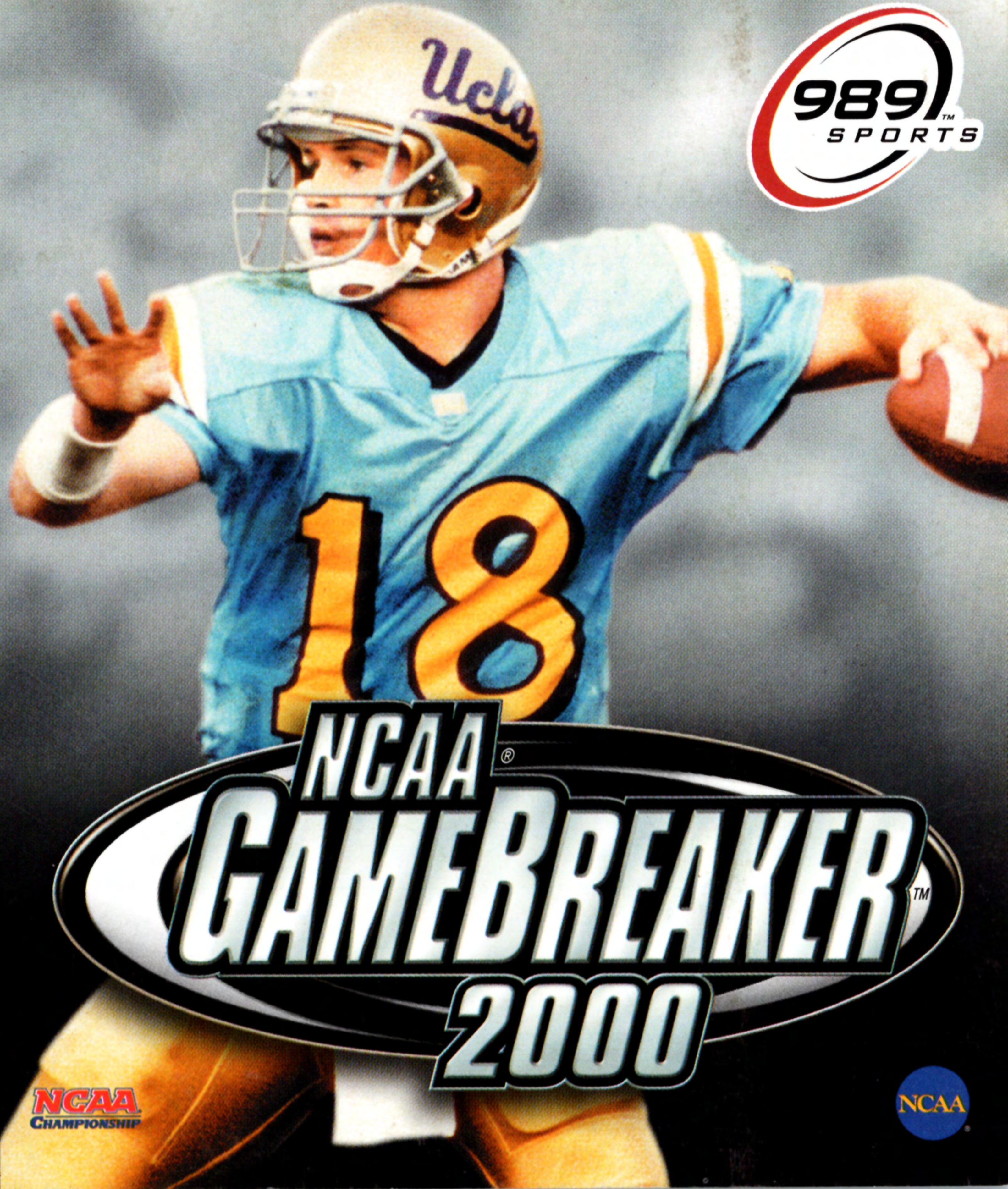




NTSC U/C

PlayStation®



NCAA® GAMEBREAKER™ 2000



SCUS-94557
94557



WARNING READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 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 game 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.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- 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 the outer edge. Never use solvents or abrasive cleaners.

NCAA® GameBreaker™ 2000 Tips and Hints

PlayStation Hint Line

Hints for all games produced by 989 Studios 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 support is available 24 hours a day, 7 days a week.

