

PLAYBOOK

**989
SPORTS®**

NCAA®
GAMEBREAKER®
2003



SONY



COMPUTER
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NCAA GAMEBREAKER 2003

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® 2003 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

For US callers, the automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time.

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

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

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday 7AM–6:30 PM PST, 365 days a year (including holidays).

PlayStation 2 Online www.playstation.com and www.989sports.com

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

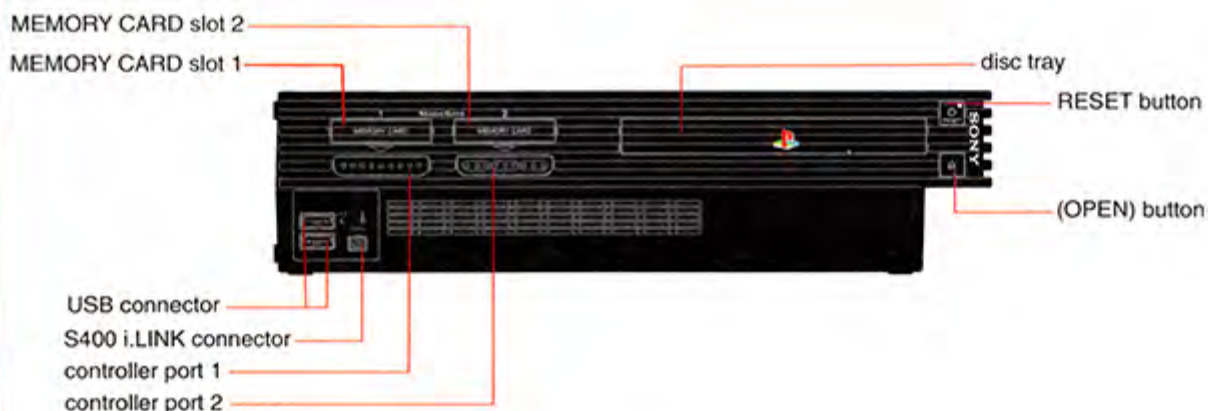
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NCAA[™] GAMEBREAKER 2003

GETTING STARTED

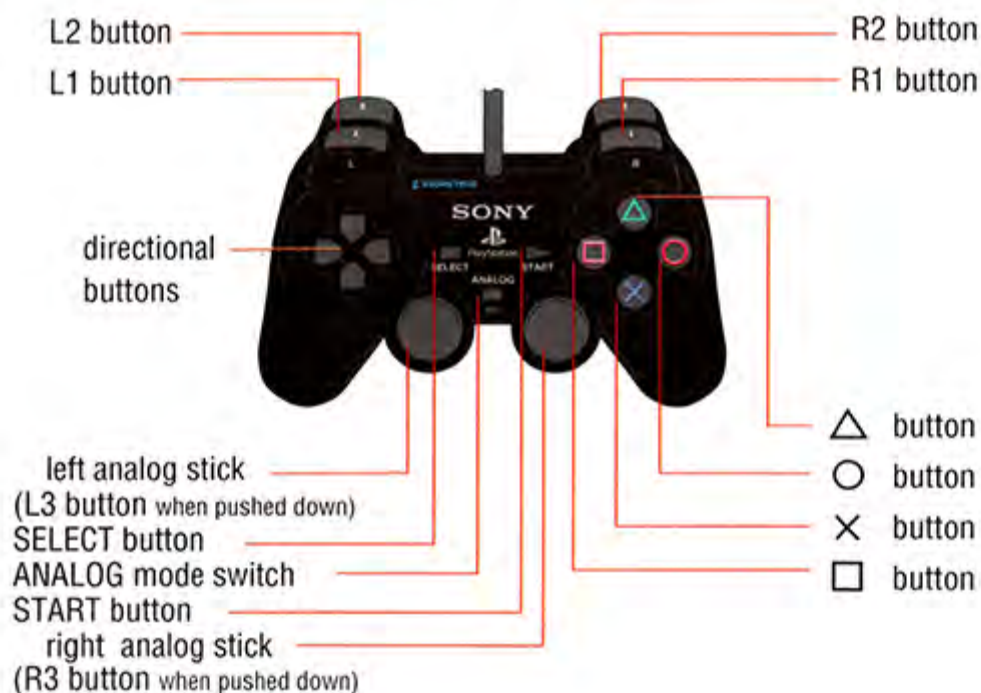
PlayStation[®] 2 Setup



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 2003 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



MULTITAP

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

SAVING DATA









You must insert your MEMORY CARD (8MB)(for PlayStation 2) before you save or load a file. NCAA GameBreaker 2003 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 2003 data will be lost when you turn OFF your PlayStation 2 console. See *MEMORY CARD (8MB)(for PlayStation 2)* on page 23 for more information.

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QUICK START CONTROL


Quick start controls are a basic set of game controls that allow you to jump into gameplay without having to use or learn advanced controls.

Offense

Pause game	
Snap ball	
Throw to a receiver	   , or 
Catch	
Speed burst	

Kicking & Punting

Activate kick meter	Press and hold  until the kick meter is full. Release  to kick the ball.
Dictate where the kicker makes contact with the ball using the cursor (see page 11)	 /  /  / 

NOTE: On punts, be sure to release  when the meter reading reaches the accuracy indicator (green area) of the kick meter. If the kick is released within the accuracy region, your kick will go farther and be more accurate.

