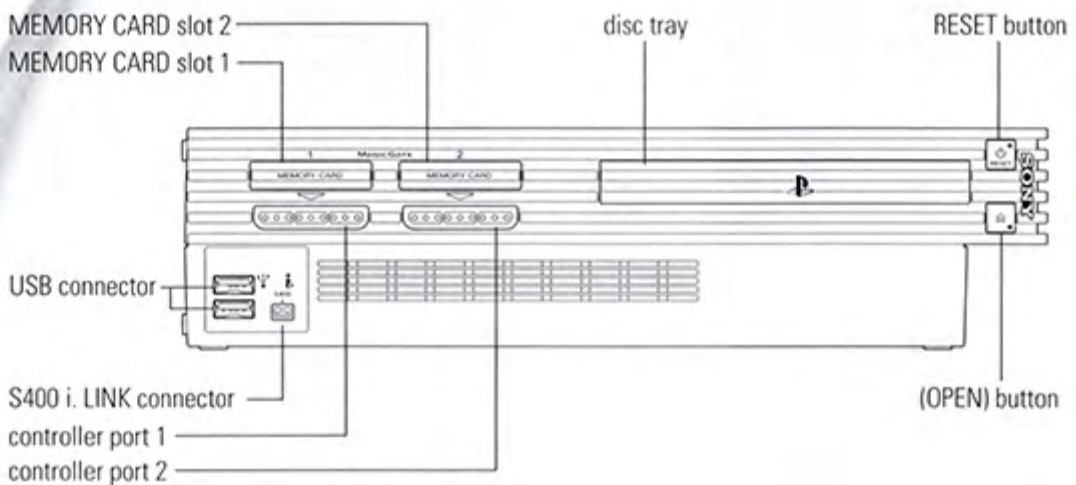


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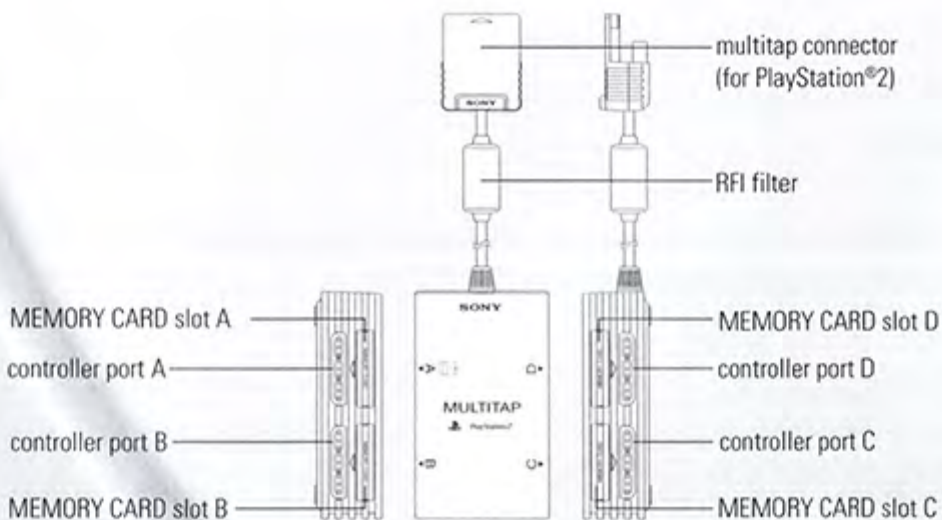
STARTING THE GAME

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® Football 2004* 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.

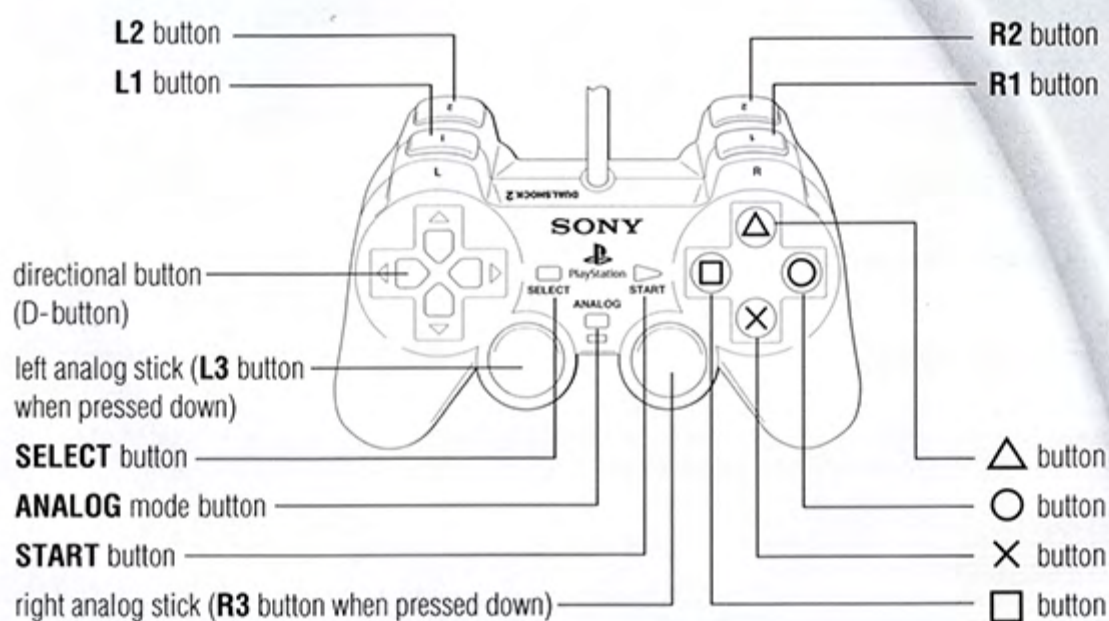
Note: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE



DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

Learn these basic controls and you're on your way to dominating *NCAA Football 2004*.

MENU CONTROLS

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, START button
Return to previous screen	⏪ button

GAME CONTROLS

PLAY SELECTION

Select Formation	⊗ button
Select Play	⏪ button, ⊗ button, or ⏩ button

KICKING

Start kick meter/kick	⊗ button
Kick power (red bar)	⊗ button
Kick accuracy (yellow bar)	⊗ button
Kick direction	left analog stick

OFFENSE

Snap the ball	⊗ button
Move player	D-button or left analog stick
Pass to receiver w/ matching symbol	⏪ button, ⊗ button, ⏩ button, L1 button, or R1 button
Sprint	⊗ button (hold)

DEFENSE

Switch player (forward) (before the snap)	⊗ button
Switch player (backward) (before the snap)	⏩ button
Move player	D-button or left analog stick
Speed burst	⏩ button(hold)
Dive (tackle if collision)	⏪ button

❖ For a more detailed list of commands, > *Complete Controls* on p. 6.