This hint line supports games produced by 989 Studios. 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**

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

989 Sports On-Line**<http://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 989 Sports.

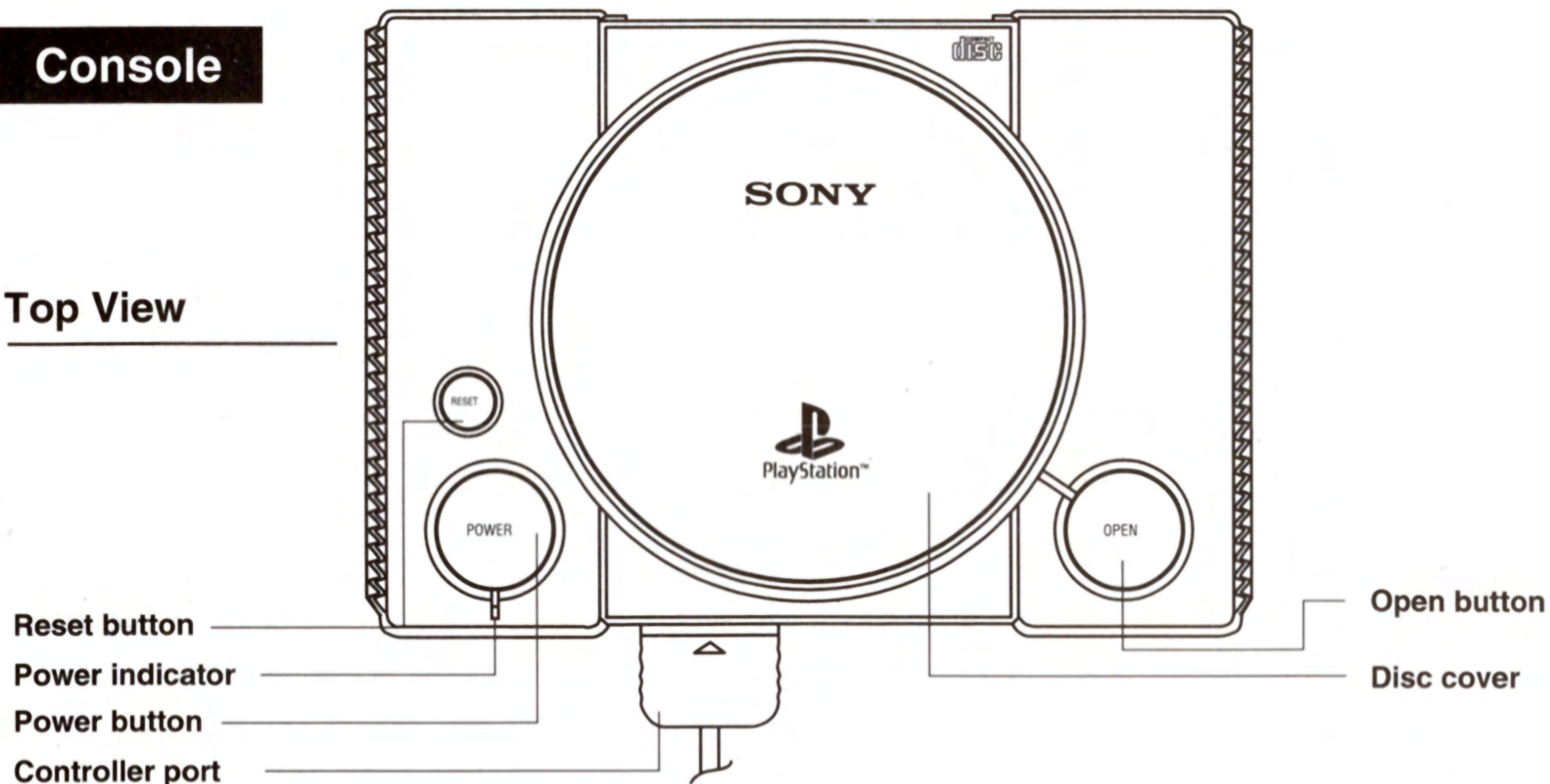
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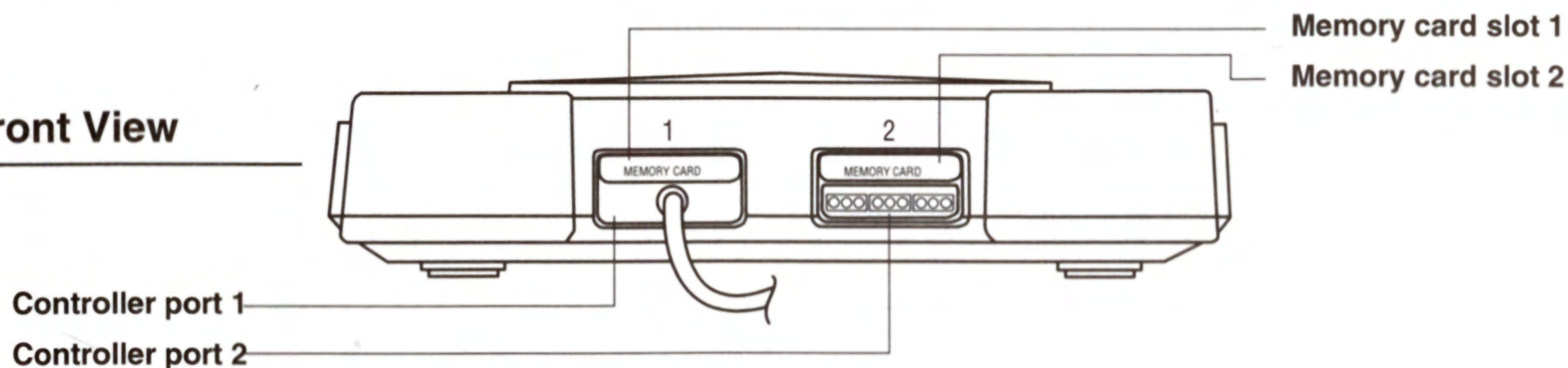
PlayStation Setup