Defense

Pause game	
Tackle / Dive	
Switch to defender closest to the ball	
Jump / Deflect / Intercept	
Speed burst	
Swim move left or right	L1 or R1
Forearm shiver (jam a receiver at the line of scrimmage)	R2

ADVANCED CONTROLS

Offense Before the Snap

Snap the ball	
Fake hut	
Audible	
Bring camera back to pre-read wide receivers	L1
Send wide receivers in motion	/
Activate Total Control Passing	R1
Activate Max Protect (running back blocks)	R2
Hurry to the line for the snap	
Choose a receiver for a hot route/motion	/
Program selected receiver's hot route	L2 + / / /
No-huddle offense	L3 + R3 (press analog sticks down like buttons)

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Quarterback Control

When an option play is called, after the quarterback snaps the ball, press **L1** or **R1** to pitch the ball.

When a belly option play is called, press **L1** or **R1** for the quarterback to hand the ball off to the belly running back up the middle. You can choose to continue with the option play, faking the belly run, and instead rolling out with the second back, pressing **L1** or **R1** to pitch the ball.

Option pitch	L1 or R1
Pass to a receiver	X , □ , △ , or ○
Toggle quarterback scramble mode	L2 + R2
Throw the ball out of bounds left or right	L2 + Right analog stick ← / →
Spike the ball	L2 + Right analog stick ↑
Take a knee	L2 + Right analog stick ↓
Pump fake to a receiver	L2 + X , □ , △ , or ○

Total Control Passing

Lead receiver	← / → + X , □ , △ , or ○
Overthrow or underthrow receiver	↑ / ↓ + X , □ , △ , or ○
Lob pass	Tap X , □ , △ , or ○
Bullet pass	Hold X , □ , △ , or ○

Receiver Control

Dive for the ball	□
Jump for the catch	△
Speed burst	×
One-handed catch	L2 + △

Ball Carrier After the Snap

Dive	□
Hurdle	△
Break tackle	○
Speed burst	×
Stiff arm	R2
Juke	L2 + R2
Pitch ball left or right	L1 or R1
Dive over pile	L2 + □
High step	L2 + △
Advanced break tackle	L2 + ○
Shoulder charge	L2 + ×

Defense Before the Snap

Audible	□
Defensive line shift left or right	L2 + ← / →
Cycle through and choose a defender	○
Cycle through defenders in reverse	L2 + ○

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Defense After the Snap

Dive / Tackle	□
Jump / Deflect / Intercept	△
Switches to defender closest to the ball	○
Speed burst	×
Forearm shiver	R2
Swim move left or right	L1 or R1
Points to a zone for switching defenders	Right analog stick
Switches to defender pointed to by analog stick	R3 (press analog stick down like a button)
Super swim move left	L2 + L1
Super swim move right	L2 + R2
High Tackle	L2 + □
One-handed deflection / Interception	L2 + △
Switches to defender deepest in coverage	L2 + ○
Shoulder blast - try to cause a fumble	L2 + ×

Kick and Punt Return Control

Dive	□
Fair catch (while kick is in air) / Hurdle	△
Break tackle	○
Speed burst	×
Stiff arm	R2
Juke	L2 + R2
Pitch ball left or right	L1 or R1
Dive over pile	L2 + □
High step	L2 + △
Advanced break tackle	L2 + ○
Shoulder charge	L2 + ×

HOT TIPS

In a one-player game, you can press **SELECT** to receive a hot tip. Hot tips are hints that provide basic game strategies during the course of gameplay.



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PLAYING THE GAME

Calling A Play

Once a team has received the ball, the play selection screen will appear where you will make your offensive and defensive calls for each down. You can also check the time on the play clock, time remaining in the quarter, your timeouts remaining, your field position, your down status, and yards-to-go.

To select an offensive or defensive play:

- Press ← / → to cycle through the available formations.
- Press □, × or ○ to select a formation and bring up the play selections. To return to the formation selection, press ↑ or △ 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 then press □, × or ○ to choose a play.

Three Defensive
plays

Downs,
yards-to-go,
and ball
placement

Three Offensive
plays



Time left
in quarter

Play
Clock

Quarter

NOTE: You only have 25 seconds to call a play and snap the ball before getting called for a delay of game penalty. On the play calling screen, you can see the referee spot the ball. Once he does so, the 25-second clock will begin to run.

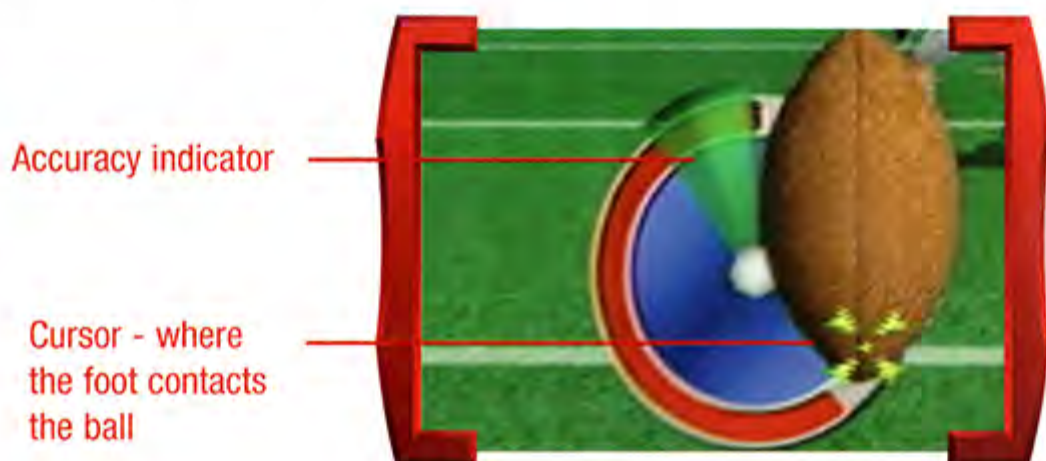
Kicking Game

To kick a punt or field goal, you need to select the appropriate offensive formation and play.

