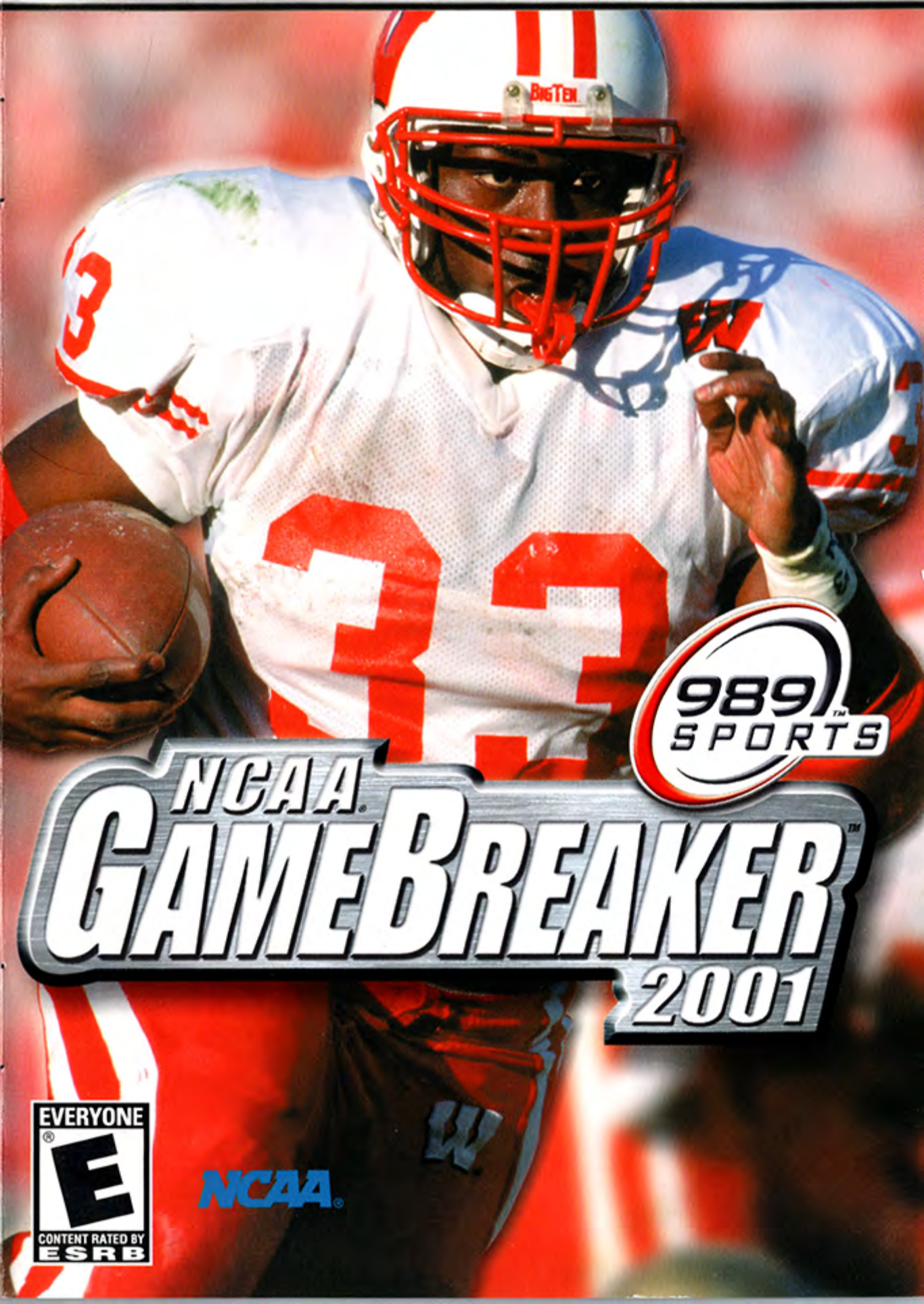


25 — 26 — 25 — 26.3 — 26.2  
24.3 — 24.2 — 26.1 — 25.3  
24.1 — 23 — 24.1 — 24.1  
23 — 22.3 — 22.1 — 22.2

# PLAYBOOK



# NCAA GAMEBREAKER™ 2001



NCAA





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

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

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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

**USE OF UNAUTHORIZED PRODUCT:**

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

**HANDLING YOUR PLAYSTATION 2 DISC:**

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

**NCAA® GAMEBREAKER™ 2001 TIPS AND HINTS**

**PlayStation 2 Hint Line**

Hints for all games produced by SCEA are available:

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

For US callers, game counselors are available 8AM–5PM PST, Monday–Friday. Automated is available 24 hours a day, 7 days a week.