Console

Top View

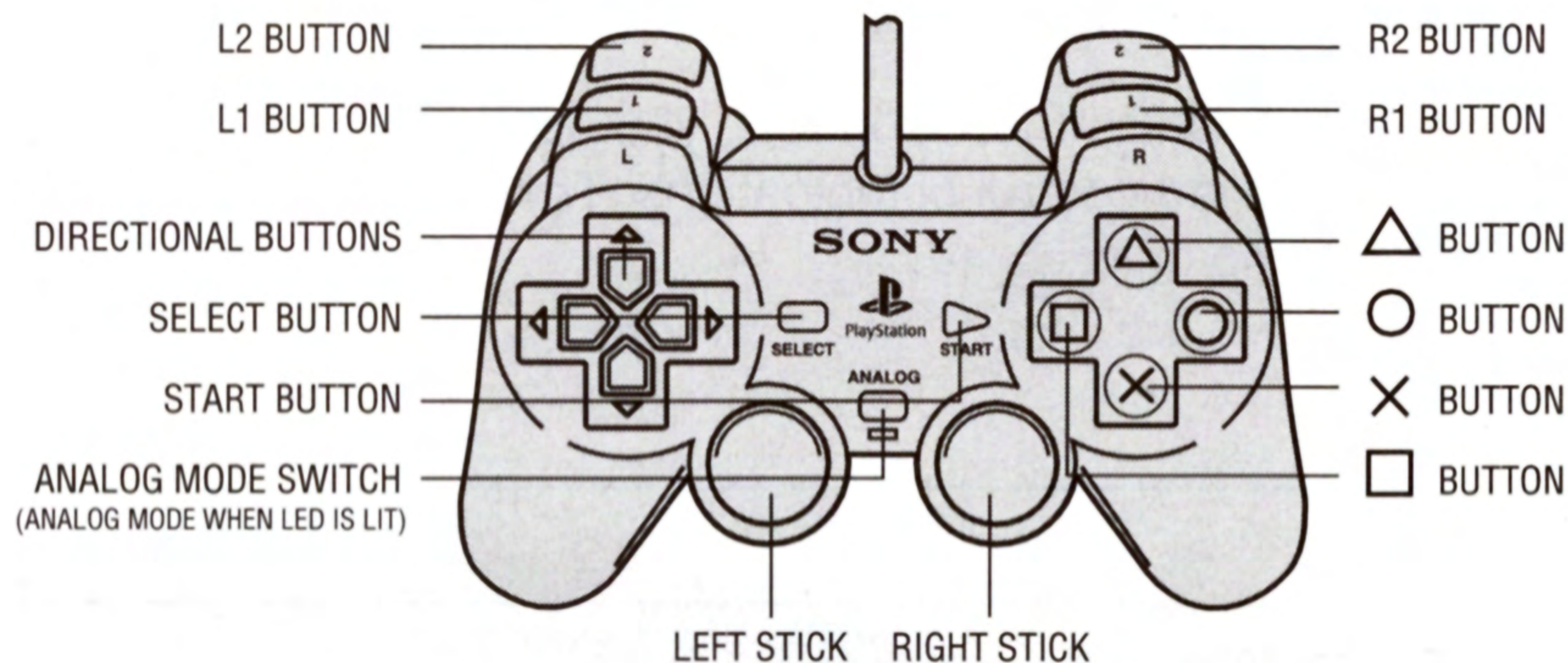


Front View



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NCAA GameBreaker 2000 disc and close the disk cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Controller Diagram