- Press ← / → to choose the SP TEAMS formation, and then press its associated icon button.
- Press ← / → to choose a kicking play, and then press its associated icon button.

To kick the ball:

- Press ← / → / ↑ / ↓ to direct the cursor over the area of the ball where the kicker's foot is to make contact.
- Press and hold ⊗ to start the kick meter until it is full.
- Release ⊗ to kick the ball.



On Offense

NO-HUDDLE OFFENSE

Use the no-huddle offense when your team needs to score quickly or as a way to catch the defense off guard. When time is a factor and your team is moving the ball, after the whistle blows to end a play, use the no-huddle offense to hurry to the line of scrimmage and run the same play again.

To run the no-huddle offense:

- Press L3 + R3 (press analog sticks down like buttons) when play ends.

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HOT ROUTES

A Hot Route is an audible called by the QB at the line of scrimmage before the snap. It enables you to change any and all of your receiver's routes associated with the play that was called in the huddle.



To create new hot routes:

- Press **L1** to move back the camera and view all of your receivers.
- Press **↓** to highlight a receiver for a route change. His icon will now be spinning above him.
- Press **L2** + **←** / **→** / **↑** / **↓** to choose a new route for that receiver. Pressing **↑** results in a fly pattern, **↓** results in a curl pattern, **←** or **→** results in an arrow route or a slant over the middle, depending on whether the receiver is lined up on the left or right side of the quarterback.
- Press **L1** when done to return to the play or press **⊗** to snap the ball.

VIEW PASSING ICONS

You can view the passing icons of your receivers before the play starts. When you choose a play from the play calling screen, GameBreakers will appear in yellow.

- Before the snap, press **L1** to draw back the camera and view the passing icons associated with each receiver.

QUARTERBACK PITCH

The key to the option play is for the quarterback to hang onto the ball as long as possible to draw in the defensive pursuit. Whether the defender commits to going after the quarterback or covering the running back determines what the quarterback does with the ball. If the defender makes his move toward the quarterback, pitch the ball to the running back by pressing **L1** or **R1**.

On Defense

DEFENSIVE PACKAGES

On defense, choosing the right defensive package will help shut down any high-powered offense.

Nickel Defense

The nickel consists of using five defensive backs and is mostly used for defenses to match up with opposing offense's three and four wide receiver sets. From the nickel package, a team can play with zone or man coverages and blitz.

The Nickel uses five defensive backs



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Dime Defense

The dime is like the nickel but utilizes six defensive backs instead of five. Use the dime package to give your defense a fair shot against teams that use heavy passing attacks.

Base

Base coverages are your team's standard set of coverages. When all else fails and you want to call a play that is good for passing and running situations, use a base package.

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 **↑** / **↓** to highlight an option on the menu, and then press **⊗**.

Game Stats

View the team and player stats compiled by each team during the game.

From team stats:

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

To view player stats:

- Press **L1** / **R1** to switch to player stats.
- Press **L2** / **R2** to change teams.
- Press **←** / **→** to choose a player stats category.
- Press **↑** / **↓** to view the entire list of player stats.

Instant Replay

Instant Replay gives you a chance to analyze the last play. Use the controls shown on the screen to control the flow of the replay.

- Press **START** to return to the game.

Call Timeout

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

Change Audibles

Change the type of audible plays that are set for your team's offense and defense.

- Press **L2** / **R2** to choose DEFENSE or OFFENSE. If you are playing on offense when you use audibles, offensive audibles will be shown.
- Press **□**, **⊗** or **⊙** to choose a formation.
- Press **←** / **→** to find a play, and then press **□**, **⊗** or **⊙** to make the play change.
- Press **△** to accept audible changes and return to the game.

Substitutions

Substitute a player from the bench for any player on the field.

NOTE: Offensive players switched to defensive positions will not be credited with defensive statistics.

- From the menu item of SIDE, press **←** / **→** choose a side of the ball (offense or defense) for your substitution. 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 a player position, and then press **←** / **→** to choose a different player for that position. Make multiple substitutions if you like.
- Press **△** to return to the game.

To place a substituted player in all formations:

- Press **⊙** after a player(s) has been changed and he will be placed into all appropriate positions for all of the formations.

NOTE: Use the Undo and Restore features to return to the original formation setups.

Choose Sides

At any time during the game, any user can switch sides and play for the other team.

The logo for NCAA GameBreaker 2003 is located at the top left of the page. It features the word "NCAA" in a small font above the word "GAMEBREAKER" in a large, bold, stylized font with a metallic, 3D effect. Below "GAMEBREAKER" is the year "2003" in a smaller, bold font. The entire logo is set against a dark, circular background with a red and black gradient.