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

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

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

**PlayStation 2 Online**                      **www.scea.com**

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

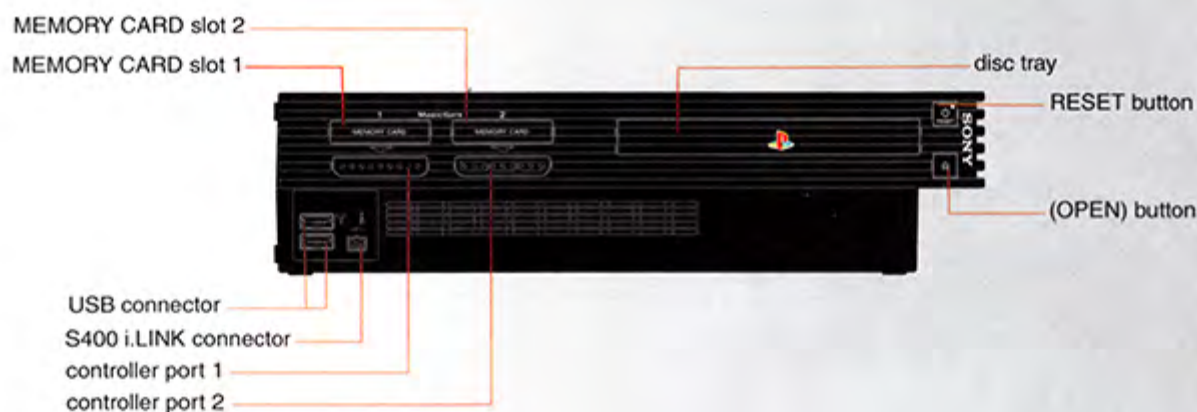
# ***Table of Contents***

GETTING STARTED .....	2
STARTING UP .....	3
SAVING DATA .....	3
GAME CONTROLS .....	4
PLAY GAME .....	10
SCRIMMAGE .....	10
BOWL SEASON .....	16
TOURNAMENT SEASON .....	20
FANTASY GAME .....	21
COACHING CAREER .....	22
ATHLETIC DEPARTMENT .....	23
VIEW ROSTERS .....	23
BLUE CHIP RECRUITING .....	24
CREATE WALK-ON .....	26
CUSTOMIZE .....	31
OPTIONS .....	31
CUSTOM PLAYBOOK .....	31
CONTROLLER SETUP .....	32
MEMORY CARD (8MB) (FOR PLAYSTATION 2) .....	32
PLAYING THE GAME .....	33
SETTING UP A PLAY .....	33
PAUSE MENU .....	37
NCAA GAMEBREAKER 2001 CREDITS .....	40





## **PlayStation 2 Setup**

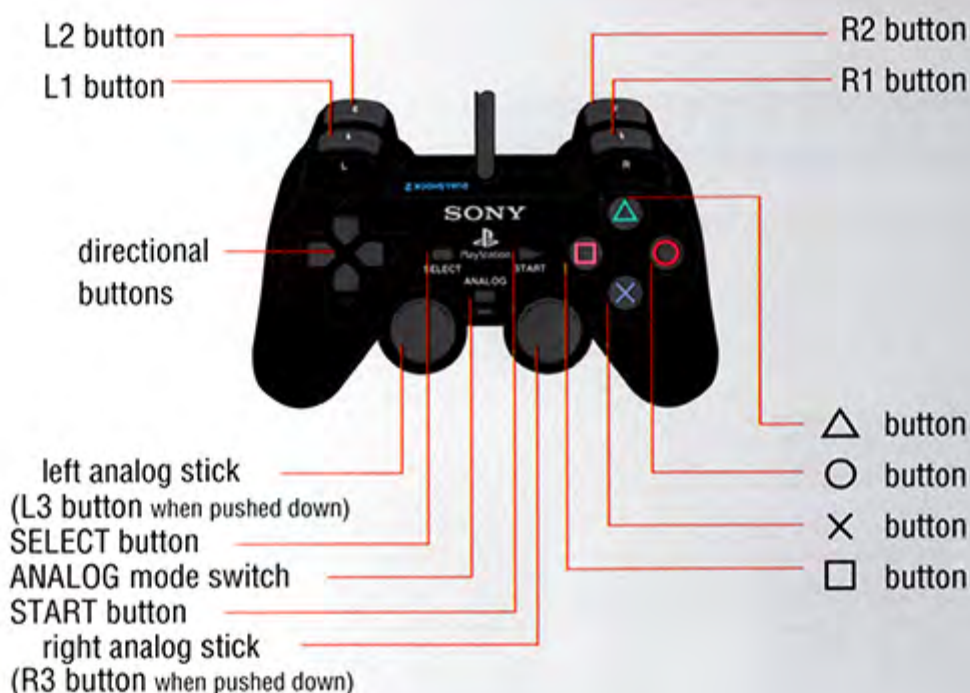


Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will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



## STARTING UP

# DUALSHOCK™ 2 Analog Controller Configuration



## SAVING DATA

You must insert your MEMORY CARD (8MB) (for PlayStation 2) before you save or load a file. NCAA GameBreaker 2001 saves user-defined options and all data for Seasons, Tournaments, Roster Changes, Created Players, or Custom Playbooks. Save/Replace will also appear after Creating a Player or after a Play has been created. You must save at this screen to save all Roster, Created Player, or Playbook data. 303KB of memory must be available on your MEMORY CARD (8MB) (for PlayStation 2) in order to save game data, while only 108KB are needed to save game options and Playbooks. If you don't use a MEMORY CARD (8MB) (for PlayStation 2), all NCAA GameBreaker 2001 data will be lost when you turn OFF your PlayStation 2 console. See *Load / Save Teams* on page 29 for more information.





## GAME CONTROLS



## QUICK START CONTROLS

NCAA GameBreaker 2001's Quick Start Controls provide you with a few basic controls that enable you to jump right into the game action without having to learn advanced control combinations.



## OFFENSE

Snap ball	⊗
Bring passing icons up after snap	⊗
Throw to a receiver	⊗, ◻, △, or ○
Catch	△
Special moves (spin, juke, stiff arm, or shoulder charge)	○
Speed burst	⊗



## KICKING/PUNTING

Bring up and activate kick meter. Tap ⊗ again to stop kick meter. The higher the bar on the meter, the stronger the kick.	⊗
Change the direction of the kick	← / →

 **DEFENSE**

Tackle / Dive	□
Switch to defender closest to the ball	○
Jump / Deflection / Interception	△
Speed burst	⊗
Swim move left or right	L1 or R1
Forearm shiver (bump a receiver at the line of scrimmage)	R2

 **OFFENSE** **BEFORE THE SNAP**

Audible	□
Bring camera back to pre-read wide receivers	L1 or R1
Send wide receivers in motion if the play is designated with a player in motion	← / →
Pause	START

 **RUNNING**

Speed burst	⊗
Dive	□
Special moves (spin, juke, stiff arm, or shoulder charge)	○
Hurdle	△



# NCAA GAMEBREAKER 2001



## RECEIVING

Jump / Catch	
One-handed catch	<b>L2</b> +
Dive for pass	



## PASSING

Brings up receiver icons after snap	
Throw to a receiver	, , , or



## ADVANCED OFFENSE

Stiff arm	<b>R2</b>
Dive over pile	<b>L2</b> +
Shoulder charge	<b>L2</b> +
High step	<b>L2</b> +
Double spin	<b>L2</b> +
Juke move	<b>L2</b> + <b>R2</b>
Pitch ball left or right	<b>L1</b> or <b>R1</b>