NOTE: Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Analog and Vibration mode

Memory Card/Saving Data

You must insert your MEMORY CARD before you save or load a file. NCAA GameBreaker 2000 saves user-defined options and all data for a Season, Tournament, Roster Change, Created Player, or Custom Playbook. 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. Four blocks of memory must be available on your MEMORY CARD in order to save a game file. Only one block of memory is needed to save a settings file. If you don't have a MEMORY CARD, all NCAA GameBreaker 2000 data will be lost when you turn off your PlayStation game console.

Game Controls




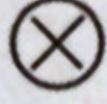
QUICK START CONTROLS

With NCAA GameBreaker's Quick Start Controls, you don't have to worry about having to learn a bunch of complicated control combinations. These basic controls allow you to get started and into the game quickly.

OFFENSE

Snap ball	⊗
Bring passing icons up after snap	⊗
Throw to a receiver	⊗, ⊠, ⊡ or ⊙
Jump catch	⊡
Special moves (spin, juke, stiff arm or shoulder charge)	⊙
Speed burst	⊗
Pitch ball Left or Right	L1 or R1

DEFENSE

Tackle	
Switch to man closest to the ball	
Jump/Deflect/Intercept	
Speed burst	
Swim moves Left or Right	L1 or R1
Forearm shiver - bump a receiver at the line of scrimmage	L2 or R2

Please reference pages 6-10 for advanced game controls.

CONTROL STYLE

Simulation provides a realistic college football game setting. Total Control allows you to control all aspects of the game.


BEFORE THE SNAP ON OFFENSE

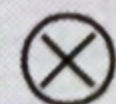
Snap	⊗
Fake hut	○ or △
Audible	◻
Brings camera back to preread wide-receivers	L1 or R1
Send wide-receiver in motion if the play is designated with a player in motion	D-Pad Left/Right
Max Pro - running back blocks	R2
Pause	START

BEFORE THE SNAP ON DEFENSE

Switch man	○
Switch to previous man	L2 + ○
Move player	D-Pad
Audible	◻

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



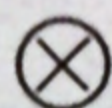
Change the direction of the kick

D-Pad Left/Right

BEGINNER OFFENSE - SIMULATION

RUNNING

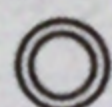
Speed burst



Dive



Special moves (spin, juke, stiff arm, shoulder charge)



Hurdle




Pitch ball Left or Right





L1 or R1

PASSING


Brings up receiver icons before snap

D-Pad + 

Throw to a receiver

, ,  or 

Spike ball after snap

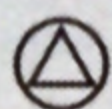
L2 + 

Pump fake

R2 + , ,  or 

RECEIVING

Jump/Catch/One-hand catch



BEGINNER DEFENSE - SIMULATION

Speed burst	⊗
Switch to man closest to the ball	⊙
Wrap tackle/Dive	⊠
Jump/Deflect/Intercept	⊡

ADVANCED OFFENSE - TOTAL CONTROL

Speed burst	⊗
Spin	⊙
Hurdle	⊡
Dive	⊠
Pitch Left or Right	L1 or R1
Stiff arm	R2
Dive over pile	L2 + ⊠
Shoulder charge	L2 + ⊗
High step	L2 + ⊡
Double spin	L2 + ⊙
Juke	L2 + R2

TOTAL CONTROL PASSING

Used in Total Control mode, Total Control Passing allows you to operate as a real quarterback. Lead, underthrow, or overthrow a receiver in any direction, based on man or zone defensive coverages.

Brings up receiver icons	D-Pad + L2 + ⊗
Throw out of bounds Left or Right once receiver icons are up	L1 or R1
No-huddle-offense (press after whistle is blown)	L2 + SELECT
Overthrow/Underthrow receiver	D-Pad Up/Down + receiver icon
Lead receiver	D-Pad Left/Right + receiver icon
Lob pass	Tap receiver icon
Bullet pass	Hold receiver icon

989 Sports' Tips:

Press R2 before the snap on a passing play to activate Max Pro. Max Pro will turn the running back designated for a pass route to remain in the backfield and block for the quarterback.