Gameplay Options

See *Options* on page 17 for information on this menu item.

Help

Use the help screen to view game controls.

- Press ← / → to cycle through all game control categories.

Quit Game

Quits the current game and returns you to the Main Menu.

NOTE: If you are playing a mode other than Scrimmage, when you choose "Quit Game" from the Pause Menu, you can simulate the rest of the current game before quitting by selecting the menu item "Quit & Simulate".

MAIN MENU

Before selecting a mode, use the rest of the Main Menu options to set the attributes of your game.

Mode

Choose from five game modes including Scrimmage, Bowl Season, Tournament Season, Tournament Mode, and Coaching Career. To move to the Team Select screen, select a mode and press ⊗.

Level

Choose a player difficulty level from Freshman, Sophomore, Junior, and Senior.

Style

Set up the style of your game by choosing Simulation for ultra-realistic gameplay or Arcade for faster gameplay with exaggerated special moves.

Clock

Set the length of the game by choosing the number of minutes to play per quarter (1-15). Regulation consists of four quarters. If there is a tie score when time expires in regulation, an overtime period will ensue.

Gameplay

Gameplay options allow you to customize certain elements of the game and give you the opportunity to change the configuration of your controller.

- Press **L1** / **R1** to toggle between gameplay and controller options.

GAMEPLAY OPTIONS

Level

The Level of a player will determine the difficulty level of the gameplay. The Freshman and Sophomore levels are the easiest levels to learn the game. Junior and Senior levels are the truest test of skill.

Min Quarter

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

Penalties

Adjust the frequency of penalties called during the game. A limited amount of penalty calls will occur with a setting of LOW, while a much higher number of penalty calls will be made with a setting of HIGH.

Injuries

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.

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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.

Front End Music

Keep the Front End Music ON to hear music play while navigating through the front-end.

In-Game Music Volume

Adjust the volume of the In-Game Music. The higher the setting, the louder the volume.

Announcer Volume

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

Crowd Volume

Set the Crowd Volume level to hear the cheers and jeers of the crowd.

Sound FX Volume

Adjust the Sound FX Volume level to hear unique sounds of the game.

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.

CONTROLLER OPTIONS

Controller options allow you to set custom button configurations for your controller on offense and defense.

- Press **← / →** to choose a button control setting for offense.
- Press **↑ / ↓** to select the FOR OFFENSE option, and then press **← / →** to select FOR DEFENSE.
- Press **↑ / ↓** to select the control setting feature again, and then press **← / →** to choose a new setting for defense.
- Press **↑ / ↓** to choose VIBRATION ON, and then press **← / →** to choose a vibration setting. VIBRATION ON activates your DUALSHOCK®2 analog controller, causing it to vibrate when such things as hard tackles occur on the field.

*NOTE: To change the control settings for advanced controls, press and hold **L2** to show the advanced settings, and then follow the previous steps to make changes to the setup.*

Athletic Department

The Athletic Department enables you to manage team rosters and edit schedules.

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 1-99.

- Press **← / →** to choose a team roster.
- Press **↑ / ↓** to view the entire roster and highlight a player. A blinking player is a GameBreaker.

*NOTE: Press **X** to bring up a player card to view the rest of the selected player's attributes. The player card is where you will be able to view stats for Career and Season modes.*

NCAA GAMEBREAKER 2003

BLUE CHIP RECRUITING

Go on the hunt for the nation's top blue chip players. Incoming Freshmen and Junior college transfers are hot properties, as recruiting is the most effective way to build a college program. Take a chance on some recruits but make sure you land enough to fill your team needs.

Blue Chip Team

Here's where you start the recruiting process for your team. The blinking positions indicate the blue chip players already on your roster.

- Press ← / → to select a Blue Chip Team. You can have the CPU randomly select a team for you by pressing Ⓒ.
- Press ⊗ to continue to allocate focus.

Allocate Focus

Each team can make 150 official visits to recruit players. The number of visits can increase in the following years depending on how you perform during the regular Season. Regions for recruiting include Midwest, West, Southwest, Southeast, and East. Your region will be shown in yellow. If you recruit out of your region, visits are counted as double.

- Press ← / → to choose a region of the country to visit.
- Press ↑ / ↓ to choose the number of visits you want to commit to that region.
- After allocating your recruiting focus, press ⊗ to continue.

Official Visits

On your official visits, you will be recruiting players one at a time to fill nine positions. When viewing the list of recruits, review their school preferences before committing to the visit.

NOTE: To show the maximum amount of interest in a recruit, use the Phone Recruit option. Press Ⓒ to tag a recruit with a phone recruit icon, giving that recruit extra attention and focus.

Phone recruit
icons

YEAR	Hometown	O/A	HT	WT	Preferences
Junior	Boulder, CO	82	6'5"	212	Colorado
Frosh	Denver, CO	66	5'8"	184	Nebraska
Frosh	Fresno, CA	83	6'3"	200	UCLA
Frosh	Austin, TX	72	5'8"	175	Arizona
Frosh	Hollywood, CA	81	6'1"	192	Cal
Frosh	Omak, WA	73	5'9"	180	Oregon
Frosh	Santa Clara, CA	83	6'4"	212	UCLA
Frosh	Carlsbad, CA	61	5'8"	151	Utah
Frosh	Atlanta, GA	93	5'8"	158	SDSU

- For each position, press \uparrow / \downarrow to highlight a recruit. To place blue chip recruits at the top of the list, press Ⓚ . Flashing player rating numbers indicate that the recruit is a GameBreaker. The higher his overall attribute (O/A), the more national attention he will get.
- Repeat the previous steps for all nine recruits.
- Press ⓧ to continue.