## TOTAL CONTROL PASSING™

Activate Total Control Passing (before snap)	<b>L2</b>
Throw the ball out of bounds (after receiver icons are up)	<b>L1</b> or <b>R1</b>
No-huddle-offense (after whistle is blown)	<b>L2</b> + <b>SELECT</b>
Overthrow/Underthrow receiver	↑ / ↓ + receiver icons
Lead receiver	← / → + receiver icons
Lob pass	Tap receiver icon
Bullet pass	Hold receiver icon
Spike ball after snap	<b>L2</b> + <b>○</b>
Pump fake (after receiver icons are up)	<b>R2</b> + receiver icon

### TOTAL CONTROL PASSING

To activate Total Control Passing, press **L2** before the snap. This will allow you to operate as a real quarterback. Lead, underthrow or overthrow a receiver in any direction based on defensive coverages.





# NCAA GAMEBREAKER 2001



## DEFENSE



### BEFORE THE SNAP

Switch man	⊙
Switch to previous man	L2 + ⊙
Move player	← / → / ↑ / ↓
Audible	⊠



### AFTER THE SNAP

Speed burst	⊗
Switch to defender closest to the ball	⊙
Wrap tackle / Dive	⊠
Jump / Deflection / Interception	△





## ADVANCED DEFENSE

High tackle	L2 + □
Shoulder charge to jar the ball loose	L2 + ×
Switch to deepest defender in coverage	L2 + ○
One-handed deflection / Interception	L2 + △
Switch defensive line position	L2 + ← / →
Move Linebackers and defensive backs closer to the line of scrimmage for bump and run coverage	L2 + ↓



## MULTI-PLAYER COMPETITION

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

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



## **PLAY GAME**

Use Play Game to select your game format. Play in a Scrimmage to get a feel for the game, compete in a Bowl Season and earn a trip to a bowl game, play in a Tournament Season where your team can play in a post-season Tournament series, play a Fantasy Game and earn points for team accomplishments or start a Coaching Career where you can perform all of the duties of a head coach.



## **SCRIMMAGE**

Use Scrimmage to get your team ready for Bowl or Tournament Seasons. Evaluate your players and decide on play selection strategy. Scrimmage results are not recorded in Season standings and cannot be saved to the MEMORY CARD (8MB) (for PlayStation 2).

**NOTE:** Before starting a game, make changes to your roster and game attributes from the Athletic Department and Customize Menus.



## **CONTROL STYLE**

Arcade mode provides faster gameplay with exaggerated special moves while Total Control mode lets you control all aspects of the game with ultra-realistic gameplay.





## TEAM MATCHUP

Here's where you choose the teams for your game. Let the CPU randomly choose a great college matchup or select two Division I-A teams of your own.

Press **←** / **→** to choose a Home or Away team.

Press **↑** / **↓** to make a team selection.

Use the power ratings below each team name to aid in determining your team choices. Ratings for Offense, Defense and Special Teams will cycle automatically. A flashing GB symbol means that a GameBreaker plays that position.

Press **←** / **→** to move to the Options Menu.

Press **↑** / **↓** to select Standard or Advanced, and then press **⊗** to enter the options screen. See *Standard Options* on page 12 and *Advanced Options* on page 15 for descriptions of these options.

Make changes to the options and press **⬆** to exit back to the Team Matchup screen.

Press **←** / **→** to move off of the Options Menu, and then press **⊗** to move to the Choose Sides screen.



## **STANDARD OPTIONS**

Use Standard Options to set your game attributes.

### ***YEAR***

The Year of a player will determine the difficulty level of gameplay. The True Freshman and Sophomore levels will provide an adequate challenge, as the Junior and Senior levels are a true test of skill.

### ***MINUTES PER QUARTER***

Choose the length in minutes of each quarter. There are four quarters in regulation.

### ***MUSIC***

Keep Music ON to hear the front-end and in-game music.

### ***ANNOUNCER***

Keep Announcer ON to hear the play-by-play and color-commentary announcer of the game.

### ***PENALTIES***

Adjust the frequency of penalties called during the game. A setting of LOW will allow for a limited amount of penalty calls, as a HIGH setting will bring about a much higher number of penalty calls.



### ***INJURIES***

---

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

### ***GAME SPEED***

---

Use Game Speed to set the pace of the game. The higher the setting, the faster everything about your game moves.

### ***MUSIC VOLUME***

---

Adjust the volume of the front-end and in-game music. The higher the setting, the louder the volume.

### ***CPU RUNNING***

---

CPU Running allows you to set the CPU's offensive running ability. The higher the setting, the better the CPU's ability to run the ball against you.

### ***CPU RUN DEFENSE***

---

CPU Run Defense allows you to set the CPU's ability to stop the run on defense. The higher the setting, the easier it will be for the CPU to stop your running attack.

### ***CPU PASSING***

---

CPU Passing allows you to set the CPU's offensive passing ability. The higher the setting, the better the CPU's passing attack.



### ***CPU PASS DEFENSE***

---

CPU Pass Defense allows you to set the CPU's ability to stop the passing game. The higher the setting, the easier it will be for the CPU to stop your passing attack.

### ***CPU IQ***

---

CPU IQ allows you to set the CPU's intelligence. The higher the setting, the smarter the CPU's team will play on the field.

### ***PLAYER SIZE***

---

Player Size allows you to have some fun by setting the size of the players that will appear on the field. The higher the setting, the bigger the players.

### ***CLOCK SPEED***

---

Clock Speed allows you to set the pace of the game clock. The higher the setting, the faster the clock will move, shortening the time it takes to play the game.

### ***ANNOUNCER VOLUME***

---

Adjust the volume of the play-by-play and color commentary announcer. The higher the setting, the louder the Announcer Volume.