INTRODUCTION



Relive the intensity, pageantry, and spirit of college football and its storied rivalries. Celebrate the history of college football with classic teams like the 1924 Notre Dame Fighting Irish, or replay one of the 20 greatest college football games from the 80's to now. *NCAA Football 2004* features new pre-game tunnel presentations, voice-enabled in-game chat, and the joy of winning an emotional victory over your biggest rival. No other college football game delivers the spirit, atmosphere, and emotion of college football rivalries like *NCAA Football 2004*.

- ❖ **Take the Rivalry Online**—Battle head-to-head, dish out taunts with the new Voice Chat, and follow the country's stats leaders in Online Top 100.
- ❖ **College Style Atmosphere and Gameplay**—Experience the spectacle of school spirit with 20 new mascots, flag-waving cheerleaders, and firing cannons and run trick plays like the WR Double Reverse Pass.
- ❖ **New College Classics Mode**—Relive or rewrite history with 20 of the greatest college football games.
- ❖ **More Teams than Ever**—36 new 1-AA teams and 100+ additional Classic Teams, including 1930 Notre Dame, 1972 USC, and 2002 Ohio State.
- ❖ **My NCAA**—Write your own page in the NCAA history books with the Top 10 User Greatest Games, and track single-game, season, career and coaching records.
- ❖ **New EA SPORTS™ Bio***—Unlock special rewards in *NCAA Football 2004* by playing multiple EA SPORTS titles like *Madden NFL™ 2004* and *NBA LIVE 2004*.

* memory card (8MB) (for PlayStation®2) required for this feature.

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



COMPLETE CONTROLS

Once you've mastered the basics, move on to these controls to give yourself an advantage on the gridiron.

GENERAL GAMEPLAY

Pause	START button
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Call Timeout	SELECT button
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PLAYCALLING

Cycle through sets/formations	D-button or left analog stick ↕
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Select set or formation	⊗ button
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Cycle through plays	D-button or left analog stick ↕
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Select corresponding play	⊗ button, ◻ button, or ⊙ button
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Bluff playcall (upper window)	L1 button + ◻ button, ⊗ button, or ⊙ button
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Bluff playcall (lower window)	L2 button + ◻ button, ⊗ button, or ⊙ button
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Ask Corso (offense only)	◻ button
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OFFENSE

BEFORE THE SNAP

Call audible (> p. 28)	◻ button then ◻ button, ⊗ button, ⊙ button, L1 button, or R1 button
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Snap ball	⊗ button
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Fake snap signal	⊙ button
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Call hot route (> p. 7)	△ button
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Crowd control	L3 button
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Coach's cam (don't show play diagram on field)	L2 button
--	-----------

Coach's cam (show play diagram on field)	R2 button
--	-----------

Cycle through man in motion options	D-button ↕
-------------------------------------	------------

Put selected man in motion	D-button ↔
----------------------------	------------

➤ Before the snap, press the ◻ button, then the R2 button to flip the play at the line of scrimmage.

➤ To cancel an audible, press the △ button to back out of the current audible.

➤ Before the snap in an audible situation, press the ◻ button, then the L2 button to run the original play as picked in the Play Call screen.

NOTE: For more information on Audibles, > *Audibles* on p. 28.



TO CALL A HOT ROUTE:

1. Press the **▲** button at the line of scrimmage, then press the corresponding button symbol (**■** button, **⊗** button, **●** button, **L1** button, or **R1** button) of the receiver whose route you want to change.
 2. After the receiver is selected, press the D-button **↑** to send him on a fly pattern, press the D-button **↓** for a quick hitch, or press the D-button **↔** to run an in/out pattern. (You may also press the left analog stick to change the receiver's route.)
- Press the **L2** button or the **R2** button to perform a pass block left/right for tight ends and running backs.
 - To cancel the Hot Route, press the **▲** button again before changing the receiver's route.

TO PUT A MAN IN MOTION:

1. While at the line of scrimmage, press the D-button or the left analog stick **↑** or **↓** to highlight the receiver that you want to put in motion.
 2. Press the D-button or the left analog stick **↔** to send that receiver in motion.
- Not all of the receivers are available for motion.

RUNNING

Move player/Run	D-button or left analog stick
Sprint (hold button)	⊗ button
Dive	■ button; tap for QB slide
Jump/Hurdle	▲ button
Spin	● button
Juke left/right	L1 button/ R1 button (pressure sensitive)
Stiff arm left/right (after crossing the line of scrimmage)	L2 button
Fake pitch (when running the option)	L2 button
Hand off to fullback (when running the triple option)	⊗ button (hold)
Lateral	R2 button

PASSING

Throw to receiver with corresponding symbol	■ button, ⊗ button, ● button, L1 button, or R1 button
Pump fake	R2 button
Toggle passing symbols ON/OFF	L2 button
Throw ball away	▲ button

- With passing symbols OFF, your quarterback can sprint, juke, spin, etc.
- To throw a bullet pass, press and hold down the button that corresponds to the targeted receiver. To throw a touch pass, tap the button.

- To lead your receiver, press the D-button or the left analog stick in the direction you want to lead your receiver, and then press the button that corresponds to that receiver.

NOTE: Once your QB crosses the line of scrimmage, he's not allowed to throw the ball downfield.

RECEIVING

Control intended receiver	⊗ button (while ball is airborne)
Dive for pass	▣ button
Jump for pass	▲ button
Sprint	⊙ button (hold)

USER CONTROLLED CELEBRATIONS

- To activate one of eight user-controlled celebrations, press the L2 button or the R2 button and then press the ⊗ button, the ▣ button, the ⊙ button, or the ▲ button after you score a touchdown. But beware, activating a celebration may result in a costly Unsportsmanlike Conduct penalty.

DEFENSE

BEFORE THE SNAP

Cycle through defenders	⊗ button, ⊙ button
Reposition player	D-button or left analog stick
Call an audible (> p. 28)	▣ button then ▣ button, ⊗ button, ⊙ button, L1 button, or R1 button
Linebacker audible	R1 button then
Spread	D-button ↑
Pinch	D-button ↓
Shift left	D-button ←
Shift right	D-button →
Coverage audible (> p. 28)	▲ button then
Loose	D-button ↑ (loose)
Tight	D-button ↓ (tight)
Normal	D-button ↔ (normal)
Man Shift (if set to MANUAL in User Settings)	⊗ button (man shift)
Defensive Line audible	L1 button then
Spread	D-button ↑
Pinch	D-button ↓
Shift left	D-button ←
Shift right	D-button →
Cancel an audible	▲ button
Crowd Control (LB only)	L3 button

- Press the **□** button, then the **L2** button before the snap to run the original play as picked in the Play Call screen.
- To flip the play at the line of scrimmage, press the **□** button, then the **R2** button before the snap.
- To exit audible selection before picking a play, press the **△** button.

