

EA
SPORTS™

NCAA®
FOOTBALL
2005

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 please visit www.esrb.org.

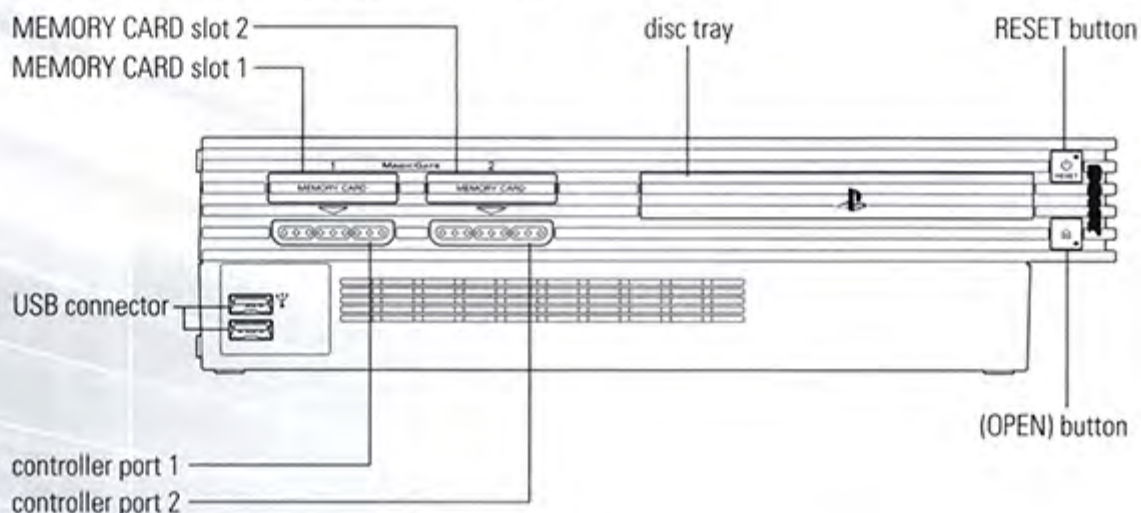
CONTENTS

STARTING THE GAME	2
COMMAND REFERENCE.....	3
COMPLETE CONTROLS	4
SETTING UP THE GAME.....	9
PLAYING THE GAME	10
FEATURES.....	13
PLAY ONLINE.....	14
DYNASTY MODE™	19
OTHER GAME MODES.....	21
MY NCAA®	21
HINTS AND TIPS.....	23
SAVING AND LOADING.....	23
LIMITED 90-DAY WARRANTY.....	24

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

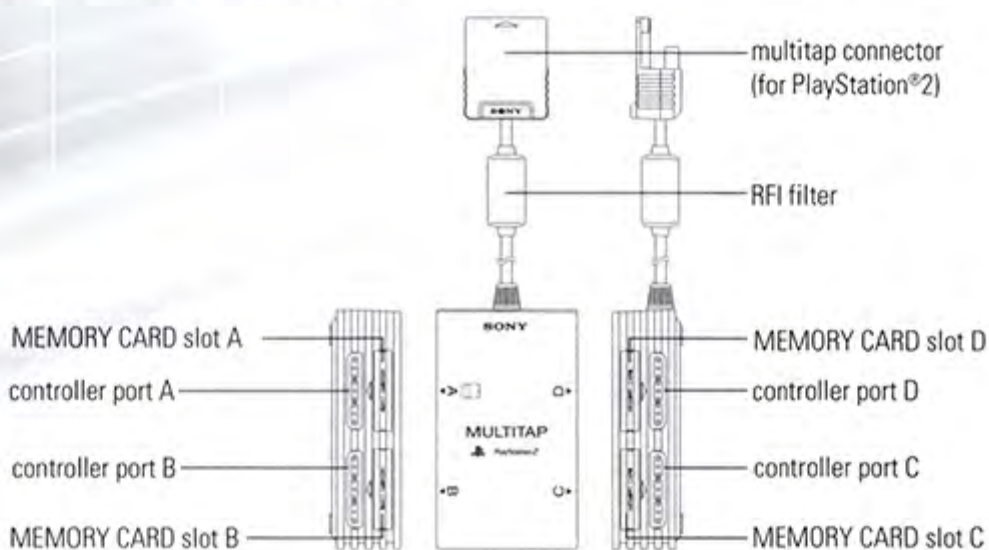
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