## **ADVANCED OPTIONS**

Use Advanced Options to control the physical aspects of your game in terms of location, game time and weather. You can also choose your uniform styles as well as the type of Playbooks each team will use.

### **LOCATION**

---

Choose the location of your game by selecting any of the NCAA's Division I-A schools.

### **GAME TIME**

---

Choose the time of day for your game.

### **WEATHER**

---

Determine what the weather conditions will be for the game. Games played in domed stadiums will not be affected by weather. Set to Random, the CPU will choose a game time weather condition for you.

### **UNIFORM**

---

Choose the Home and Away uniform colors for your team. Usually, Home teams wear colored uniforms, but this option allows you to decide whether to wear your colors on the road.

### **VISITOR / HOME PLAYBOOK**

---

Choose the type of offensive Playbooks you would like each team to use. Balanced Playbooks provide an offensive attack based on the theory that you must run and pass to succeed. Passing Playbooks put an emphasis on passing plays, as Running Playbooks put the emphasis on the running game.





## **BOWL SEASON**

A Bowl Season is a complete college football season. At the end of a Bowl Season the College Bowl Committee will determine the teams that will face off against one another in the bowl games. The bowl selection process is largely based upon the polls and the ranking of each team. For instance, the #1 and #2 ranked teams will face off in the GameBreaker Bowl for the National Championship.

From the Choose Team screen:

Press **←** / **→** to choose a team for your Bowl Season.

Press **⊗** to continue to the Weekly Season screen.

Press **⊗** to select the game of the week and continue to the Choose Sides screen. You must play each game of the Season as it comes up on the schedule, though you may simulate a week's game by pressing **□**. To simulate the entire Season, press **L2** + **□**.

Press **←** / **→** to choose a side and press **⊗** to start the game.

## **SEASON MENU**

Use the Season Menu to continue a Season, play your bowl game or view statistics of your team and any other team from the NCAA.

## **QUIT SEASON**

Quit the current Season and return to the Main Menu.



## **CONTINUE SEASON / BOWL GAMES**

Continue a Season when you are returned to the Season Menu after a finished game, or load a previously saved Season from a MEMORY CARD (8MB) (for PlayStation 2). At the end of the Bowl Season, you will be able to play in one of the bowl games. When the Season is complete, from the Season Menu:

Press **↑** / **↓** to scroll through the bowl games and press **⊗**.

Press **←** / **→** to choose a bowl game and press **⊗** to continue to the Choose Sides screen. You can simulate all bowl games by pressing **□**.

Press **←** / **→** to choose a team and press **⊗** to play the bowl game.



## **NCAA PROGRESS**

View the weekly progress of each team. Keep track of a team's Overall and Conference records as well as the scores of each game played. You can also keep tabs on a team's national ranking throughout the Season.

Press **←** / **→** to choose a team.

Press **↑** / **↓** to scroll through a team's schedule.



## **TEAM HOME PAGE**

View highlights and statistics of any team.

Press **←** / **→** to choose a team.

Press **↑** / **↓** to scroll through team information.





**STATISTICS**

View the statistical leaders throughout the NCAA. Your team and player stats will be highlighted in blue. Top 10 rankings will appear in gold.

Press **← / →** from the top option of the Statistics Menu to select Conference, Single Team or Entire NCAA.

***CONFERENCE AND SINGLE TEAM***

Press **↑ / ↓** to move to the next option, and then press **← / →** to select a particular Conference or Single Team.

Press **↑ / ↓** to select Team or Player Stats and press **⊗**.

***Team Stats***

Press **← / →** to choose a team, and then press **↑ / ↓** to scroll through the entire list of stats.

***Player Stats***

Press **← / →** to choose a stat category.

Press **↑ / ↓** to view an entire list of stats and **■** or **●** to cycle through all stat categories and sort them from best to worst.

***ENTIRE NCAA***

Press **↑ / ↓** to select Team or Player Stats and press **⊗**.

Press **← / →** to choose a stat category, and then press **↑ / ↓** to scroll through the entire list of stats.





## **RANKINGS**

The Rankings Menu allows you to view such things as Conference standings as well as the status of post-season awards. Your team and player stats will be highlighted in blue.

Press **↑** / **↓** and **←** / **→** to move through the rankings.

### **CONFERENCE STANDINGS**

View the place of each team within a Conference as well as each team's Conference and Overall win/loss record.

### **TOP 25**

Updated each week, keep track of the top 25 teams in the country.

### **HEISMAN™ TROPHY**

Updated each week, view the top vote-getters in the chase for the Heisman™ Trophy.

### **AWARDS**

Updated each week, view the awards given to the top athletes for the year.

### **BEST OF THE BEST**

Updated each week, view the list of first and second teamers for College All-American, All-Freshman Team and All-Conference.

## **TOURNAMENT SEASON**

Play a Tournament Season in which your team can compete in a Post-Season Tournament Series. See *Bowl Season* on page 16 for descriptions of repeated menu items.

Play the scheduled game of the week or simulate the league's games for the entire week to play in the following week's game.

Press **X** to play the first game on the schedule.

To simulate a game, press **□**. Press **□** + **L2** to simulate the entire Season, and then press **X** to move to the Season Menu and begin a Tournament Series.

### **TOURNAMENT SERIES**

When a Tournament Season is finished, you can enter the Tournament Series, which is made up of the top 16 teams in the country. These teams will be bracketed into four regions with each regional winner playing in a semi-final matchup to determine the two teams that will play in the National Championship. If your team did not make the Tournament Series, you will not be able to participate in the post-season. To simulate the Tournament Series:

Press **□** to simulate each round of the Tournament Series.







## FANTASY GAME

Use the Fantasy Game format to set up a game based on points earned for player and team accomplishments. By setting a certain point total for individual or team accomplishments, the winner will be determined not by his team's score on the field but by the total number of points earned from player's successes.

From the Fantasy Scoring screen:

Press **↑** / **↓** to choose an action.

Press **←** / **→** to change the point values for that action.