EA SPORTS TIP: A coverage audible lets you change the cornerbacks' strategy at the line of scrimmage. Press the D-button **↓** to put your cornerbacks into bump and run. Press the D-button **↑** to place your cornerbacks in loose coverage. Press the D-button **↔** to return to the original coverage. Press the **×** button for man shift.

NOTE: For more information on Audibles, > *My Playbook* on p. 28.

AFTER THE SNAP

Control player nearest to the ball	× button
Move player/run	D-button or left analog stick
Dive	□ button
Sprint (hold button)	○ button
Catch/Defend pass	△ button
Spin move (engaged)	L2 button/ R2 button
Swim/Rip move (engaged)	L1 button/ R1 button
Strip ball (not engaged)	L2 button/ R2 button
Swat ball (not engaged)	L1 button
Strafe (hold button, not engaged)	R1 button



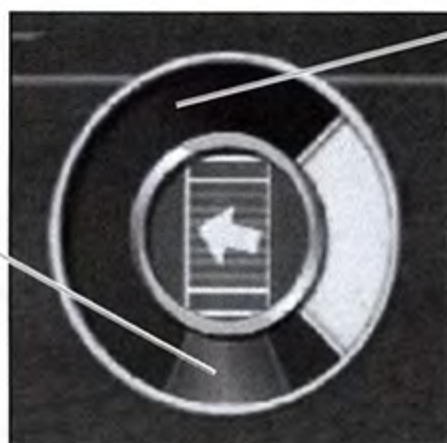
KICKING GAME

KICKING

Aim kick	left analog stick
Start kick meter/Kick	⊗ button
Kick power	⊗ button
Kick accuracy	⊗ button

➡ Press the ⊗ button to start the kick meter.

Press the ⊗ button again when the meter comes back to this point. Pressing the ⊗ button here gives your kick better accuracy.



When the meter reaches here, it is at its highest desirable point. Press the ⊗ button again before it passes this section or you will over-kick.

EA SPORTS TIP: For some kickers and punters, over-kicking can add power to the kick. Remember though, using over-kick decreases your kicker's accuracy.

RETURNING A KICK

Switch players	⊗ button
Control return man	D-button or left analog stick
Fair catch (you must have control of the return man while the ball is in the air)	△ button
Kneel (you must have control of the return man)	Stay in end zone

❖ Kneeling only works when the ball is kicked deep into the end zone.



SETTING UP THE GAME



Before you hit the field on game day, brief yourself on the X's and O's of college football.

MY FAVORITE TEAM

The first time you start *NCAA Football 2004* with a memory card, the My Favorite Team overlay appears. This team is then used as the default team for Play Now, Dynasty, Mascot (if available), Play Online, Rivalry games and Practice mode. Your favorite team is also featured in areas of the menu artwork and is your default team for rosters, create-a-player, and school records.

- Press the D-button until your team is highlighted and then press the button.
- If you don't want to set a favorite team, press the button.

MAIN MENU

From the Main menu, you can jump into an exhibition game, access the Game Modes, Features, and My NCAA menus, or take a peak at upcoming titles from EA SPORTS.

Access Online, Dynasty, College Classics, Rivalry, Mascot, and Practice game modes

Access your EA SPORTS Bio, visit the Trophy Room, check out the Greatest Games, view the Record Book, your Pennant Collection, and Campus Challenge standings, adjust your settings, or load and save files

Get on the field for an exhibition game

Create a school or player, arrange your rosters, and assign audibles

Get schooled on the finer points of college football






Take a look at the latest from EA SPORTS







USER PROFILES

Set up a User Profile to track your Campus Challenge progress, save your audibles, store your stats, and show off your trophies and pennant collection.

TO CREATE A PROFILE:

1. From the Select Controller screen, press the D-button  until you see the option CREATE NEW and then press the  button.
2. A pop-up appears. Select the profile that you want to replace and press the  button. The Text Entry overlay appears.
3. Press the D-button to select a character to enter and then press the  button. When you've finished entering characters, select DONE and press the  button.

TO LOAD A PROFILE:

1. From the Select Controller screen, press the D-button  until you see the option LOAD and then press the  button.
2. The Location screen appears. Choose the MEMORY CARD slot that you want to access and press the  button.
3. Press the D-button to select the profile you want to load and press the  button.



ON THE FIELD



Familiarize yourself with the lay of the field so you can perform when the chips are down.

THE COIN TOSS

Heads or tails, it all starts here.

- The visiting team's captain makes the call. If you're the visiting team, press the D-button \updownarrow to choose either heads or tails and then press the \times button.
- The team who wins the toss has a choice of Kicking, Receiving, or Defending a particular end zone. The other team selects from the remaining choices.

PLAYCALLING SCREEN

The defense has been shutting you down the entire first quarter—time to dig deep into your playbook and keep them guessing.

Press the corresponding button to the play that you want to call (\square button, \times button, or \odot button)

Press the D-button \updownarrow to cycle through the plays



Press the D-button \updownarrow to select a set/formation and then press the \times button

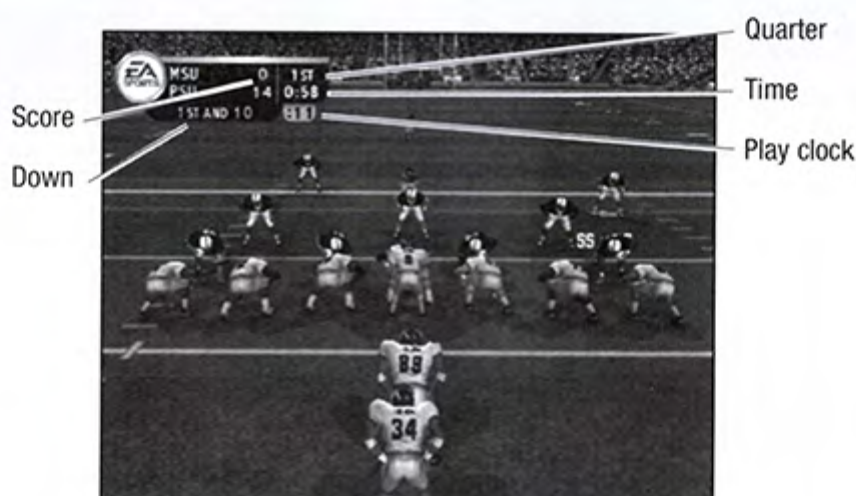
❖ Running plays are blue and passing plays are yellow.