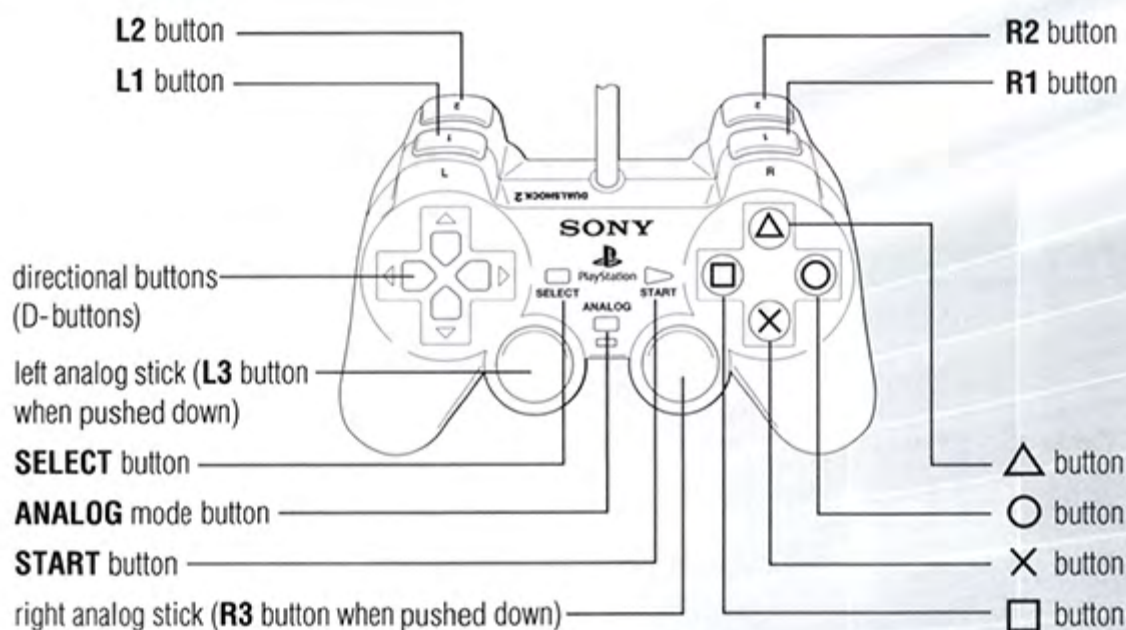
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *NCAA® Football 2005* 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 items	D-button ⇕
Cycle choices/Move sliders	D-button ⇔
Select/Go to next screen	× button
Return to previous screen	△ button
















COMPLETE CONTROLS

Master these controls and you'll be Orange Bowl-bound in no time.

GENERAL GAMEPLAY

Pause	 button
Call timeout	 button

PLAY CALLING

Cycle through sets/formations	D-button or left analog stick 
Select set or formation	 button
Cycle through plays	D-button or left analog stick 
Select corresponding play	 button,  button, or  button
Bluff play call (above play calling window)	 button +  button,  button, or  button
Bluff play call (below play calling window)	 button +  button,  button, or  button
Ask Corso (offense only)	 button

- ❖ When you choose to bluff a play call, only the plays below those on screen are displayed in your play calling window.