Press R2 + ⊗, ⊠, ⊡ or ⊙ to use the Pump Fake to get the defensive line to jump, leaving their feet and buying time for your quarterback to locate an open receiver.

ADVANCED DEFENSE - TOTAL CONTROL

Speed burst	⊗
Wrap tackle/Dive	⊠
Switch to man closest to the ball	⊙
Jump/Deflect/Intercept	⊠
High tackle	L2 + ⊠
Pummel tackle - jars the ball loose	L2 + ⊗
Switch to deepest man in coverage	L2 + ⊙
One-handed deflection/intercept	L2 + ⊠
Moves linebackers and defensive backs close to the line of scrimmage for bump-and-run coverage	L2 + D-Pad Down
Shifts defensive line position	L2 + D-Pad Left/Right
Swim moves Left or Right	L1 or R1
Forearm shiver - bump a receiver at the line of scrimmage	L2 or R2

MULTI-PLAYER COMPETITION

Adding a Multitap allows you to play up to a five-player game. With two Multitaps, up to four users (eight players total) can play on each team.



Pregame Setup

ATHLETIC DEPT

Use the Athletic Dept menu to view and manage team rosters.

VIEW ROSTERS


View the player rosters of each college team. Rosters will show the physical attributes and skill ratings of each player by rating each stat based on a scale of 1-100.

- D-Pad Left/Right to choose a team roster.
- D-Pad Up/Down to view the entire roster and player ratings.
- Press  and  to cycle through other skill categories.

BLUE CHIP RECRUITING

Build your program into an instant powerhouse by recruiting the nation's top blue chip incoming freshmen and junior college transfers. Play through the Season and try to get your freshmen blue chips elected to the All-Freshmen team.

GO RECRUITING

- D-Pad Left/Right to select your recruiting team or press START to have the CPU randomly select a team for you. Be sure to review Rosters to see what kind of players your team needs.
- D-Pad Up/Down to choose a Playbook. Selecting the type of Playbook your team will be using will help determine the type of quarterback you'll be recruiting. Choose a Passing or Balanced Playbook to recruit a classic drop back passing QB. Choose a Running Playbook to recruit a dynamic option QB.
- Press  to continue.

OFFICIAL VISITS

From this screen you'll choose one of five recruits from nine positions.

- D-Pad Up/Down to select a blue chip recruit. Frosh indicates a college true freshman. Junior indicates a junior college transfer.
- Press ⊗ to check a recruit and invite him on an official visit. If a school is highlighted in blue under school preferences, the recruit has given that school a verbal commitment. Flashing numbers indicate a gamebreaker. The higher a blue chip's overall attribute, the more national attention he'll attract.
- Press ⊗ to continue and repeat the previous steps to invite all nine recruits to your school.

LETTER OF INTENT DAY

On Letter of Intent Day, you'll know which recruits have chosen your school.

- D-Pad Left/Right to view the recruits that other colleges have landed. Each blue chip signing with your school will be automatically placed on the roster depth chart and issued a jersey number.
- Press ⊗ to keep the current recruiting class or △ to discard and go recruiting again.

CREATE WALK-ON

Create a coach's dream-come-true by molding a walk-on player in the form of an All-American athlete. Or simply create yourself, using your own physical attributes.

- D-Pad Up/Down to a player attribute, then Left/Right to alter the selection. Notice that the player ratings at the bottom of the screen adjust as you alter the player attributes, retaining the characteristics of a complete player. Press and hold L2 + D-Pad Left/Right to move the attribute slider more rapidly. Press R1 + R2 to reset all slider settings.
- Press ⊗ to continue.

- D-Pad Up/Down to select the team option, then Left/Right to choose a team.
- D-Pad Up/Down to select the jersey number, then Left/Right to choose a number.
- D-Pad Up/Down to select the walk-on, then Left/Right to select a player position. Determine your walk-on's position by the NCAA Prospects listing. If the prospects are an option quarterback or a halfback, select one of those two choices for your player's position.
- Press ⊗ to continue.
- D-Pad Up/Down to choose a player to replace and press ⊗.
- Press ⊗ to replace the player.

EDIT SCHEDULE

Switch a game on the schedule to a different date or give your team a breather from the college grind by creating a BYE on the schedule where it didn't exist before. You can also change the opponent of a scheduled game or simply change a game from Away to Home and give your team an advantage in an important matchup.