Press **⊗** to continue to the Team Matchup screen.

See *Team Matchup* on page 11 for more information.

### FANTASY SCORING

At the end of a Fantasy Game, the points will be tabulated and the final scoring results will be posted.







## **COACHING CAREER**

Coaching Career is an opportunity for you to act as a head college football coach. From among the NCAA's Division I-A teams, you'll be able to select any available job from a number of smaller schools and help build their football program. After selecting a job, and playing out a Season, you could be in position for a coaching promotion or better job offer from another school, depending on the success of your team and the specific area in which you did your coaching. Be aware that you could also get fired if your team does not reach its goals for the Season.

Press **↑** / **↓** to choose a coaching position.

Press **←** / **→** to select a school.

Press **⊗** to continue to the Career Menu where you can view team rosters or edit your team's schedule.

Press **↑** / **↓** to the Play Next Game menu item and press **⊗** to continue to the Weekly Season screen.

Press **⊗** to select the game on your schedule to play and continue to the Choose Sides screen.

Press **←** / **→** to choose a team and press **⊗** to play the game.

**NOTE:** See *Blue Chip Recruiting* on page 24 for more information on recruiting players for your team.



## **CAREER PROGRESS**

From the Season Menu during your Coaching Career, select Career Progress to keep track of your coaching statistics. You will be able to see where you are at in terms of whether or not you are meeting your coaching and team goals. You may also determine where you will need to improve in order to get another coaching opportunity.



## **ATHLETIC DEPARTMENT**

The Athletic Department enables you to manage your team's rosters as well as edit its schedule.



## **VIEW ROSTERS**

View the player rosters of any college team. Rosters will show the physical characteristics and skill ratings of each player. Player ratings are on a scale of 1-100.

Press ← / → to choose a team roster.

Press ↑ / ↓ to view the entire roster and player ratings.





## **BLUE CHIP RECRUITING**

Recruit the nation's top blue chip incoming Freshmen and Junior college transfers. Recruiting is the most effective way to build a college program. Take a chance on some recruits but make sure you land enough recruits to fill your needs.

## **BLUE CHIP TEAM**

Here's where you go recruiting for your team. Before you go recruiting, be sure to review your team's roster to see the type of players that your team needs.

Press **← / →** to select a Blue Chip Team. You can have the CPU randomly select a team for you by pressing **▶** START.

Press **⊗** to continue to the Official Visits screen.



## **OFFICIAL VISITS**

From this screen you will be recruiting to fill nine positions. Each position will have a list of five recruits to choose from. Frosh indicates a true college Freshman. Junior indicates a Junior College transfer.

Press **↑** / **↓** to select a Blue Chip Recruit.

Press **⊗** to check a recruit, inviting him on an official visit. The list of schools attributed to each recruit indicates that he has been recruited by each of them. If one of those schools is highlighted in blue, then that recruit has given that school a verbal commitment. Flashing player rating numbers indicate that the recruit is a gamebreaker. The higher a blue chip's overall attribute, the more national attention he will attract.

Press **⊗** to continue and repeat the previous steps to invite nine recruits to your school.



## **LETTERS OF INTENT**

On Letter of Intent Day, a list of recruits that have chosen your school will be shown on the screen. Each blue chip signing with your school will be automatically placed on the roster depth chart and issued a jersey number.

Press **⊗** to accept the recruiting class or **⊕** to discard the recruits.

Press **←** / **→** to view letters of intent of other teams.





## **CREATE WALK-ON**

With Create Walk-On, you can create a player that can take over a game and lead your team to victory. Or you can simply create yourself using your own physical and skill attributes. From this screen you will choose the position, team, and other personal attributes of your player.

Press **↑** / **↓** to select a player description.

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

Press **⊗** to continue to the Walk-On Attributes screen.



## **WALK-ON ATTRIBUTES**

From the Walk-On Attributes screen, you can change the way your player appears on the field.

Press **↑** / **↓** to select a player attribute.

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

Press **⊗** to continue to the Walk-On Combine screen.



## **WALK-ON COMBINE**

The Walk-On Combine gives you a chance to change the skill levels of your player. By adjusting a skill category, your point total will be altered. You have 120 total points to use to try and improve your player's overall ability.

Press **←** / **→** to choose a skill category.

Press **↑** / **↓** to select a player ability.

Press **←** / **→** to adjust the ability level.

Press **↑** / **↓** back to the skill category title, and then press **←** / **→** to move to a different category.

When your Total Points reads zero, press **⊗** to continue to the Place Walk-On screen.



## **WALK-ON ATTRIBUTES**

You will have to replace a current player on your roster with your created walk-on in order to get him on the team.

Press **↑** / **↓** to select a player already on your team's roster. Compare the current player's stats and ability ratings with that of your walk-on to see which player you would like to replace at that position.

Once you have chosen a player to replace, press **⊗** to continue.

Press **⊗** to replace the player.





## EDIT SCHEDULE

Using Edit Schedule, you can switch a game on the schedule to a different date or you can create a Bye week just before your team plays an important game. You can also change the opponent of a scheduled game or simply change a game from Away to Home and give your team the home field advantage for that matchup.

Press **← / →** to choose a team schedule.

Press **↑ / ↓** to choose a game on the schedule.

Press **← / →** to change opponents.

To make other changes to the schedule:

Change the location of the game to Home or Away by pressing **⊙**.

Change the weekly game to a Bye week by pressing **⊙**.

Choose a random opponent for a game by pressing **⊗**.

Press **L2 + ⊗** to choose random opponents for the entire schedule.

Press **△** when done.



## LOAD / SAVE TEAMS

After you have created players and/or altered rosters, save teams to the MEMORY CARD (8MB) (for PlayStation 2). From this screen, you can also load a previously saved team. However, once a Season has been started, a team cannot be loaded. If you attempt to load a previously saved Bowl Season or Tournament, your current Bowl Season or Tournament will be canceled.