OFFENSE

BEFORE THE SNAP	
Call audible (see p. 11)	□ button then □ button, X button, ○ button, L1 button, or R1 button
Cancel the audible and run the original play as picked in the Play Call screen (before the snap)	□ button then L2 button
Cancel audible selection	△ button
Flip the play at the line of scrimmage	□ button, then R2 button
Snap the ball	X button
Fake snap signal	○ button
Call hot route (see p. 12)	△ button
Coach's cam (without showing play diagram on field)	right analog stick ↑
Coach's cam (showing play diagram)	R2 button
Quiet the crowd (when Home)	L2 button
Cycle through man in motion options	D-button ⇅
Put selected man in motion	D-button ⇅
Hurry to line of scrimmage	Press and hold the X button

MATCHUP STICK	
O Line vs. D Line (show offensive and defensive lines)	right analog stick ⇅
Backfield vs. Linebackers (show quarterback/running backs and linebackers)	right analog stick ↓
Receivers vs. Secondary (show receivers and secondary)	right analog stick ←

❖ For more information, see *Match-up Stick* on p. 11

OFFENSE CONTINUED

RUNNING	
Move player/Run	D-button or left analog stick
Sprint (hold button)	⊗ button
Dive	⊠ button
QB dive/Slide	⊠ button (pressure sensitive)
Jump/Hurdle	△ button
Spin (press the D-button in the direction you want to 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

RECEIVING	
Control intended receiver	⊗ button (while ball is airborne)
Dive for pass	⊠ button
Jump for pass	△ button
Sprint	⊙ button (hold)

HURRY-UP OFFENSE (IMMEDIATELY AFTER WHISTLE)

Repeat previous play	△ button
Quarterback spike ball	⊙ button (hold)
Fake spike	⊞ button (hold)

DEFENSE**BEFORE THE SNAP**

Cycle through defenders	⊗ button, ⊙ button
Reposition player	D-button or left analog stick
Call an audible (see p. 11)	⊞ button then ⊞ button, ⊗ button, ⊙ button, L1 button, or R1 button
Linebacker audible	R1 button then
<i>Spread</i>	D-button ↑
<i>Pinch</i>	D-button ↓
<i>Shift left/right</i>	D-button ↔
Coverage audible (see p. 11)	△ button then
<i>Loose</i>	D-button ↑ (loose)
<i>Tight</i>	D-button ↓ (tight)
<i>Normal</i>	D-button ↔ (normal)
<i>Man Shift</i> (if set to MANUAL in User Settings)	⊗ button (man shift)
Defensive Line audible	L1 button then
<i>Spread</i>	D-button ↑
<i>Pinch</i>	D-button ↓
<i>Shift left/right</i>	D-button ↔
Cancel an audible	△ button
Run the original play as picked in the Play Call screen	⊞ button, then L2 button
Pump up the crowd (must be standing)	L2 button
Flip the play at the line of scrimmage	⊞ button, then R2 button

DEFENSE CONTINUED

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
Defensive Line special move (engaged)	L1 button / R1 button
Strip ball (not engaged)	R2 button
Swat ball (not engaged)	L1 button
Strafe (hold button, not engaged)	R1 button
Big hit	L2 button

KICKING GAME

KICKING

Aim kick	left analog stick
Control kick meter	⊗ button

Press the ⊗ button to start the kick meter.



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




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



SETTING UP THE GAME




The first time you start *NCAA Football 2005* with a memory card (8MB) (for PlayStation®2), 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.

The Main menu appears next. From there you can jump straight into a game between your favorite teams with Play Now or spend some time adjusting your settings to play the way you like.

PLAY NOW

Do you have what it takes to survive in college football's most hostile environments? Get out on the field and see if you can withstand the pressure. Select from a list of teams that features more than 144 Division I-A and Division I-AA schools. After the two teams are selected, press the  button or the  button from the Controller Select screen to begin the game.

1. From the Main menu, select PLAY NOW. The Select Team screen appears.
 - ❖ Press the  button to cycle between Division I-A, I-AA, Historic, and Created Teams.
2. After selecting the teams, position your controller icon under the team you want to control.
3. Press the  button or the  button to begin the game.
 - ❖ To learn more about pre-game settings, see *Settings* on p. 22.

PLAYING THE GAME

Familiarize yourself with the Game screen and learn the ins and outs of making the most of your time on the field.

GAME SCREEN



PLAY CALLING

Choose your plays by navigating the Play Call screen. For information on how to customize your playbook, see p. 13.