NOTE: Frosh indicates a true college Freshman and Junior indicates a junior college transfer. Players shown in blue have a player rating of 80 and above, players shown in white have a player rating of 66-79, and players shown in red have a player rating of 65 and below.

New Recruits

Now that your recruiting is complete, new recruits that have committed to your school will be listed. Each blue chip signing with your school will be automatically placed on the roster depth chart and issued a jersey number.

- Press ⓧ to continue.
- Press ⓧ to accept your current list of recruits.

CREATE WALK-ON

With Create Walk-On, you can create a player to fill a hole on your roster or add depth to a position. Imagine playing quarterback in front of the home crowd of over 100,000 fans in Michigan's "Big House"! You can make it happen by creating yourself using your own physical and skill attributes.

- Press \uparrow / \downarrow to select a player attribute.
- Press \leftarrow / \rightarrow to make a selection.
- Press \uparrow / \downarrow to select continue, and then press ⓧ .

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Player Appearance

The Player Appearance screen allows you to change the look of your player's physical and equipment appearance.

- Press ↑ / ↓ to select a player attribute.
- Press ← / → to make a selection.
- Press ↑ / ↓ to select continue, and then press ⊗.

Player Attributes

The Player Attributes screen allows you to change the skill levels of your player. Each player level has a certain number of points available to improve your player's abilities. The Freshman level has 250 points available, Sophomore has 300 points, Junior has 350 points, and Senior has 400 points.

- Press ↑ / ↓ to choose a skill category.
- Press ← / → to increase/decrease your player's ability levels.
- When TOTAL POINTS reads zero and you are satisfied with the point allocation, press ⊗ to continue.

Player Summary

The Player Summary will show the selections you have made for your created player.

- Press ⊗ to continue. To go back and make changes to your player, press ▲.
- From the popup box, press ◻ to create your player, ◉ to cancel and go back to the Athletic Department Menu, or ▲ to go back and make changes to your player.

Reset Rosters

If Reset Rosters is selected, all changes to current rosters will be erased and rosters will return to their original setup.

MEMORY CARD

Use the MEMORY CARD (8MB)(for PlayStation 2) to save games and game information, load previously save files, delete files, or rename existing files. Before altering files, select a MEMORY CARD (8MB)(for PlayStation 2) slot by pressing **↑** / **↓** to select the MEMORY CARD slot option, and then press **←** / **→** choose a slot.

If you attempt to load a previously saved Bowl Season or Tournament, your current Bowl Season or Tournament will be canceled.

A unique feature of GameBreaker is that you can save GameBreaker Seniors and them load them into NFL GameDay™ 2003 for its college draft.

SAVING A FILE

To save a file:

- Press **←** / **→** to select a save option, and then press **⊗**.
- From the on-screen keyboard, use the controller buttons to enter a name for the file.
- Press **Ⓚ** to enter the name and save the file.

List of files saved



LOADING A FILE

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

To load a file:

- Press **↑** / **↓** to the load option.
- Press **←** / **→** to select a load option, and then press **⊗**.
- Press **↑** / **↓** to select a file to load, and then press **⊗**.
- Confirm your desire to load the file by pressing **Ⓚ** from the popup box.

NCAA GAMEBREAKER 2003

DELETING A FILE

To delete a file:

- Press ↑ / ↓ to the delete option, and then press ⊗.
- Press ↑ / ↓ to choose a file to delete, and then press ⊗.
- Confirm your desire to delete the file by pressing ◻ from the popup box.

RENAMING A FILE

You can rename any previously saved file.

To rename a file:

- Press ↑ / ↓ to the rename option, and then press ⊗.
- Press ↑ / ↓ to choose a file to rename, and then press ⊗ to activate the on-screen keyboard.
- Use the controller buttons to enter a name for the file.
- Press ◻ to enter the name and save the renamed file.

SCRIMMAGE

Scrimmage games are a way to just have some fun playing with any team in Division I-A. Match up any of the top college programs or play in a historic league rivalry.

NOTE: Scrimmage results are not recorded in Season standings and cannot be saved to the MEMORY CARD (8MB)(for PlayStation 2). Before playing in a Scrimmage, setup your rosters and game attributes from the Athletic Department and Customize Menus.

Team Matchup

Choose the teams for your game by selecting two Division I-A teams.

- Press **L2** or **R2** to choose Away or Home.
- Press **← / →** to choose a team. Press **⊙** to be able to choose an all-time team from the past. Pressing **L1** or **R1** will toggle the team strength meters, showing you the grades of each team's overall, offensive, defensive, and special teams ratings. Use team strengths to help you determine which teams would make good matchups.
- Press **⊙** to move to the Advanced Options.

ADVANCED OPTIONS

After making changes to the advanced options, press **△** to exit back to the Team Matchup screen.

*NOTE: To make random settings for the weather options, press **⊙**.*

Location

Choose the location (name of the college stadium) for your game from any team stadium in Division I-A.