➤ To flip a play, press the **R2** button.



GAME SCREEN

Keep your head in the game by paying attention to the information displayed on the game screen.



PAUSE MENU

Take a minute to watch an instant replay, review stats and scores, change your strategy, and more.

➤ Press the **START** button to access the Pause menu.

RESUME GAME

Get back in the game.

INSTANT REPLAY

Watch a big play again.

CALL TIMEOUT

Call one of three timeouts per team, per half.

MASS SUBS

When the game is out of reach, clear the bench and sub in your entire second string offense, defense, or both.

STATS & SCORES

Review game and individual stats, drive summaries, and box scores.

IN-GAME STRATEGY

Adjust your depth chart, assign formation subs, set audibles, or view your injury report.

CAMPUS CHALLENGE

View your Challenge status or play a previously earned pennant (> *Campus Challenge* on p. 31).

SETTINGS

Adjust your game settings (> p. 32).

QUIT GAME

Quit the current game and return to the Main menu.



PLAY NOW

Hit the field for a quick fix of college football. Play Now mode pits you in an exhibition game against any opposing team.



TO START A GAME:

1. From the Main menu, choose PLAY NOW and press the **X** button. The Select Team screen appears.
 - If you have selected a favorite team (> *My Favorite Team* on p. 11), your team's rivalry appears. Press the **X** button to play this game.
2. To select different teams, press the D-button \leftrightarrow until the desired team appears. Then press the **X** button to advance to the Select Controller screen.
 - To toggle between Home and Away teams, press the D-button \updownarrow .
3. To choose a stadium, set weather and game time, press the **Y** button. The Select Stadium screen appears.
 - Press the D-button to change the settings and then press the **X** button to return to the Select Team screen.
 - To preview your selected stadium, press the **Y** button at the Select Stadium screen.
4. At the Select Controller screen, press the D-button \leftrightarrow to position the game controller under the team you want to control.
 - To select a user profile, press the D-button \updownarrow (> *User Profiles* on p. 12 for information on creating a profile).
 - To set user options such as uniform or playbook, press the **Y** button.
5. Press the **X** button to continue to the game.
 - To skip the pre-game introductions and cut sequences, press the **X** button again to continue to the coin toss.
 - For more information on the coin toss, > p. 13.



PLAY ONLINE

Go up against the best gamers in the country. Take on your school's rival without leaving your home.

IMPORTANT INFORMATION ON THE EA SPORTS™ ONLINE SERVICE, INCLUDING AVAILABILITY FOR PLAY, TERMS AND CONDITIONS, AND MEMBERSHIP AGREEMENT CAN BE FOUND AT <http://www.easports.com/ps2legal/>.

EA RESERVES THE RIGHT TO RETIRE THE EA SPORTS ONLINE SERVICE FOR THIS PRODUCT AFTER 90 DAYS NOTICE, OR 30 DAYS AFTER THE LAST DAY OF THE 2003-2004 NCAA FOOTBALL SEASON.

NOTE: In order to play Online, you will need the following items: a network adaptor (Ethernet/Modem) (for PlayStation®2) installed, an active Internet connection via your own Internet Service Provider (ISP) account, and a memory card with at least 256 KB free space. Prior to playing online, you will need to set up Your Network Configuration file. *NCAA Football 2004* includes a Network Configuration GUI for setting up these files.

NOTE: When saving and loading Your Network Configuration file, you must use MEMORY CARD slot 1.

SELECT NETWORK CONFIGURATION

Before you can begin playing online, you must select Your Network Configuration file (found on your memory card) or create a new one through Network Configuration GUI.

NOTE: After using the included Network Configuration GUI, the RESET button functions differently in *NCAA Football 2004*. To put the console into standby mode press and hold the RESET button until the LED indicates in a red color.

NETWORK CONFIGURATION FILE

Press the D-button ⇄ to scroll through the available Internet service provider settings and select one for the upcoming Online game. The default displayed on the screen is the last Internet service provider setting used when playing Online.

CREATE/EDIT CONFIGURATION

The Network Configuration GUI allows you to create and edit Your Network Configuration. When selected, the game shuts itself down while the Network Configuration GUI is loaded. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

CONNECT

After selecting Your Network Configuration file, connect to your Internet service provider. If the connection is successful, the *NCAA Football 2004* Server Login screen appears.



ACCOUNT SETUP

Before you can begin playing online, you must create a new account or use an existing one.

- If you have already created a profile, press the D-button to highlight USE EXISTING EA ACCOUNT and then press the **X** button. If you have not created a profile, highlight CREATE new EA ACCOUNT and press the **X** button to begin the process. If you want to log off and return to the previous screen, press the **A** button.
- Saving your EA Account to a memory card allows you to bypass the login process the next time you log on.

USING AN EXISTING EA ACCOUNT

1. From the Game Modes menu, select PLAY ONLINE.
2. Select Your Network Configuration file.
3. Your EA Account appears by default or you can select a different account by choosing USE EXISTING EA ACCOUNT.
 - ❖ Your EA Account only defaults once you've saved it.
4. Select an EA SPORTS Online User Name and press the **X** button
 - ❖ You can have up to four EA SPORTS Online User Names. Change, delete, or create new User Names from the Online User Name screen or from the Edit Your Account information screen.

WELCOME TO NCAA[®] FOOTBALL ONLINE

PLAY NOW

Quickly search for an online opponent with similar skills and play a ranked game with Fair-Play Settings enabled.

ONLINE LOBBY

Enter a room based on skill level or region, or create your own password-protected room.

STAT BOOK

View the online Top 100 Players and Stat Leaders.

FEATURES

Access news and review your Membership Agreement.

MY NCAA[®]

Adjust your gameplay, sound, visual or online settings. The gameplay options are determined by the player hosting the game for unranked games. Save your online settings or load your user profile for online play.

ONLINE LOBBY

From the Online Lobby, you can **Enter a Room** or **Create a Room** of your own. Rooms are where players gather to chat and challenge each other to a game.

EA MESSENGER

Instant Message, challenge, and find your buddies online. See how your buddies are doing while playing online, or send messages to other users playing EA SPORTS™ games.

ENTER/CREATE A ROOM

There are seven main rooms, three corresponding with skill levels (Beginner, Intermediate, Advanced) and four corresponding with regions (Northeast, Southeast, Midwest, West). Press D-button **↔** to select different rooms. Press the **SELECT** button to create your own room.