Select a set/formation and then press the **X** button.

Cycle through the plays.



- ❖ Running plays are blue and passing plays are yellow.
- ❖ To flip a play, press the **R2** button.
- ❖ To ask Lee Corso for his suggested play, press the **□** button (only available on offense).

ON THE FIELD

From calling the correct play to strategically coaching your team during interactive timeouts, this section helps get you ready to make the most of your year.

HOME FIELD ADVANTAGE

Hear and feel the thunderous support of the home school fans as they cheer their team on to victory. For away teams this very vocal support may make audibles hard to hear. The overwhelming enthusiasm for the home school can also rattle less composed players when they face the opposition on their own turf. Be sure to keep this in mind when coaching players during timeouts and when using the Match-up Stick.

MATCH-UP STICK

Experience equals advantage when the chips are down. The new Match-up Stick lets you see how your players stack up.

Press the right analog stick \Rightarrow , \Downarrow , or \Leftarrow before the snap to check the composure of your squad (see *Match-up Stick* controls on p. 5). A red meter indicates a bad player, while a green meter indicates a good player. White circles show that a player is composed and gray shows that a player is rattled.

Press the right analog stick to view different match-ups.

- ❖ To take a look at how your receivers fare against the opposing secondary, press the right analog stick \Leftarrow .
- ❖ Do you have a mismatch at the line of scrimmage? Press the right analog stick \Rightarrow to see if you should be running the ball to a certain side.
- ❖ Can your linebackers handle their running back? Press the right analog stick \Downarrow to find out.

You can even use the Match-up Stick on field goal attempts to see how good the kicker is. Now you'll *know* if you should try to ice him or not.

With home field advantage, players are affected by what's happening on the field. So a player may begin a game in the green, but after getting beat for a few touchdowns, he may end up in the red.

The Match-up Stick is especially useful because match-ups change all the time and now you can spot them before every play.

TIMEOUTS

Choose specific players to coach during a timeout to increase their composure. Coaching players during a timeout can increase their composure and improve their playing.

- ❖ During a timeout, select a group of players to coach: Backfield, Receivers, or Offensive Line. And on defense, you can calm down your Secondary, Linebackers, or Defensive Line.

AUDIBLES

You can change three of your audibles on the fly during a game. At the Play Call screen, press and hold the **R1** button and then hold the \blacksquare button, the \odot button, or the \otimes button to set the highlighted play to the corresponding button. For more on audibles, see p. 13.

LEADING YOUR RECEIVER

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

BULLET AND TOUCH PASSES

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.

❖ With passing symbols OFF, your quarterback can sprint, juke, spin, etc.

HOT ROUTES

Change a receiver's route before the ball is snapped to take advantage of a weakness in the defense. Press the **▲** button at the line of scrimmage, then press the corresponding button symbol of the receiver whose route you want to change.

❖ 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. Press the **L2** button or the **R2** button to perform a pass block left/right for tight ends and running backs, or slant patterns for receivers.

❖ If a run play is called, press the D-button **↔** in the opposite direction the run play is intended to flip it without flipping the formation.

MAN IN MOTION

While at the line of scrimmage, press the D-button or left analog stick **↑** to highlight the receiver that you want to put in motion. Then, press the D-button or left analog stick **↔** to send that receiver in motion.

HURRY-UP OFFENSE

To skip the huddle and repeat the previous play when you're crunched for time, press the **▲** button immediately after the whistle blows. To have the quarterback spike the ball, press and hold the **○** button. To fake a spike, press and hold the **■** button.

USER-CONTROLLED CELEBRATIONS

To activate one of the new user-controlled celebrations after you score a touchdown or complete a big play, press the **L2** button for a mild celebration or the **R2** button for a more extreme one. Then press the **■** button for a player celebration, the **○** button for a fan celebration, or the **▲** button for a mascot/cheerleader celebration. To see a game-generated or created fan sign in the crowd, press the **L2** button and the **○** button (mild fan celebration). Watch out though, activating some celebrations may result in a costly Unsportsmanlike Conduct penalty.