**NOTE:** Before altering files, select a MEMORY CARD (8MB) (for PlayStation 2) slot by pressing  $\leftarrow$  /  $\rightarrow$  to select slot 1 or slot 2 and then pressing  $\otimes$ .

### SAVING A FILE

To save a file, from the MEMORY CARD (8MB) (for PlayStation 2) screen:

Press  $\leftarrow$  /  $\rightarrow$  to select Save Team, and then press  $\otimes$ .

Press  $\leftarrow$  /  $\rightarrow$  to select a team, and then press  $\otimes$ .

Enter a custom name for the file by pressing  $\uparrow$  /  $\downarrow$  to choose a character, and then  $\leftarrow$  /  $\rightarrow$  to move spaces.



### **LOADING A FILE**

To load a team, it must have already been saved to the MEMORY CARD (8MB) (for PlayStation 2):

Press ← / → to select Load Team, and then press ⊗.

Press ↑ / ↓ to select a team to load and press ⊗.

### **DELETING A FILE**

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

Press ← / → to select Delete and press ⊗.

Press ↑ / ↓ to choose a file to delete, and then press □.

Press ↑ / ↓ to select YES and press ⊗ to delete the file or press △ to cancel.





## CUSTOMIZE

Customize your game options, Playbooks and controller setups.



## OPTIONS

Use Options to set your game attributes such as difficulty level, game speed and player size. See *Standard Options* on page 12 for descriptions.



## CUSTOM PLAYBOOK

Custom Playbook allows you to change any play in your team's Playbook. Each player on the field can have his play assignment changed. When done making changes to your Playbook, select LOAD/SAVE and press  $\otimes$  to move to the MEMORY CARD (8MB) (for PlayStation 2) screen where you can save your Playbook.

From Choose Playbook, press  $\leftarrow$  /  $\rightarrow$  to choose a team for creating custom plays.

Press  $\uparrow$  /  $\downarrow$  to select Edit Playbook, and then press  $\otimes$  to load the Playbook Editor.

Press  $\leftarrow$  /  $\rightarrow$  to choose a type of play (offensive or defensive).

Press  $\uparrow$  /  $\downarrow$  to select PLAY, and then press  $\leftarrow$  /  $\rightarrow$  to choose a play to edit. You can change up to 12 offensive and 12 defensive plays.

Press  $\uparrow$  /  $\downarrow$  to select Position, and then press  $\leftarrow$  /  $\rightarrow$  to choose a player position to alter.

Press  $\uparrow$  /  $\downarrow$  to select Route, and then press  $\leftarrow$  /  $\rightarrow$  to choose a different player assignment. You can change as many player assignments as you wish. Just repeat the previous steps for each player on the field. Selecting Reset Play will change the play back to its original setup.

**CONTROLLER SETUP**

Set the controller configuration to a new setting for offense and defense.

Press **← / →** to choose **DEFAULT CONTROLS** or **INVERTED CONTROLS**. Inverted will switch the commands for the **▲** and **⊗** buttons.

Press **↑ / ↓** to select the **FOR OFFENSE** option, and then press **← / →** to choose a configuration change **FOR OFFENSE** or **FOR DEFENSE**.

Press **↑ / ↓** to choose **VIBRATION ON**, and then press **← / →** to choose **VIBRATION ON** or **VIBRATION OFF**. To activate your **DUALSHOCK™2** analog controller, choose **VIBRATION ON** to feel the collision of a big hit.







## MEMORY CARD (8MB) (FOR PLAYSTATION 2)

Use MEMORY CARD (8MB) (for PlayStation 2) to alter the files on your MEMORY CARD (8MB) (for PlayStation 2). You can save games, game settings, Playbooks and Senior players, load games and game settings or delete files. See *Load / Save Teams* on page 29 for more information.



## PLAYING THE GAME



## SETTING UP A PLAY

Once a team has received the ball, the Play Selection screen will appear. First choose the formation for the play.

Press **←** / **→** to cycle through the available formations.

Press an icon button to select a formation and bring up the play selections. To return to the formation selection, press **↑** or press **△** from the play selection.



Once the formation is set, select the play. To flip the play and run a mirror image of that play, press **R1**. To return to the original play, press **R1** again.

Press **←** / **→** to cycle through the available plays and press the associated icon button to choose a play.





## OFFENSE

You can watch the computer take complete control of the play, or you can control the key players on the field.

You can call an audible to confuse the defense or run the No-Huddle Offense to catch them off guard. See *Game Controls* on page 4 for more information.

### **NO-HUDDLE OFFENSE**

Press **L2** + **SELECT** to run the previous play for a No-Huddle Offense.

### **BREAK A TACKLE**

When on the run, break a tackle and avoid getting dragged down by pressing **○** to perform a special move.

### **ONE-HANDED CATCH**

Throw the fade route when in the red zone and press **L2** + **△** to perform a one-handed catch.





## PASSING

For advanced users, before the snap, press **R1** / **L1** to draw back the camera and view the button symbols associated with each receiver.

After the snap, press **X** to show the button symbols, and then press the button of the receiver you would like to throw to.



### **BULLET PASSES**

For a bullet pass, press and hold a passing icon until the ball is thrown. The receiver will stop for the pass.

### **CATCH**

Press **△** to increase your chances of catching the ball in coverage.



 **KICKING GAME**

Skill at kicking allows you the opportunity to put your team in good field position and keep the opposing team deep in their own territory. Hitting a last second field goal to win the game will also require kicking expertise.

Press **X** to bring up the power meter.

Press **X** again to kick the ball. The higher the strength bar, the stronger the kick. To try an onside kick, press **X** when the strength bar is at a low point on the power meter. To guide a kick, press **←** / **→** to angle your kick into the corners.

 **DEFENSE**

As with offense, you can watch the computer take complete control of the play or you can control the key players on the field. The defense can also use an audible to match your team up with the offensive play calling.

On defense, you control the man in the blue square. To switch to the player closest to the ball carrier, press **○**. See *Game Controls* on page 4 for more information.

**DEFENSIVE AUDIBLES**

Call defensive audibles to counteract offensive formations by pressing **□**.