MATCH-UP ROOM

From the Match-Up Room, you can greet and meet other players or challenge someone to a game.

NOTE: *NCAA Football 2004* supports a USB keyboard for typing messages to the whole room or to an individual player. Whenever you bring up the on-screen keyboard in the Chat Lobby, or when chatting with an individual player, you can use a USB keyboard to type in messages.

EA SPORTS™ TALK

Talk smack to your opponents during online gameplay with all-new EA SPORTS™ Talk.

- **To activate EA SPORTS Talk:** Connect your USB-supported headset to the PlayStation®2 computer entertainment system. Once the headset is plugged in, the voice chat function is automatically activated.
- ❖ To mute voice chat, press the **R3** button (while in game).

NOTE: EA SPORTS Talk does not support modem or PPPoE DSL connections.

NOTE: EA SPORTS Talk supports the Logitech USB headset.

FAIR PLAY SETTINGS

Play on an even field with EA SPORTS Fair Play Settings. Cheating has been nearly eliminated and only those who complete full games are rewarded.

- Fair Play settings default to **ON** in Play Now and Ranked games. Settings can be changed from the Challenge User screen.

PLAYER OPTIONS

Press the D-button to highlight the name of another player or press the **X** button to bring up the player options. From here you can challenge another player to a game, send/read a private message, add/remove a player to/from EA Messenger, or block/unblock a player. Press the D-button to highlight the option you want, and then press the **X** button to accept.

PLAYER CONNECTIONS

In the left portion of the screen, you will see a list of players along with five stars. Each star represents a player's connection speed to the Internet. The more lit stars there are, the better the connection. One red star represents a weak connection; five green stars represent a strong connection.

NOTE: Each empty star represents 0 – 100 milliseconds. If only one star is lit, that means that player has a ping time of over 400 milliseconds. If all five stars are lit, the ping time is less than 100 milliseconds.



PLAYER OVERVIEW

In the upper portion of the screen are general player stats. This includes the player's User Name along with the info listed below.

AVG. SCORE	A player's average points for (PF) and points against (PA).
DISCONNECTION %	How often a player loses connection or quits.
CONNECTION	What the user's connection is from one to five stars.
ONLINE FAVORITE TEAM	Your favorite team is shown in this area.

USER INFORMATION

Highlight a player and press the **SELECT** button to bring up the player's User Information.

RUN/PASS	A player's run vs. pass tendency (shown in percent).
REC (STRK)	Player record (wins and losses) and streak information (wins or losses in a row)
RANK	A player's overall rank.
AVG OPP RANK	The average rank of a player's previous opponents.
LAST 10 GAMES	The results from your players last 10 games.
PTS/GAME	The average number of points the player scores per game.
TOTAL OFF	The average number of total yards that a player has gained in previous games.
RUSH OFF	The average number of rushing yards a player has gained in previous games.
PASS OFF	The average number of passing yards a player has gained in previous games.
TOTAL DEF	The average number of total yards a player has given up in previous games.
RUSH DEF	The average number of rushing yards a player has given up in previous games.
PASS DEF	The average number of passing yards a player has given up in previous games.
T/O DIFF	The plus or minus differential based on the average number of turnovers.



DYNASTY MODE™

From recruiting the top players to winning the National Championship, *NCAA Football 2004* lets you use your coaching skills to build a new NCAA powerhouse.

TO BEGIN A NEW DYNASTY:

1. From the Game Modes menu, choose DYNASTY MODE. The Dynasty overlay appears.
2. Select NEW and press the **X** button. The Dynasty Setup screen appears.
 - To continue a saved dynasty, choose LOAD at the overlay.
3. To select the number of users (1-12), press the **L1** button or the **R1** button.
4. Press the D-button **↔** to select a team for each user.
 - To add 1-AA teams or created schools, press the SELECT button.
 - To toggle Coach Contracts ON/OFF, press the **L2** button or the **R2** button.
 - To edit a coach, highlight the team whose coach you want to edit and then press the **○** button.
5. When you're finished making adjustments, press the **X** button to begin your Dynasty.

DYNASTY MODE™ MENU

PRESEASON OPTIONS

Create custom schedules and redshirt players. This option is only available before any game is played/simulated

PLAY WEEK

Play the current week or view your team schedule.

SPORTS ILLUSTRATED®

Take a look at the SPORTS ILLUSTRATED "magazine" of the week for Dynasty Rankings, Standings, and Awards. Check back each week for fresh covers and new stories, and see how often your school is on the cover.

STAT BOOK

View season, career, and team stats or check out the stat rankings.

COACH OPTIONS

Adjust your strategy, resign from your position, or view your coach report card.

FEATURES

View rosters and assign audibles.

MY NCAA®

Access My NCAA® (> p. 29).

TO PLAY ONE OF YOUR TEAM'S GAMES:

1. From the Dynasty Mode menu, choose PLAY WEEK. The Play Week overlay appears.
2. Select TEAM SCHEDULE and press the **X** button. Your team's schedule appears.
3. Highlight a game and make sure a check mark appears on the left next to the game. Press the **○** button to check or uncheck a game.
 - ❖ A checkmark indicates that you want to play a game as opposed to simulating it.
4. Highlight the game you want to play and press the **X** button. The Select Controller screen appears.
5. Continue as you would in a Play Now game (> p. 15).



POST SEASON

Check out the Heisman Memorial Trophy™ Winner, see who set new records, and then it's on to the Bowl Games.

- To simulate a Bowl Game, make sure that the game isn't checked in your team schedule and then press the **X** button.
- ❖ If you had a stellar year, your school may offer to extend your contract or another more prestigious school might offer you a contract. On the flip-side, if your team performs badly and you don't meet your goals, you could be summarily fired!
- ❖ After a great season, your school may be invited to join another, bigger conference. Or, if your stats didn't measure up, you might get booted out of your conference.

After you win or lose your bowl game, negotiate your coaching contract and any conference invitations and demotions, you are prompted to advance to the Off-Season.

DYNASTY MODE™ OFF-SEASON MENU

Most of the Dynasty Mode Off-Season menu options are the same as regular season. The exceptions are listed below.

OFF-SEASON SCHEDULE

See which players are leaving (and try and get them to stay, if possible), recruit new players, view training results, cut players, and more.

RECRUITING RECAP

Review the Top Classes and Signings.

OFF-SEASON SCHEDULE

There are six steps to the Off-Season Schedule. Complete them in order.

PLAYERS LEAVING

See which of your players are flying the coop.