PAUSE MENU

Bring up the Pause menu to view an Instant Replay, Call Timeout, initiate mass substitutions, view Stats & Scores, or alter your In-Game Strategy. You can also view your Campus Challenge standing, adjust Settings, or Quit the current game.

FEATURES

NCAA Football 2005 is full of features that give you the ultimate college football experience.

- Create-A-School** From uniform to mascot, create a school and see if they have what it takes to stake a place among the NCAA powerhouses. You can use created schools in Play Now, Dynasty Mode™, and Practice games.
- Create-A-Player** Build the ultimate college player and then add him to your created team or to any other team.
- Create-A-Playbook** Forget taking a page from someone else's playbook—here's your chance to create your very own.
- Create-A-Sign** Let your school spirit shine. Create fan signs to tell the opposing team just what you think of them. Fan signs work in all game modes except Online.
- I-A/I-AA/Historic Rosters** View and edit rosters, adjust depth charts, or delete players (I-A Rosters Only).

CUSTOMIZING YOUR PLAYBOOK

For the first time on the PlayStation®2 Computer Entertainment System, *NCAA Football 2005* lets you modify playbooks. Each playbook has twelve formations, nine of which you can customize. The Hail Mary, Goal Line, and Special Teams formations are in each playbook and cannot be changed.

TO CUSTOMIZE YOUR PLAYBOOK:

1. Select FORMATIONS under Create-A-Playbook and press the **○** button to choose a playbook to customize.
2. Select a slot from the formations list to change the current formation in that slot and press the **⊗** button. The formation window becomes active.
3. Choose the formation that you want to save to that slot and press the **⊗** button. You can edit any (and all) of the nine slots.

TO SET YOUR AUDIBLES:

1. Choose AUDIBLES under Create-A-Playbook.
2. Select the audible you wish to change and press the **⊗** button. Then select the formation you would like to use and press the **⊗** button again. Finally, select the play from the desired formation and press the **⊗** button to add it to your audibles.

PLAY ONLINE

Take on the best players in the country or your best friend from across campus. EA ONLINE TERMS OF SERVICE AND SERVICE UPDATES CAN BE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA RESERVES THE RIGHT TO RETIRE THE ONLINE SERVICE 30-DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2004-2005 COLLEGE FOOTBALL SEASON.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, systems failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

A network adaptor (Ethernet/modem) and a memory card (8MB) (for PlayStation®2) with a network configuration file inserted into MEMORY CARD slot 1 are required to play *NCAA Football 2005* online. *NCAA Football 2005* is compatible with network configuration files from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. The network configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

TO PLAY ONLINE:

1. From the Main menu, select GAME MODES, and then PLAY ONLINE.
 2. Select Your Network Configuration file or create a new one by following the on-screen instructions.
 3. Create a new EA Account or use an existing one. If you already have an EA Account saved on a memory card, it appears automatically.
- ❖ Save your account to a memory card to have your account information automatically appear in the NCAA Football Server Login screen the next time you log in.

NOTE: Your Network Configuration file and the EA Login will only be read off of the memory card in MEMORY CARD slot 1.

TO PLAY ONLINE CONTINUED:

4. Choose your EA SPORTS Persona.

- ❖ You can have up to four EA SPORTS Personas. Create new Personas from the Select An EA SPORTS Persona screen. To delete your persona, visit www.easports.com.

NOTE: If you have an existing screen name on AOL, AOL Instant Messenger (AIM), CompuServe 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account Name. Visit <http://www.ea.com/ncaa-reg> to register, then return to *NCAA Football 2005* and select **USE EXISTING EA ACCOUNT**. Enter your Account Name and password to log on

PLAYING BEHIND A FIREWALL


We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 3658 (peer-to-peer connection); 6000 (VOIP).

WELCOME TO NCAA FOOTBALL 2005 ONLINE

Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

NOTE: The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

PLAYER OPTIONS

Highlight a player's name and press the  button to bring up the player options. From here you can challenge, send or read a private message, block or unblock, add or remove that player to or from your EA Messenger, or report abuse.