**SHIFT DEFENSE**

Press **L2** + **←** / **→** to shift the defensive line.



### ***HARD HITTER***

Jar the ball loose with a huge hit and change the momentum of the game. Press **L2** + **X** to throw a defensive shoulder charge.

### ***CHEAP SHOT***

Jam the wide receiver at the line of scrimmage and slow up his pass route by pressing **R2** to throw a forearm shiver.



## **PAUSE MENU**

Press **START** to pause the game and bring up the Pause Menu. Use the Pause Menu to change current game settings or to view game and player statistics.

Press **←** / **→** and to highlight an option and press **X**.

### ***VIEW GAME STATS***

View the stats compiled by each team during the game.

Press **←** / **→** to view all categories of team stats.

Press **↓** to view player stats.

Press **←** / **→** to view other stats and **↑** / **↓** to scroll through all stat categories.

### ***INSTANT REPLAY***

Gives you a second chance to view the latest play.

### **CALL TIMEOUT**

Each team receives three timeouts per half. The number of timeouts remaining will be shown.

### **CAMERA OPTIONS**

Choose from a variety of camera angles to view your game.

Press ← / → / ↑ / ↓ to select a camera angle and press ⊗.

### **SUBSTITUTIONS**

Substitute a player from the bench for any player on the field. Offensive players switched to defensive positions will only be credited with offensive statistics.

Press ← / → and ↑ / ↓ to choose DEFENSE/OFFENSE. If you are playing on offense when you use substitutions, this option will be shown as OFFENSE.

Press ↑ / ↓ to choose FORMATION, and then press ← / → to choose a formation.

Press ↑ / ↓ to POSITION, and then press ← / → to choose a position.

Press ↑ / ↓ to the player number, and then press ← / → to change a player.

Press ▲ to return to the game.

**NOTE:** Sub All Forms will place the highlighted player in all appropriate positions. Auto-sub allows the CPU to automatically substitute players for you.

### **CHOOSE AUDIBLES**

Set three audible plays on offense and defense by pressing the icons on your controller that correspond to the icons of the play.

Change a play by pressing the corresponding icon.

Press ← / → to select a formation for the new play and press the corresponding icon.

Press ← / → to select a new play and press the corresponding icon.

Press ▲ to accept audible changes and return to the game.

### **CUSTOMIZE GAME**

Use Customize Game attributes to alter the game difficulty level and attributes. See *Standard Options* on page 12 for more information.

### **QUIT GAME**

Quit the game and return to the Main Menu.





## **NCAA GAMEBREAKER 2001 CREDITS**

### **Producer**

C.J. Connoy

### **Assistant Producer**

Eddy Cramm

### **Director, Sports Product Development**

Kelly Ryan

### **Vice President**

Shuhei Yoshida

### **Senior Project Manager**

Craig Ostrander

### **Director, Product Development Services Group**

Dwayne Mason

### **Sound Design**

Rex Baca and Brad Aldredge

### **Music**

Tristan des Pres, Joel Copen and  
Matt Furniss

### **Drum Cadences**

Joel Copen

### **Play-By-Play & Color Commentary Announcer**

Keith Jackson - recorded and produced  
by Rex Baca

### **Script**

Pat Hegarty

### **Motion Capture Supervisor**

Jason Parks

### **Motion Capture Artists, Level 2**

Travis Parks and Scott Peterson

### **Motion Capture Artists**

Marc Kater, Johnny Walker and  
Jerry Ashworth

### **Motion Capture Athletes**

Mike Alstott, Chad Brown, Jerome  
Bettis, Ryan Leaf, Hardy Nickerson,  
Jason Sehorn, Akili Smith, Lamont  
Warren and Charles Woodson

### **Cinematic Supervisor**

Scott McMahon

### **Cinematic Editor/Composer**

Joe Estus

### **Cinematic 3D Artist**

Brian Johnson

### **Video Production Artists**

Don Lacy and Aaron McFarland

### **QA Manager**

Ritchard Markelz

**Lead QA Analysts**

Doug Damron, Robert Helsel and  
Michealangelo Gallina

**Technical Coordinator**

Kevin Simmons

**QA Analysts**

Charles Brown, Marcus Efting,  
Conrad Noche, Adrien Langlois, Vince  
Pangelinan, Mark Ranallo, Mike Romo,  
Mike Samuelson, Derik Deem, Dave  
Williams, Danfourth France, Steve  
Gamp, Rocky Barros, Greg Hicks, Monty  
Rimorin, Jason, Villa, Justin Murray, and  
Ryann Zimmerman

**Statistical Resources**

Paul Johnson

**President**

Kaz Hirai

**Senior Vice President**

Andrew House

**Director, Marketing**

Ami Matsumura-Blaire

**Product Manager**

Ed Loonam

**Director, PR**

Molly Smith

**PR Manager, Sports**

Jamie Tica

**Director, Promotions**

Sharon Shapiro

**Senior Manager Promotions, Sports**

Bob Johnson

**Promotions**

Janeen Anderson, Dayton Pavia,  
Emily Riess and Tracy Ryder

**Legal & Intellectual Property**

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

**Creative Services**

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

**Documentation & Layout**

David Lovalvo

**Packaging & Manual Design**

CMB Design Partners, Inc.