- D-Pad Left/Right to choose a team schedule.
- D-Pad Up/Down to choose a game on the schedule.
- D-Pad Left/Right to change opponents.
- To change the location of the game to Home or Away, press ⊞.
- To change the week to a BYE week, press ○.
- To choose a random opponent for a game, press ⊗. L2 + ⊗ will choose random opponents for the entire schedule.

LOAD/SAVE TEAMS



After you have created players and/or altering rosters, save teams to the MEMORY CARD. You can also load a previously saved team. A team cannot be loaded after a Season has been saved. 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 slot by using the D-Pad to select Card 1 or Card 2 and pressing .





To save a team/settings/seniors:

- D-Pad to Save Team and press .
- D-Pad Left/Right to select a team.
- Enter a custom name for the file by using the D-Pad Up/Down to choose a character and Left/Right to move spaces.
- Press  to save the file.

To load a team, it must have already been saved to the MEMORY CARD.

- D-Pad to Load Team and press .
- D-Pad Up/Down to select a team to load and press .

To delete a file from the MEMORY CARD:

- D-Pad to Delete and press .
- D-Pad Up/Down to choose a file to delete and press .
- D-Pad to Yes and press  to delete the file or press  to cancel.

CUSTOMIZE

Use this menu to set up game attributes.

OPTIONS

Select this option to customize the attributes of your game.

DIFFICULTY

The player difficulty will determine each player's offensive and defensive ability. Select a True Freshman or Sophomore level to prepare yourself for the challenge of playing at the Junior or Senior levels.

QTR. LENGTH

Choose the length of each quarter. There are four quarters per game plus overtime if necessary.

MUSIC

Turn the front-end and in-game college marching band music ON/OFF.

ANNOUNCER

Turn the play-by-play announcer ON/OFF.

PENALTIES

Set Penalties to Low to play a game with a minimal amount of penalty calls.

INJURIES

Turn Injuries OFF to eliminate player injuries during the game.

SPEED



Set the pace of the game.

PLAY EDITOR

Play Editor mode allows you to create custom offensive and defensive playbooks for your team. You will be able to select plays from your team's playbook and change the player assignments for each play. Once you select a play to customize, you will be able to select each player in the formation and then choose for him to run a different assignment. Setup up as many plays as can fit within the playbook. Use your creativity and see if you have what it takes to draw up successful college plays.

CONTROLLER SETUP

Set the configuration of the controller to any of four settings for offense and defense.

- D-Pad Left/Right to choose a Default or Inverted controller setup. Inverted will switch the commands for the  and  buttons.
- D-Pad Up/Down to Offense/Defense, then Left/Right to view the new controller functions.
- D-Pad Down to No Vibration/Use Vibration, then Left/Right to choose one of the two settings. To activate your DUAL SHOCK™ Analog Controller, choose Use Vibration to feel the collision of a big hit.

989 Sports' Tip:

Hold L2 after selecting a controller config to view controller functions for Total Control mode.

EASTER EGGS

Use Easter Eggs to add a unique dimension to your game. Easter Eggs are revealed to you after you defeat the CPU in any of the Season formats.

- From Add Entry, press ⊗ to activate the alphanumeric chart.
- Use the D-Pad to choose a character or option and press ⊗ to enter it. To delete a character or space, D-Pad to DEL and press ⊗. Select Clear and press ⊗ to wipe out your name and start over.
- D-Pad to DONE and press ⊗ to lock in your name and deactivate the chart.

MEMORY CARD

Use MEMORY CARD to alter the files on your MEMORY CARD. You can save games, game settings and senior players, load games and game settings or delete files. See *Load/Save Teams* for more information.

- To choose a save option, D-Pad Left/Right to Save Game, then Up/Down to select an option.

Scrimmage Games

Use Scrimmage games to prepare yourself for a Bowl Season or Tournament. Scrimmage results cannot be recorded in Season standings.


NOTE: Before starting a game, make changes to your roster and game attributes from the Athletic Dept and Customize menus.

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.

- D-Pad Left/Right to choose the Home/Away team.
- D-Pad Up/Down to choose a team. Press L2 + D-Pad to move through the teams more rapidly. Press L1 and R1 for the CPU to randomly choose two teams.

Take a look at the power ratings below each team name to determine your matchup. A flashing GB symbol means that a GameBreaker plays that position.