CHEATING PREVENTION

The following rules are applied to online games to prevent cheating:

- ❖ Games can be ranked or unranked.
- ❖ A user is charged with a loss and a disconnect for exiting a ranked game before it is finished.
- ❖ Users are penalized for delaying games.

EA SPORTS™ TALK

EA SPORTS Talk lets you talk to other players. EA SPORTS Talk is activated as soon as you connect to your opponent. The microphone icon represents its status.

- ❖ A green microphone icon means a headset is detected on the other user's machine (whether ON or OFF).
- ❖ A microphone icon with a red slash means your headset is turned OFF.

NOTE: EA SPORTS Talk supports the Logitech® USB headset, but does not support modem connections. To use EA SPORTS Talk, both players must have broadband connections.

NOTE: During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

- ❖ Your opponent may not have a USB headset connected to their console.
- ❖ Your opponent may be connecting to the Internet through a dial-up modem connection.
- ❖ You and your opponent may have a low quality connection to each other.

NOTE: *NCAA Football 2005* supports a USB keyboard for typing messages.

ONLINE GAME MODES

There are different game modes you can play online.

PLAY NOW

Find a game quickly against another opponent.

ONLINE LOBBY

Go to the Online Lobby size up the competition, chat with a buddy, issue a challenge, or just hang out.

OT DRILL

The score is tied after regulation. See if you can pull out the W in this high-pressure fight to the finish.

EVEN TEAMS

There are no powerhouse schools in this mode. Every team has the same strong roster, so any school can compete. You can play as any team, but only your record with your favorite team will be tracked in the leaderboards. (You can also challenge other players to an Even Team game by setting the Even Teams toggle in the Send Challenge pop-up.)

ONLINE EVENTS

Join or create your own tournaments.




QUICK TOURNAMENT

When you don't have time for a 32-player tourney, jump in to a quick 4- or 8-player tournament to get your game on now.


EA™ MESSENGER

Keep track of your friends, challenge, chat, and offer feedback with the EA Messenger.




TO SEARCH/ADD A FRIEND:

Press the  button to open the EA Messenger and then press the  button again to search for friend. To add a friend, highlight his name and press the  button. A Friend Request is sent to him. Once accepted, the Friend is automatically added to your EA Messenger.

TO INITIATE A CHALLENGE OR CHAT:

Highlight your friend's name and press the  button in either the EA Messenger or in one of the chat rooms. You can only challenge or voice chat with one other player at a time.

SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press the  button and then choose SEND MESSAGE. To send one message to multiple friends in your EA Messenger, highlight the friends to include and press the D-button  to flag them. Then press the  button on any flagged friend and send a Group Message to all selected friends.


BLOCKING/FEEDBACK

You can block any player from corresponding with you in any way. You're also able to leave feedback—positive or negative—for any player. Please note that abusing the feedback system can result in action against your account.

EA SPORTS™ TICKER AND MEDALLION

Stay up to date on the latest sports scores with the EA SPORTS Ticker. The ticker not only shows you the scores of real games, but also the scores of any of your friends' games that are in progress. Keep an eye on the ticker for news and information from EA SPORTS.

The EA Medallion to the left of the ticker indicates your connection status. During regular network operation, the Medallion is green and the Network Activity Indicator on the right side of the Medallion flashes to indicate network transactions. A red Medallion indicates that you have been disconnected.


If you are disconnected from the network for any reason, the screen becomes gray and the ticker indicates "You have been disconnected, press the  button to sign in again."


LEADERBOARDS

See where you rank against the best college football players in the land.

- My Leaderboard** See where you fall in the rankings, with the 99 players closest to you.
- Friends** See how you stack up against your friends.
- OT Drill** This is the list of the best Overtime Drill players.
- Top 100** The best of the best—this list details the elite 100 players.
- Stats Leaders** Check out the all-time leaders in key offensive and defensive stats.
- Even Teams** See how you measure up to the other players who defend your favorite team's honor.