- To try and talk a player into staying, highlight him and press the **X** button. Send the Head Coach or the Assistant Coach on a visit, or have one of them give him a call. If you really want to hang on to him, you can do all of the above. For more on recruiting points, > *Recruiting* below.
- You can only talk players into staying if they're in their Junior year or lower.
- To export your draft class to *Madden NFL™ 2004*, press the **START** button.

RECRUITING

You have a certain number of recruiting points (based on your previous year's performance and on your prestige) which you can assign to prospects. The farther away a recruit is from your school and the lower his interest level, the more points you will need to use to get him to sign.

TO RECRUIT A PLAYER:

1. From the Off-Season Schedule, choose RECRUITING. The Recruiting Central screen appears.
 2. Pick a state from which you want to recruit by pressing the D-button **↔** or **⇧**, then press the **X** button. The Select A Report screen appears.
 3. To browse the recruits from your selected state, press the **X** button when the first selection is highlighted.
- To choose a recruit from another group (National Top 100, All Prospects, or Interested Prospects), highlight that selection and press the **X** button.

4. To visit or call a prospect, highlight his name and press the **X** button. The Recruiting pop-up window appears.
5. To choose a type of contact with the candidate, highlight it and press the **X** button. Then, highlight PITCH and choose the type of pitch you want to make for your school.
 - ❖ There are four different pitches that you can use when talking to a prospect: Program Prestige, Location, Playing Time, and Coaching Style. Select the pitch that you think will be most effective with your prospect.
 - ❖ You may choose up to all four contacts for any one recruit, but watch how you spend your recruiting points or you'll have one or two star players and a lot of walk-ons filling your roster.
 - ➡ To get a quick overview of your team, press and hold the **O** button. The positions you need to recruit and fill are shown in red until you target enough prospects to fill them.
6. Once you've assigned contacts to all of the players you want to recruit for that week, return to the Recruiting Central menu and press the START button.
 - ❖ You must retain a minimum number of players in each position to field a competitive team.
 - ❖ To simulate a week or the remainder of the recruiting season, press the START button from the Recruiting Central screen. A prompt asks you if you want to advance to next. Week or simulate all weeks.

EA SPORTS TIP: Keep an eye on your lineup to stay competitive season after season. If your current roster is loaded with juniors and seniors, think about recruiting new players to fill the void when the upperclassmen graduate.

TRAINING

After recruiting is finalized, the Training Results screen appears. See how your team is shaping up.

Player position and number

View by school

View by position

Ratings per characteristic: Overall, Speed, Strength, Awareness

How much your player improved

PLAYERS	POS	+/-	OVR	SPD	STR
LAST YEAR			73	42	83
+/-			6	0	3
RT #71	RT	6	79	42	86
MLB #44	MLB	6	78	75	68
FB #23	FB	5	90	77	65
CB #31	CB	5	81	91	45
WR #80	WR	5	81	90	53

- ➡ After reviewing your players' training results, press the START button to continue on to Cut Players.



CUT PLAYERS

Get rid of your players who aren't performing and free up team resources for the guys who are getting the job done.

EA SPORTS TIP: Be sure to keep some of your younger players even if they aren't the strongest. This way you'll have some developing talent to step in when your older players leave.

EA SPORTS TIP: If you're over-stocked at one position, free up spots on your rosters for potential gaps next year.

TO CUT A PLAYER:

1. From the Cut Players screen, press the D-button to highlight the player you want to cut and then press the **X** button.
2. A pop-up asks you to confirm that you want to cut this player. Choose YES and press the **X** button.

SET DEPTH CHART

Adjust your depth chart to take the best advantage of all of your athletes' skills.

TO ORDER YOUR DEPTH CHART:

1. At the Depth Chart screen, press the D-button \updownarrow to locate a player you want to reorder and then press the **X** button. The cursor moves to the bottom field.
2. Choose the player you want to move into the empty slot and press the **X** button again.

START NEW SEASON

Begin the new season, and take another shot at the National Championship.



OTHER GAME MODES

In addition to Online and Dynasty Mode, *NCAA Football 2004* gives you four more game modes to get yourself in the game.

COLLEGE CLASSICS

Go back in history and play in one of the 20 greatest college football games of all time.

TO BEGIN A COLLEGE CLASSIC GAME:

1. From the Game Modes menu, select COLLEGE CLASSICS and press the **X** button. The Classic Games screen appears.
2. Press the D-button **↑** to highlight the game you want to play and then press the **X** button.
To view information about a classic game, highlight it and press the **SELECT** button.

RIVALRY GAME

Take on an archrival and battle it out for bragging rights for your school.

TO BEGIN A RIVALRY GAME:

1. From the Game Modes menu, select RIVALRY GAME and press the **X** button. The Rivalry Game screen appears.
2. Press the D-button **↑** to highlight the game you want to play and then press the **X** button.
To toggle between home and away teams, press the **○** button.
3. Continue as you would in a Play Now game (**>** p. 15).

MASCOT GAME

Hit the field in full uniform—as your beloved school mascot. This game mode takes school spirit to a whole new level.

TO BEGIN A MASCOT GAME:

1. From the Game Modes menu, select MASCOT GAME and press the **X** button. The Mascot Team Select screen appears.
2. Press the D-button **↔** to choose the away mascot team.
3. Press the D-button **↓** to switch to the home team and then press the D-button **↔** to choose the home mascot team.
○ To select a stadium and adjust the weather and time of day, press the **○** button.
4. Continue as you would in a Play Now game (**>** p. 15).



PRACTICE

If you want to even have a shot at a Bowl Game, your team needs to put some time in practicing the plays in their playbook. Get out on the field and drill your squad, Coach.

TO BEGIN A PRACTICE:

1. From the Game Modes menu select PRACTICE and press the **X** button. The Practice Setup screen appears.
2. Press the D-button **↔** to choose the away team.
3. Press the D-button **↓** to switch to the home team and then press the D-button **↔** to choose a home team.
- ↻ To select a stadium and adjust the weather and time of day, press the **○** button.
4. At the Select Controller screen, position the controller icon under the team you want to control.
- ↻ To choose a profile, press the D-button **↕** (> p. 12).
- ↻ To choose a playbook, press the **○** button.
5. When you're finished making adjustments, press the **X** button to continue to the Formation Selection screen.
6. Press the D-button **↕** to highlight a formation and then press the **X** button.
- ↻ Press the **R2** button to flip the formation.
7. Press the corresponding button to choose the play you want (the **□** button for the play displayed on the left, the **X** button for the play in the middle, or the **○** button for the play on the right).
- ↻ To call a bluff play, press the **L2** button plus the corresponding button.
8. Select the formation and play for the defense in the same way.
- ↻ To choose a new play to practice, press the **SELECT** button.
- ↻ To call plays at random, from the Play Selection screen or the Choose New Play screen, press the **□** button to randomize all formations, or press the **○** button to randomize plays within the current formation only.