Game Time

Choose which time of the day your game will start. Settings include DAY and NIGHT.

Precipitation

Set the amount of precipitation that will occur during the game. Settings include NONE, SHOWERS, RAIN, and TORRENTIAL. If the game is played with a temperature of 32 degrees or lower, precipitation will be in the form of FLURRIES, SNOW, or a BLIZZARD.

Temperature (F)

Set the temperature in degrees (1-100) for the game.

Wind

You can set the degree of wind to NONE, SLIGHT, MODERATE, or GUSTY.

Fog

You can set the degree of fog to NONE, SLIGHT, MODERATE, or DENSE.

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Home and Away Playbook

Choose the type of offensive playbook 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 emphasize throwing the ball, while Running Playbooks put the emphasis on the running game.

CHOOSE SIDES

The Choose Sides screen is where you select a team to control for the game. To play the CPU, leave the remaining controller images in the center of the screen.

- Press ← / → to choose a team.
- Press ⊗ to start the game.

BOWL SEASON

A Bowl Season is a complete college football season. At the end of a Bowl Season if your team finishes with a high enough ranking, it may have the opportunity to play in one of college football's prestigious bowl games.

Choose Team

Choose a team for your Season from any conference in the Division I-A.

- Press ← / → to choose a team for your Bowl Season. Press Ⓒ to toggle the team strengths between ratings and grades.
- Press Ⓔ to edit your team's schedule. See *Edit Schedule* on page 27 for more information.
- Press ⊗ to continue to the Weekly Schedule screen.

Weekly Schedule

The Weekly Schedule will show the games already played by your team as well as the rest of your upcoming opponents. Depending on the type of defense you might be facing from week to week, take advantage of changing your team's playbook to try and outsmart your adversary.

- Press **○** to change your team's playbook.
- Press **⊗** to select the game of the week and continue.

*NOTE: You must play each game of the Season as it comes up on the schedule, but you can simulate a week's game by pressing **□**. You can also choose a game farther down in the schedule to simulate. If you simulate a game down in the schedule, you will automatically simulate all games prior to it. To simulate the entire Season, press **L2** + **□**.*

- Press **←** / **→** from the Choose Sides screen to choose a side, and then press **⊗** to start the game.

*NOTE: You can view the box scores from every game already played by highlighting a game on the schedule and pressing **⊗**.*

EDIT SCHEDULE

You can edit your team's schedule by changing your opponents, changing the venue to Home or Away, or changing your team's bye weeks.

After pressing **↑** / **↓** to select a scheduled game, use the following controls to edit your team's schedule:

Change Home or Away venue	□
Bye week	○
Random schedule	L2 + ⊗
Choose opponent	← / →
Random opponent	⊗

Season Menu

QUIT SEASON

Quits the current Season, deleting all Season information, and returns you to the Main Menu where you can choose a different game format.

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CONTINUE SEASON

Continue a Season at the next scheduled game after finishing a game or when you load a previously saved Season from a MEMORY CARD (8MB)(for PlayStation 2).

When a Season is finished, the Continue Season menu item will read as "BOWL GAMES".

To play in one of the bowl games:

- Press ← / → to scroll through the bowl games.
- Press ⊗ to continue to the Choose Sides screen.

NOTE: You can simulate all bowl games by pressing ⊙.

- From the Choose Sides screen, press ← / → to choose a team, and then press ⊗ to play the bowl game.

NCAA PROGRESS

View the weekly won/loss records and scores of all the teams in Division I-A. As the Season unfolds, keep track of your team's national ranking and where it might land in the bowl picture at the end of the year.

- Press ← / → to choose a team.
- Press ↑ / ↓ to scroll through a team's schedule.

TEAM HOME PAGE

A team's home page will show its important stats and highlights from the current Season, including its bowl selection, All-American listings, team statistics, and team schedule.

- Press ← / → to choose a team.
- Press ↑ / ↓ to view the team's information.

STATISTICS

View the team and player statistics of any team in Division I-A.

NOTE: Your team and player stats will be highlighted in blue and Top 10 rankings will appear in gold.

- Press ← / → from SINGLE TEAM to select stats for a Single Team, Conference, or Entire NCAA.

From the Conference and Single Team menu item:

- Press ↑ / ↓ to move to the team or conference option, and then press ← / → to select a particular Conference or Single Team.
- Press ↑ / ↓ to select Team or Player Stats, and then 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. You can view additional stats and sort them from best to worst by pressing ◻ and ◉.

From the Entire NCAA menu item:

- Press ↑ / ↓ to select Team or Player Stats, and then press ⊗.
- Press ← / → to choose a stat category.
- Press ↑ / ↓ to view an entire list of stats.

RANKINGS

Using the Rankings menu, you can view the Season's top performers as each week unfolds. Records are updated weekly.

NOTE: Your team and player stats will be highlighted in blue.

Conference Standings

View the placement of each team and its records within the different conferences.

Top 25

The Top 25 is a current ranking of the best 25 teams in college football. At the end of a Season, the highest ranked teams have the best shot at playing in a top bowl game.

NCAA GAMEBREAKER 2003

Heisman™ Trophy

View the current list of candidates fighting for the Heisman Trophy. The Heisman is handed out each year to the player that has the greatest impact on his team's success.

NOTE: Player names that blink indicate GameBreakers, which are players with overall ratings of 86 and higher.