MY CAREER

Check out your scouting report, see your recent games, visit your trophy room, or just review your stats. To view the career of another player, highlight his name and press the  button and then select VIEW CAREER.

- Scouting Report** This statistical snapshot of your playing style shows if you're a cheeseballer who likes to run Hail Mary every play.
- Recent Games** See a list of past match-ups. Highlight a player's name and press the  button to see his recent games.
- Trophy Room** Play well to boost your stats and unlock trophies and medallions. Don't quit mid-game though as stats are only recorded for completed games.
- Stat Book** Track of your stats as well as which of the Top 25 teams you've used. Play one game with every Top 25 team and you unlock a trophy. Win a game with every Top 25 team and you'll be an NCAA master.


DYNASTY MODE™

Build your school into a college ball powerhouse. Transform the younger players into rising stars as they gain experience and become battle tested to handle even the toughest game situations. Coach specific players and watch their player ratings improve season after season.

DYNASTY SETUP SCREEN

More prestigious schools expect more from their coach so make sure your abilities are up to it if you choose a top notch school.



Press the  button to swap in a created school or a I-AA team.

Edit your Coach's name and appearance.

DYNASTY MODE™ MAIN MENU

Pre-Season Options Create Custom Schedules and Redshirt Players.

Play Week Play or simulate the week's games.

Sports Illustrated® View polls, see who is in the running for the Heisman Memorial Trophy™, take a look at the All-Americans, get Conference Standings, see Archived Covers, and see which stadiums rank as the Toughest 25 Places to Play.

Stat Book View Season, Career, and Team Stats, or look at Stat Rankings.

Coach Options Choose your game Strategy, view your coaching positions, and review your coaching Report Card.

Features Adjust your team rosters or customize your playbook.

My NCAA® Access your My NCAA information (see p. 21).

INFRACTIONS

Maintaining a disciplined team is essential if you want to have a shot at the title. If one of your players commits an infraction, you receive a pop-up alert. You can choose whether to take action or not, but be forewarned, your school may be penalized by the NCAA if you choose to ignore rule breakers.

You can suspend players for a quarter, for an entire game, or for the whole season. Each action you take costs a certain number of Discipline Action Points. Be sure that you don't use too many points on minor infractions or you might not have enough left to take appropriate action against more serious violations.

AFTER THE SEASON

Check out who won the Heisman Memorial Trophy, see the season records, and then play through the bowl games. If your team played well, your school may offer to extend your contract or another school might offer you a contract. However, if your team performed badly and you didn't meet your goals, you might end up out of a job.

THE OFF-SEASON

Negotiate with players who are leaving the team early, recruit new talent, train your squad, cut players, and organize your depth chart.

EXPORT DRAFT CLASS

Disappointed that you're losing some of your key players? You can export your draft class to *Madden NFL 2005* and oversee their professional careers.

OTHER GAME MODES

NCAA Football 2005 has four other game modes so you can get your fix of college football anyway you want it.

- Pontiac College Classics** Play the greatest college football games of all-time.
- Rivalry Game** School your rival in this exhibition game for bragging rights.
- Mascot Game** Mascots aren't just for school spirit anymore. Match your mascot against another on the football field and see who really is top dog.
- Practice** Put your team through the paces as you practice plays and learn new moves.

MY NCAA®

EA SPORTS BIO

EA SPORTS Bio rewards you for playing multiple EA SPORTS titles. Your EA SPORTS Bio, a file shared between EA SPORTS games via your memory card, 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 level (see below).

ABOUT THE BIO

When you first create your EA SPORTS Bio, you start out as a Level 1 gamer. There are multiple ways you can earn credit toward a promotion to the next level.

- ❖ **Resume.** Every EA SPORTS title you add to your EA SPORTS Bio gets you more credit towards the next level. Play more products and you'll earn a higher rating.
- ❖ **Game Time.** The more you play, the more you earn.
- ❖ **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.

NOTE: *NCAA Football 2005* only supports the EA SPORTS Bio in MEMORY CARD slot 1.