FEATURES

Play the game the way you want to play, from adjusting your rosters and assigning audibles, to creating players and schools.

CREATE-A-SCHOOL

From colors and logo, to nickname and playbook, you pick the most important features of your school and leave the coursework to the professors.

- To create a school, from the Features menu, select CREATE-A-SCHOOL and press the **X** button. The School Information screen appears.

SCHOOL INFORMATION

TO CHOOSE YOUR COLORS:

1. Highlight PRIMARY and press the **X** button. A color palette appears.
2. Press the D-button until your color is selected and then press the **X** button.
3. Repeat the above steps for your Secondary and Flag colors as well.

TO CHOOSE YOUR SCHOOL LOGO:

1. Highlight SCHOOL LOGO and press the **X** button.
2. Choose a logo type and press the **X** button.
3. Press the D-button **⇅** until your desired logo is displayed and then press the **X** button.

TO CREATE YOUR SCHOOL NICKNAME, SCHOOL NAME, ABBREVIATED NAME, AND CITY NAME:

1. Highlight NICKNAME (SCHOOL NAME, ABBREVIATED NAME or CITY NAME) and press the **X** button.
2. The On-screen Keyboard appears. Enter your nickname the same way you entered text for your profile (> p. 12).
3. Enter your School Name, Abbreviated Name, and City Name the same way.

TO SELECT YOUR SCHOOL'S STATE:

1. Highlight STATE and press the **X** button. The Select State screen appears.
2. Press the D-button to highlight the state you want and then press the **X** button.

TO SET YOUR OTHER SCHOOL INFORMATION:

1. Press the D-button to highlight a category and then press the **X** button to view that category's options.
2. After you've selected all of your school information, press the **START** button to continue to the Stadium Information screen.

STADIUM INFORMATION

TO CHOOSE A STADIUM NAME:

1. Highlight STADIUM NAME and then press the **X** button. The On-screen Keyboard pops up.
 2. Enter the name in the same way that you would enter a User Profile name (> *User Profiles* on p. 12).
- To set your other stadium information, highlight the option you want to change and press the D-button **↔** to cycle through your choices.

- When you're finished selecting your stadium information, press the **START** button to advance to the Uniform Information screen.

UNIFORM INFORMATION

Select the information for your Home and Away uniforms in the same way that you set up your School and Stadium Information.

- To switch between Home, Away, and Alternate uniforms, press the **L1** button or the **R1** button.
- Press the **START** button to create your school.

CREATE-A-PLAYER

Build the ultimate NCAA player from the ground up. Then round out one of your created teams with his talent or place him on any other team.



TO CREATE A PLAYER:

- Work through the Information, Appearance, Equipment, and Ratings screens as you would enter information in Create-A-School (> p. 26).
- Press the right analog stick to rotate your player model.
- ❖ Your created player can be used in all game modes except Mascot Game.
- ❖ Your created players are saved in Rosters except for players created for a created school, which are saved along with your created school.

ROSTERS

Adjust your rosters to take advantage of a star player, give fatigued players a rest, or to work around an injured player.

TO EDIT A ROSTER:

1. From the Features menu, choose **ROSTERS**. The Rosters pop-up appears.
 2. Choose **VIEW/EDIT ROSTERS**. The View/Edit Rosters screen appears.
 3. Press the **L1** button or the **R1** button to find the team whose roster you want to edit.
- Press the **L2** button or the **R2** button to cycle through positions.
 - To sort the information on the screen by a category, highlight the desired column and press the **○** button.

4. Press the D-button \updownarrow to highlight the player you want to edit and press the \otimes button. A pop-up appears.
5. Select the attribute(s) that you want to edit (PLAYER INFO, EQUIPMENT, APPEARANCE, or RATINGS) and press the \otimes button.
6. Continue as you would in Create-A-Player (> p. 27).

TO REORDER A DEPTH CHART:

1. From the Features menu, choose ROSTERS. The Rosters pop-up appears.
2. Choose DEPTH CHART and press the \otimes button. The Depth Chart screen appears.
3. Press the **L1** button or the **R1** button to find the team whose depth chart you want to reorder.
 - \rightarrow To view players by position, press the **L2** button or the **R2** button.
4. At the Depth Chart screen, press the D-button \updownarrow to locate a player you want to reorder and then press the \otimes button. The cursor moves to the bottom field.
5. Choose the player you want to move into the empty slot and press the \otimes button again.

TO DELETE A PLAYER:

1. From the Features menu, choose ROSTERS. The Rosters pop-up appears.
2. Choose DELETE PLAYER and press the \otimes button. The Delete Player screen appears.
3. Press the D-button \updownarrow to highlight the player you want to delete and then press the \otimes button.
 - \spadesuit Only created players can be deleted.

AUDIBLES

Use audibles to adjust your offense or defense on the fly.

TO EDIT YOUR AUDIBLES:

1. From the Features menu, choose AUDIBLES. The Audibles screen appears.
 - \spadesuit If you don't have a playbook selected, you are prompted to pick one.
 - \rightarrow To toggle between defensive and offensive audibles, press the **L1** button or **R1** button.
2. You can set audibles for the \blacksquare button, the \otimes button, the \odot button, the **L1** button, and the **R1** button. Highlight the button for which you want to select an audible and press the \otimes button.
3. Press the D-button \updownarrow to cycle through the available formations and press the \otimes button to choose the displayed formation. The cursor moves to the available plays.
4. Press the D-button \updownarrow and \leftrightarrow until the play you want is highlighted by the dashed box, then press the \otimes button.
5. When you have selected all of your audibles (five for defense and five for offense), press the \triangle button. Choose YES to save your audibles and return to the Features menu.



MY NCAA®

View your trophies, access your EA SPORTS Bio, take a look at your Campus Challenge status, and more.



EA SPORTS™ BIO

EA SPORTS Bio is a new feature designed to reward you for playing EA SPORTS titles. Your EA SPORTS Bio, a file shared between all EA SPORTS games via your memory card, is a resume that tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

- ❖ The first time you select EA SPORTS BIO from the My NCAA screen, with a memory card in MEMORY CARD slot 1, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level (> below).
- ❖ The EA SPORTS BIO is only supported in MEMORY CARD slot 1.

EA SPORTS™ GAMER LEVELS

When you first create your EA SPORTS Bio, you start out as a Level One gamer. There are multiple ways that you can earn credit toward a promotion to the next level.