Awards

View the list of offensive and defensive candidates to receive season ending awards.

Best of the Best

The Best of the Best are players named as First and Second Team All-Americans, All-Freshman, and All-Conference.

NOTE: Player names that blink indicate GameBreakers, which are players with overall ratings of 86 and higher.

TOURNAMENT SEASON

A Tournament Season consists of playing a regular Season schedule, and at the end of the Season, playing in a post-season Tournament. Setup for a Tournament Season is the same as that of a Bowl Season. See *Bowl Season* on page 26 for descriptions of setup screens such as the Choose Team and Weekly Schedule screens.

*NOTE: You must play each game of the Season as it comes up on the schedule, but you can simulate a week's game by pressing **□**. You can also choose a game farther down in the schedule to simulate. If you simulate a game down in the schedule, you will automatically simulate all games prior to it. To simulate the entire Season, and go straight to the Tournament, press*

L2 + **□**.

- Press **←** / **→** from the Choose Sides screen to choose a side, and then press **⊗** to start the game.

Tournament Series

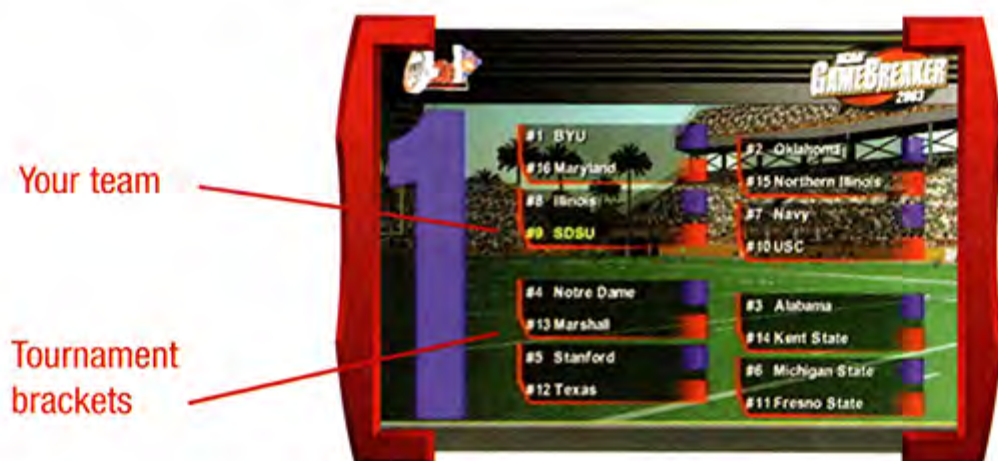
At the completion of a Tournament Season, if your team qualified for post-season play, you will enter the Tournament Series. The Season ending Tournament is made up of the top 16 teams in the country and will be bracketed into four regions, with each regional winner playing in a semi-final matchup. The semi-final matchup will determine the two teams that will play in the National Championship.

BRACKETS

From the Tournament bracket screen:

- Press **X** to start your game.

*NOTE: Each round of the Tournament can be simulated. Press **□** to simulate a round and move closer to the championship game.*



TOURNAMENT MODE

Forget about the regular Season and enjoy the pressure and excitement of playing in a Tournament. A Tournament can be set up as an eight-team (two rounds plus a Tournament final) or sixteen-team (three rounds plus a Tournament final) competition.

NCAA GAMEBREAKER 2003

CPU Names

If you don't want to create names for user controlled participants, press **□** to have the CPU randomly select teams for each participant.

To create a name for each user controlled or CPU controlled participant:

- Press **← / →** to choose an eight or sixteen team Tournament format.
- Press **⊗** to move to the CPU name grid, and then press **↑ / ↓** to select a CPU number.
- Press **⊗** to activate the on-screen keyboard.
- Press **↑ / ↓ / ← / →** to choose a character or option, and then press **⊗** to enter it. **L1** and **R1** toggle through existing characters.
- When you have completed your name, press **□** to enter it and deactivate the keyboard.
- Press **↑ / ↓** to select other CPU numbers and repeat the previous steps.

Tournament Team Selection

Once you have created names for each user:

- Press **□** to select teams for the Tournament. You will be selecting teams for those with created user names first.
- Press **← / →** to scroll through the team list, and then press **⊗** to select a team. When you press **⊗** for the last created user name participant, teams will be chosen randomly for the remaining CPU controlled participants.

To change any of the chosen names once they have all been entered:

- Press **↑ / ↓** to select a team name.
- Press **← / →** to choose a new team.
- Press **⊗** to proceed to the Tournament.

BRACKETS

The Tournament brackets will show the layout of the Tournament. You can play any game and choose to play for either team. See *Season Menu* on page 27 for more information on repeated menus.

- To play a Tournament game, select a game bracket, and then press **X** to bring up the Controller Select screen.
- From the Choose Sides screen, press **← / →** to select a team, and then press **X** to play the game.

*NOTE: Individual Tournament matchups can be simulated by highlighting a game bracket and pressing **□**.*

COACHING CAREER

Coaching Career enables you to perform the duties of a head coach. From among the NCAA's Division I-A teams, you'll be able to select an available job from a smaller school to help build their football program. After selecting a job, and playing out a Season, your coaching will be evaluated and you may become a candidate for a coaching promotion or a better job offer from a more prestigious program. This will depend on the success of your team and the specific area of your coaching expertise. It is also possible that your team will perform poorly and your school may decide to let you go.