- Press  to view each team's power numbers for Offense, Defense, and Special Teams.



To set up Advanced Options:

- Press  to bring up Advanced Options.
- D-Pad Left/Right to change categories (School and Location, Game Time and Weather) and Up/Down to change options.
- Press  to bring up additional Advanced Options.
- From Uniforms, D-Pad Left/Right to choose a team's uniform.
- D-Pad Up/Down to change the color of the uniforms.
- D-Pad Left/Right to choose a team's Playbook.
- D-Pad Up/Down to change Playbooks. See *Play Editor* for more information on how to set up a Playbook.


PLAYING THE GAME

KICKING GAME

The kicking game is important in that it not only can score big points for your team but it determines field position, which on more occasions than not can win a game.

- Press  to put your kicker into motion and start the kick meter.
- Press  again to kick the ball. The higher the strength bar the stronger the kick.

To aim a kick:

- Once the kick meter is activated, before pressing  to kick the ball, D-Pad Left/Right to angle your kick to a certain part of the field.

SETTING UP A PLAY

Once a team has received the ball, the Play Selection screen will appear. First choose the formation for the play. The formation can be changed to three different variations for every offensive and defensive play by pressing L1.

- D-Pad Left/Right to cycle through the available formations.
- Press the associated icon button to select a formation and bring up the play selections.
- 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.
- D-Pad Left/Right to cycle through the available plays and press the associated icon button to select it.

NOTE: To return to the formation selection, D-Pad Up from the play selection.

OFFENSE


The running game is a big part of college football because it helps to control the flow of the game. It is also used as a tool to keep the clock running and keep your defense rested on the sidelines for a big fourth quarter stand.

In college football the pitch is an effective way to add an extra dimension to your running attack. Hold onto the ball as long as possible to force the defense to commit to the initial ball carrier. If the defense converges on the running back before a pitch, keep the ball and run up field.

The passing game is not a major part of most college football teams. However, those teams that can use the run to set up the pass have a much better chance of becoming national champs.

DEFENSE

Defense wins games! At least that's what most of the brilliant minds in college football think. A sound defensive team can carry a team and buy some time for a stalling offense to catch fire. Mix up your defensive schemes so the opposition can never see what's coming.

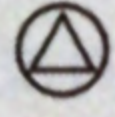
During a play, the defense will automatically converge on the ball carrier and attempt to make the tackle. You can take control of the defender marked by the designated icon. To switch to the defender closest to the ball carrier, press .

989 Sports' Tips:


OFFENSE

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

Before the snap, press R1/L1 to draw back the camera and view the passing icons associated with each receiver.

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

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

To break a tackle, press  to perform the most appropriate special move (e.g., spin, hurdle).

PAUSE MENU

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

- D-Pad Up/Down to highlight an option and press ⊗.

VIEW GAME STATS

View the stats compiled by each team during the course of the game.

- D-Pad Left/Right to view all categories of team stats.
- D-Pad Down to scroll through player stats.

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 here.

CAMERA OPTIONS

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

- D-Pad Up/Down to select the camera angle and press ⊗.

989 Sports' Tips:

DEFENSE

Cycle player control through defensive players by tapping ○.

Call defensive audibles to counteract offensive formations by pressing ◻.

Press L2 + D-Pad Down to bring linebackers and defensive backs towards the line of scrimmage.


Press L2 + D-Pad Left/Right to shift the defensive line.

Jar the ball loose with a pummel tackle by pressing L2 + ⊗.

Throw a forearm shiver at the line of scrimmage by pressing L2 or R2.

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.

- D-Pad to Defense/Offense, then Left/Right to choose a side of the ball.
- D-Pad Up/Down to Formation and Left/Right to choose a formation.
- D-Pad Up/Down to Position and Left/Right to choose a position.
- D-Pad Up/Down to Player Number and Left/Right to change a player.
- Press  to return to the game.

NOTE: Sub All Forms will place the highlighted player in all appropriate positions.

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.

- Choose a play to change by pressing the corresponding icon.
- Choose a formation for the new play.
- Choose a new play.
- Press  to accept audible changes and return to the game.

CUSTOMIZE GAME

Use Customize Game attributes to alter the difficulty level of the game.