EA SPORTS TITLES PLAYED

Every EA SPORTS title that you add to your EA SPORTS résumé gets you more credit toward the next level gamer. Play more products, earn a higher level rating—it's as easy as that.

GAME TIME

And you thought you'd never get recognized or rewarded for all the time you put in on EA SPORTS titles. Finally you get rewarded for all your loyalty and devotion to EA SPORTS. Does it get any better than this? The more time you put in, the faster you rise to the next level.

NUMBER OF GAMES PLAYED

Every game you play and complete gives you credit toward the next level. In addition, winning games gives you additional bonus points toward your level.



REWARDS

When you reach a new level, you may unlock a game-specific reward. Some rewards are bigger than others; it all depends on the level you achieve.

- ❖ A level increase potentially unlocks rewards for all EA SPORTS titles in your Bio, regardless of which title the level was achieved while playing.

PRODUCT LISTING SCREEN

Your gamer level is based on the number of EA SPORTS titles played, hours logged, and your accomplishments



Number of *all* EA SPORTS titles played

Total combined hours logged for each EA SPORTS title included in your Bio

PRODUCT SUMMARY SCREEN

Toggle Major and Recent Accomplishments



Total time spent playing the selected title

Number of games played for this title

Press **○** to delete your entire EA SPORTS Bio

ACCOMPLISHMENTS

In each EA SPORTS game, there are certain accomplishments that you can achieve. These accomplishments vary by title. For example, one accomplishment in *NCAA Football 2004* is defeating your school rival.

- ❖ When you achieve an accomplishment, a prompt appears asking if you want to save this accomplishment to your EA SPORTS Bio.

MAJOR ACCOMPLISHMENTS

This list shows the five highest-ranking accomplishments.

RECENT ACCOMPLISHMENTS

This list shows the most recent accomplishments, sorted by date.

NOTE: *NCAA Football 2004* only supports the EA SPORTS Bio in MEMORY CARD slot 1.



TROPHY ROOM

Go to the Trophy Room to gawk at your hard-earned Dynasty and Rivalry trophies.

TO VISIT THE TROPHY ROOM:

1. From the My NCAA menu, highlight TROPHY ROOM and press the **X** button.
The Trophy Room pop-up appears.
 2. Select either DYNASTY TROPHIES or RIVALRY TROPHIES and press the **X** button.
The Selected Trophies screen appears.
- Press the **L1** button or the **R1** button to sort your Dynasty trophies by category: ALL/AWARDS/BOWL GAMES/ CHAMPIONSHIPS.
 - Press the D-button to highlight a trophy and then press the **X** button to view it.
 - Press the **○** button to remove a trophy and free up more space in your trophy case.

GREATEST GAMES, RECORD BOOK, AND PENNANT COLLECTION

GREATEST GAMES

NCAA Football 2004 saves the top 10 user games. See who holds the honors.

RECORD BOOK

View the stats and records including Single-Game Records, School Records, Dynasty Records, User vs. User Stats, and Personal Bests.

PENNANT COLLECTION

View the pennants earned by specific users including Greatest Games, Mascot Teams, All-Time Teams, Stadiums, Game Cheats, and Team Boosts.

CAMPUS CHALLENGE

NCAA Football 2004 challenges you to complete specified tasks to earn credits that can be redeemed for pennants. Pennants can be used to unlock different rewards such as Team Boosts, Game Cheats, Stadiums, Historic Teams, and Mascot Teams.

EARNING CREDITS

You earn credits automatically when you complete any of the challenges. Some of the tasks for which you can earn credits are:

- ❖ Make a 40-yard field goal
- ❖ Throw two TD passes with one player
- ❖ Break a 20-yard run

There are many additional tasks that earn credits. When you earn credits, you'll see a description of the accomplishment at the bottom of the game screen after the completed play.

SETTINGS

Adjust your settings to customize the game to your liking.

GAMEPLAY

Set Quarter Length and Skill Level, and toggle Injuries, Fatigue, and Campus Challenge **ON/OFF**.

A.I.

Adjust Offense, Defense, and Special Teams A.I. for Human and CPU controlled teams.

PENALTY

Toggle penalties **ON/OFF** and set the likelihood that certain penalties are called.

VISUAL

Adjust your screen format, player displays, toggle Instant Replay **ON/OFF**, adjust field lines displayed, and select a camera angle.

SOUND

Choose Play-by-Play settings, select your sound mode, and adjust volumes.

EASY PLAY

Toggle EASY Play **ON/OFF**. When ON, you can set up various assists to make playing the game easier.

SYSTEM

Select default exhibition teams, choose your favorite team, or reset your roster, records, or settings.

USER

Configure your controller, toggle vibration **ON/OFF**, and adjust in-game settings.

LOAD/SAVE

Save rosters, dynasties, created schools, and more to a memory card to access later.

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

NOTE: *NCAA Football 2004* only supports MEMORY CARD slot 1 for EA SPORTS Bio and Network Config files.

TO LOAD A FILE:

1. From the My NCAA screen, select LOAD/SAVE and press the **X** button. The Load/Save overlay appears.
 2. Choose LOAD and press the **X** button. The Location screen appears.
 3. Choose the MEMORY CARD slot from which you want to load the file and press the **X** button.
 4. Select the file you want to load and press the **X** button.
- To sort files by file type, press the **R1** or **L1** buttons.



TO SAVE A FILE:

1. From the My NCAA screen, select LOAD/SAVE and press the **X** button. The Load/Save overlay appears.
 2. Choose SAVE and press the **X** button.
 3. Choose the type of file you want to save and press the **X** button.
 4. At the Location screen, choose the MEMORY CARD slot from which you want to load the file and press the **X** button.
- If you need to free up space on your memory card, press the **R1** or **L1** buttons to sort *NCAA Football 2004* files by file type and choose a file to delete.
 - ❖ When you exit or back out of certain screens where you made changes, a prompt asks if you want to save these changes. You do not need to save those files through the Load/Save interface if you saved them when prompted.

NCAA 101

Get schooled and improve your game. *NCAA Football 2004* lets you learn from the best. Select a subject and get tutored on the finer points of college football.

YOU CAN ACCESS TUTORIAL VIDEOS FOR THE FOLLOWING TOPICS:

- ❖ Play Calling
- ❖ Running Controls
- ❖ Passing Controls
- ❖ Running the Option
- ❖ Defensive Controls
- ❖ Special Teams



LIMITED 90-DAY WARRANTY

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EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

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In the **US**, dial 900-288-HINT (4468). \$1.99 per minute.
In **CANADA**, dial 900-451-4873. \$1.99 (Canadian) per minute.
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.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

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