You will only be able to start recruiting players when you have finished coaching a full Season. Recruiting players will be dependent upon the coaching position you hold. For example, if you are a defensive coach or coordinator, you will be recruiting defensive linemen, linebackers, and defensive backs.

When beginning recruiting at the start of a Season, be sure to check the positions your team needs to fill by evaluating the list of graduating seniors from the Graduating Seniors screen. Also, from the Convert Player screen, you can press **□** to view your team's current needs.

From the list of new job offers:

- Press **← / →** to choose a coaching position.
- Press **↑ / ↓** to select the school name option, and then press **← / →** to select a school.
- Press **X** to accept the job offer and 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 then press **X** to continue to the Weekly Season screen.

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- Press **X** to play the next game on your schedule and continue to the Choose Sides screen.
- Press **← / →** to choose a team, and then press **X** to play the game.

NOTE: From the Career Menu during your Coaching Career, select Career Progress to keep track of your coaching statistics.

Convert Players

After your first year of coaching, you have the opportunity to look over your team's roster and convert any player to a new position. By evaluating your team's player position needs, create more flexibility in your recruiting efforts by having some of your current players switch positions. For example, a third string quarterback is usually big and agile enough to grow into the safety position.

- Press **□** to view your team's position needs.
- Press **X** to exit the popup box.

If you want to convert a player(s):

- Press **↑ / ↓** to select a player on the roster.
- Press **○** to cycle through the available positions on your team.
- Press **X** to continue.

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Special Thanks

Dan Alari, Alvin Anquillano, Gerry Ashworth, Anna Cafasso, Victoria Cafasso, Rod Castillo, Catering By Design, Jim Cleveland, Ray Cook, Eddy Cramm, Daves Sports Sales, Ray Doran, Robert Fitzgerald III, Annemieke Frost, Armando Garcia III, John Granger, Grossmont College, Kristin Hansen, Leon Havlic, Roger Henderson, Henderson Lighting, John Lee, Algon Leighton, Josh Liberty, Billy Lizer, Aaron McFarland, Jahil Nelson, Lorenzo Nierva, Terry Oppenheimer, Derek Parker, Thad Paris, Clinton Portis, Doug Smith, Brian Douglas Smith, Gene Strocchio, Bobby Thompson, Jeremy Thompson, Dan Van Grol, Daniel Joseph Van Grol, Vittorio Joseph Van Grol, David Ware and Howard Wycoff

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AUGUST 2002

ISSUE No. 7



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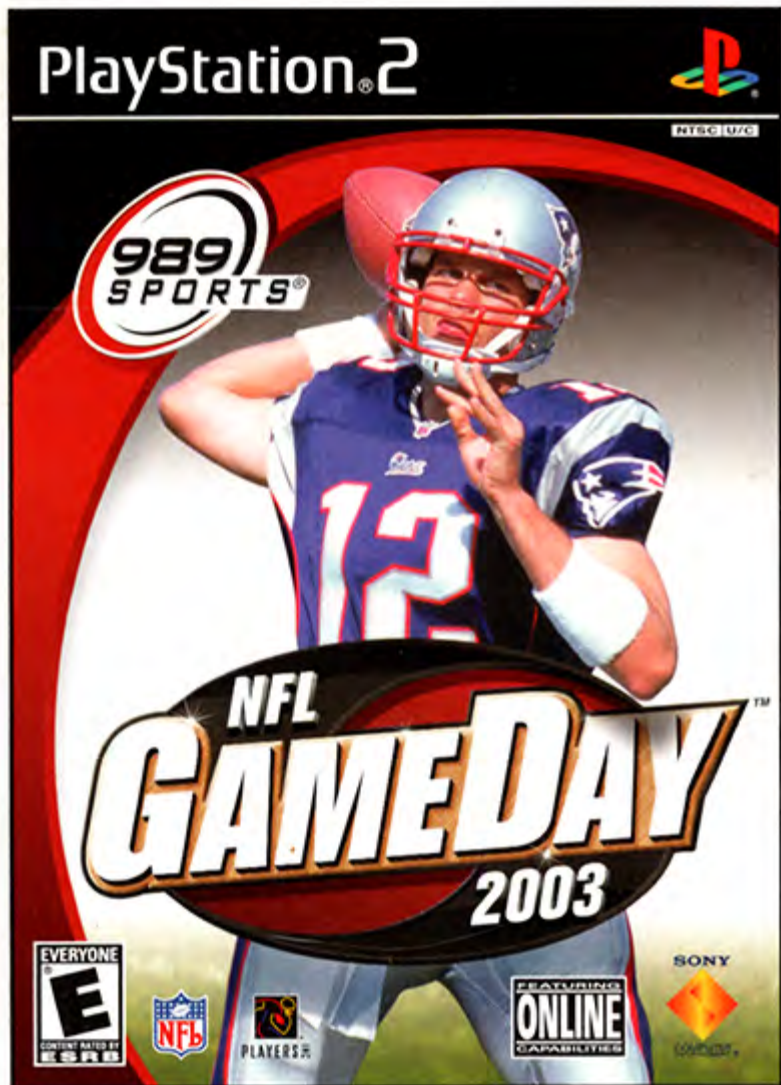
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