## **NCAA GAMEBREAKER 2001 CREDITS**

### **RED ZONE INTERACTIVE, INC.**

#### **Programmers**

Jacob Martinez (Front-End), Jason Adler and Don Talicurán (In-Game) and Takashi Hodama (Sound)

#### **Artists**

Steve Paulsen (Animator), Jim Alejandria (Front End/In-Game Art) and Randy Chua (Stadiums)

#### **Character Modeling / Uniforms**

Liam McMahon

#### **Producers**

Chris Whaley, Brad Spilkin and Frank Wallen (Assistant Producer)

[www.redzonegames.com](http://www.redzonegames.com)

### **SPECIAL THANKS**

The Collegiate Licensing Company — Andy Waligowski and Jennifer Blackmon; Harry Fox Agency — Michael C. Bouteneff; Delta Entertainment — Kenneth H. Wennergren; Carlin America Inc — Marianne Conlin; Ron Dayne, Shelley Ashitomi, Ron Engle, Allan Frankel, Jeff Hutchinson, Genie Kim, Chuck Lacson, Rich LaRocca, Troy Mack, Glenn Nash, Joel Pambid, Rick Rooney, Kristin Shatkouski, Bruce Adams, Donna Armentor, Mike Blabac,

Claudette Castillo, Lori Chase, Sara Chenoweth, Matt Costa, Ed DeMasi, Brian Dimick, Chris Drost, Brian Dunlap, Tenny Fairchild, Jerry Gentile, Elizabeth Giersbrook, Butch Freedhoff, Brian Hale, Kara Harris, Laura Heller, Betsy Horowitz, Stephanie Iwamasa, Ian Jackson, Jennifer Jones, Kirk Jue, Daniel Kinkead, Grace Kao, John Koller, Kenneth Law, Grant Luke, Colin MacLean, Scott MacMaster, John McGonigle, Christine Mouchamel, Doug Mukai, Frank O'Malley, Susan Nourai, Gary Pascoe, John Payne, George Richard, Maggie Rojas, Mike Rose, Steve Ross, Glenn Rudolph, Rob Segal, Noel Silvia, Matt Small, Deanna Templeton, Starla Terrell, Joni Toney, Jack Tretton, Mark Valledor, Jeff Vargas, Joe Ward, Toney Wong, Kim Yuen, Perry Rodgers, Scott Sismus, Joe Ward, Dawn Williams, Patti Segovia, Chad Williams, John Thomas, Jeff Klindt, Kirk Dault, Steve Benson, Michael Furakawa, Michelle Nelson, Rapp-Collins



**NOTES**



**NOTES**

## **LIMITED WARRANTY**

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship of a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either to repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Sony Computer Entertainment America, 919 East Hillsdale Blvd., Foster City, CA 94404

NBA ShootOut is a trademark of NBA Properties, Inc. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used in whole or in part without the prior written consent of NBA Properties, Inc. © 2000 NBA Properties, Inc. All rights reserved. Dolby and the Double-D symbol are trademarks of Dolby Laboratories. Designed and developed by Killer Game. © 2000 Sony Computer Entertainment America Inc. ("SCEAI")

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, teams icons, and mascots associated with the NCAA, universities, and conferences are the exclusive property of the respective institutions. © 2000 SCEAI.

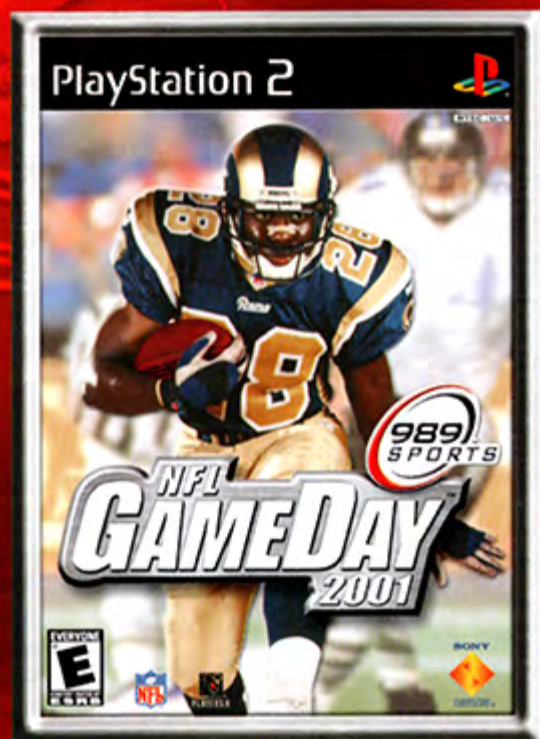
The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, bowls, and conference are the exclusive property of the respective institutions. GameBreaker TM/© 2000 SCEAI.

NHL Face Off is a trademark of the National Hockey League. NHL, National Hockey League, the NHL Shield and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and NHL Team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2000 NHL. Officially licensed product of the National Hockey League.

National Hockey League Players' Association, NHLPA and NHLPA Logo are Trademarks of the NHLPA and are used, under license by SCEAI. © NHLPA. Officially Licensed Product of the National Hockey League Players' Association. Officially Licensed Product of the NHLAA. Designed and developed by Solworks. © 2000 SCEAI.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

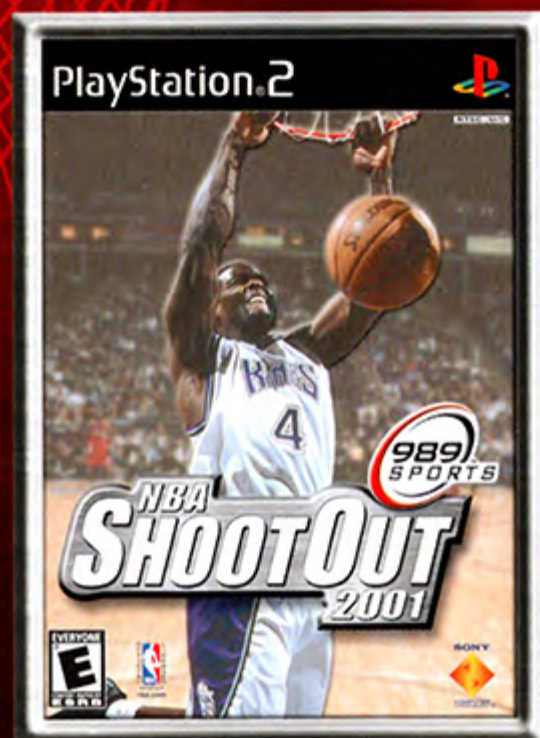




**AVAILABLE NOW!**



**AVAILABLE NOW!**



**AVAILABLE JANUARY 2001!**



**COMING SOON!**

See inside back cover for Legal.