TROPHY ROOM

Check out the Dynasty and Rivalry hardware you've painstakingly collected.

GREATEST GAMES

Take a look at what makes the cut as the top ten greatest user games played.

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 pennants earned by users including College Classics, Mascot Teams, All-Time Teams, and more.

CAMPUS CHALLENGE

Complete tasks to earn credits that can be redeemed for pennants. Use pennants to unlock rewards such as Team Boosts, Game Cheats, and more.

SETTINGS

Adjust everything from Controller Select to A.I. Settings.

- | | |
|-------------------|--|
| Gameplay | Set Quarter Length and Skill Level, and toggle Injuries, Home Field Advantage, Camera Shake, 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. |
| Audio | Choose Play-by-Play settings, select your sound mode, and adjust volumes. |
| EAsy Play | Toggle EAsy Play ON/OFF . When it's 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. |
| Controller | Configure your controller, toggle vibration ON/OFF , and adjust in-game settings. |

LOAD/SAVE

Save a game or load a previously saved game (see p. 23).

HINTS AND TIPS

- ❖ To get up to speed fast, hit the books EA SPORTS style by completing all of the NCAA 101 tutorials. You'll learn what's new to *NCAA Football 2005*, familiarize yourself with the Home Field Advantage, and acquaint yourself with how to trigger User-Controlled Celebrations. You can also learn about game controls.
- ❖ When the home team is trailing, the fans don't get as pumped up as they do during a close game. When you are the home team, press the **L2** button repeatedly as fast as you can to try and fire up the crowd. If you press it fast enough, you might be able to get the crowd back into the game.
- ❖ Playing on the road isn't easy and you can thank the crowd for that. If you try to audible or call a Hot Route on offense in a hostile environment, there may be a miscommunication. Be smart and quick with your play calling as it may take some time for your players to hear the QB change the play.
- ❖ Is the defense favoring one side too much? Catch them off guard by using the new Hot Route for run plays. Flip the running play to the other side without having to flip the formation. When you take it all the way for a touchdown, use one of our new user-controlled celebrations to rub it in.

SAVING AND LOADING

Keep track of your records, settings, and more by saving files to a memory card.

TO SAVE OR LOAD A FILE:

1. From the My NCAA menu, choose LOAD/SAVE. The Load/Save menu appears.
2. If saving, choose SAVE and then select the type of file you want to save. The Location screen appears.
3. Select the MEMORY CARD slot that you want to save/load your file to/from. The Save File (or Load File) screen appears. Press the **L1** button or the **R1** button to cycle through the different types of files.
4. Choose the file you want to save or load.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

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

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

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

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

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

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322.

TECHNICAL SUPPORT CONTACT INFO

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

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the United Kingdom, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Package Cover Photography: Tom DiPace Photography

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS.

© 2004 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS, the EA SPORTS logo and Dynasty Mode are trademarks or registered trademarks of Electronic Arts Inc. All Rights Reserved. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, bowls and conferences are the exclusive properties of the respective institutions. NCAA is a registered trademark of National Collegiate Athletic Association and the NCAA Football logo is a registered trademark of the NCAA licensed to NCAA Football USA, Inc. Heisman Memorial Trophy and likeness of the actual trophy are registered service marks by the Downtown Athletic Club under registration numbers 936,853 and 935,852 respectively. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

PROOF OF PURCHASE
NCAA® FOOTBALL 2005
1477205



REGISTER

Get Cheat Codes and Special Offers from EA!

Register online at
www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

14772

It's Fast. It's Easy. It's Worth It!



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

© 2004 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. All Rights Reserved. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, bowls and conferences are the exclusive properties of the respective institutions. NCAA is a registered trademark of National Collegiate Athletic Association and the NCAA Football logo is a registered trademark of the NCAA licensed to NCAA Football USA, Inc. Heisman Memorial Trophy and likeness of the actual trophy are registered service marks by the Downtown Athletic Club under registration numbers 936,853 and 935,852 respectively. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. 1477205