CPU Running sets the CPU's Offensive running ability. **CPU Run Defense** sets the CPU's ability to stop the run. **CPU Passing** sets the CPU's offensive passing attack ability. **CPU Pass Defense** sets the CPU's pass defense. **CPU IQ** sets the CPU's intelligence. **Player Size** sets the size of the players on the field. **Clock Speed** sets the speed of the game clock. **Game Speed** sets the speed of the players on the field. **Announcer Volume** sets the volume of the play-by-play announcer. **Music Volume** sets the volume of the marching band music.

Fantasy League

Use the Fantasy League format to set up a game based on points earned for player and team accomplishments.

From the Fantasy Scoring screen:

- D-Pad Up/Down to choose an action.
- D-Pad Left/Right to change the point values for that action.
- Press ⊗ to continue to the Team Matchup screen. See *Team Matchup* for more information.

Tournament Season

Play a Season in which your team can compete in a Post-Season Tournament Series.

CHOOSE SEASON TEAM

- D-Pad Left/Right to choose a team. Press L2 + D-Pad to move through the teams more rapidly. Press and hold START for the CPU to randomly select a team.
- Press ⊗ to continue to the Weekly Season screen.

WEEKLY SEASON

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. Season games can be saved to a MEMORY CARD.

- D-Pad Left/Right to choose a Playbook for your team.
- Press ⊗ to play the first game on the schedule.
- To simulate a game, press ◻. Press ◻ + L2 to simulate the entire Season and then ⊗ to move to the Season menu and begin a Tournament Series.

SEASON MENU


Quit or continue a Season or Tournament and view the stats of your team and the rest of Division I-A. Your team and player stats will be highlighted in blue.

QUIT SEASON

Quits the Season in progress and returns you to the Main Menu.

CONTINUE SEASON/TOURNAMENT SERIES

Continue a Season game when you are returned to the Season menu after a finished game or load a previously saved Season from a MEMORY CARD. 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 to play in the National Championship.

- Press  to simulate each round of the Tournament Series.
- D-Pad Left/Right to view each round of the Tournament Series as they are simulated.

NCAA PROGRESS

View the schedules of all the teams in Division I-A and the scores of the games completed.

- D-Pad Left/Right to choose a team. D-Pad + L2 will move through the teams more rapidly.

TEAM HOME PAGE

View the Season highlights of your team.

STATISTICS

View statistical leaders of Division I-A Conferences.

- D-Pad Left/Right from the NCAA title bar to select Conference, Single Team, or Entire NCAA.
- D-Pad Up/Down to the next category, then Left/Right to select a Conference or Single Team.
- D-Pad Up/Down to Team or Player Stats and press ⊗.
- D-Pad Left/Right to view each category.
- D-Pad Up/Down to view other teams or players. From Player Stats, press ◎ to cycle through all stat categories.

RANKINGS

The Rankings menu allows you to view the status of post Season awards and keep track of the league and its leaders.

CONFERENCE STANDINGS

View the standings for each Conference.

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.

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-America, All-Freshman Team, and All-Conference.

Bowl Season

Play a Season in which Bowl game eligibility is based largely on the Bowl Coalition. For instance, the #1 and #2 ranked teams will face off in the GameBreaker Bowl. See *Tournament Games* for descriptions of Season menu items.

When a Season is complete, from the Season menu:

- D-Pad Up/Down to Bowl Games and press ⊗.
- D-Pad Left/Right to choose a Bowl Game and press ⊗. To simulate a bowl game, press ◻.
- From Uniforms, D-Pad Left/Right to choose a team's uniform.
- D-Pad Up/Down to change the color of the uniforms.
- D-Pad Left/Right to choose a team's Playbook.
- D-Pad Up/Down to change Playbooks. See *Play Editor* for more details on how to set up a Playbook.
- Press ⊗ to play.

NOTE: A Season team can only play in the Bowl Game to which it is invited.

Career Mode

Career Mode gives you an opportunity to test your skills as a college coach. From among the NCAA's Division 1-A teams, you'll be able to select a job from a number of smaller schools and help build that team into a competitive institution on the gridiron. After selecting a job, play out the Season. Depending on the accomplishments of your team and the area in which you did your coaching, you could be in a position for a coaching promotion or better job offer from another school. If your team falls short of its goals however, you could get fired!

- D-Pad Up/Down to choose a job offer.
- D-Pad Left/Right to select a school.
- Press ⊗ to continue.
- D-Pad Up/Down to select a Playbook. See *Play Editor* for more information.
- Press ⊗ to continue and go recruiting. You will be recruiting from nine positions. See *Blue Chip Recruiting* for more information.

NCAA GameBreaker 2000 Credits

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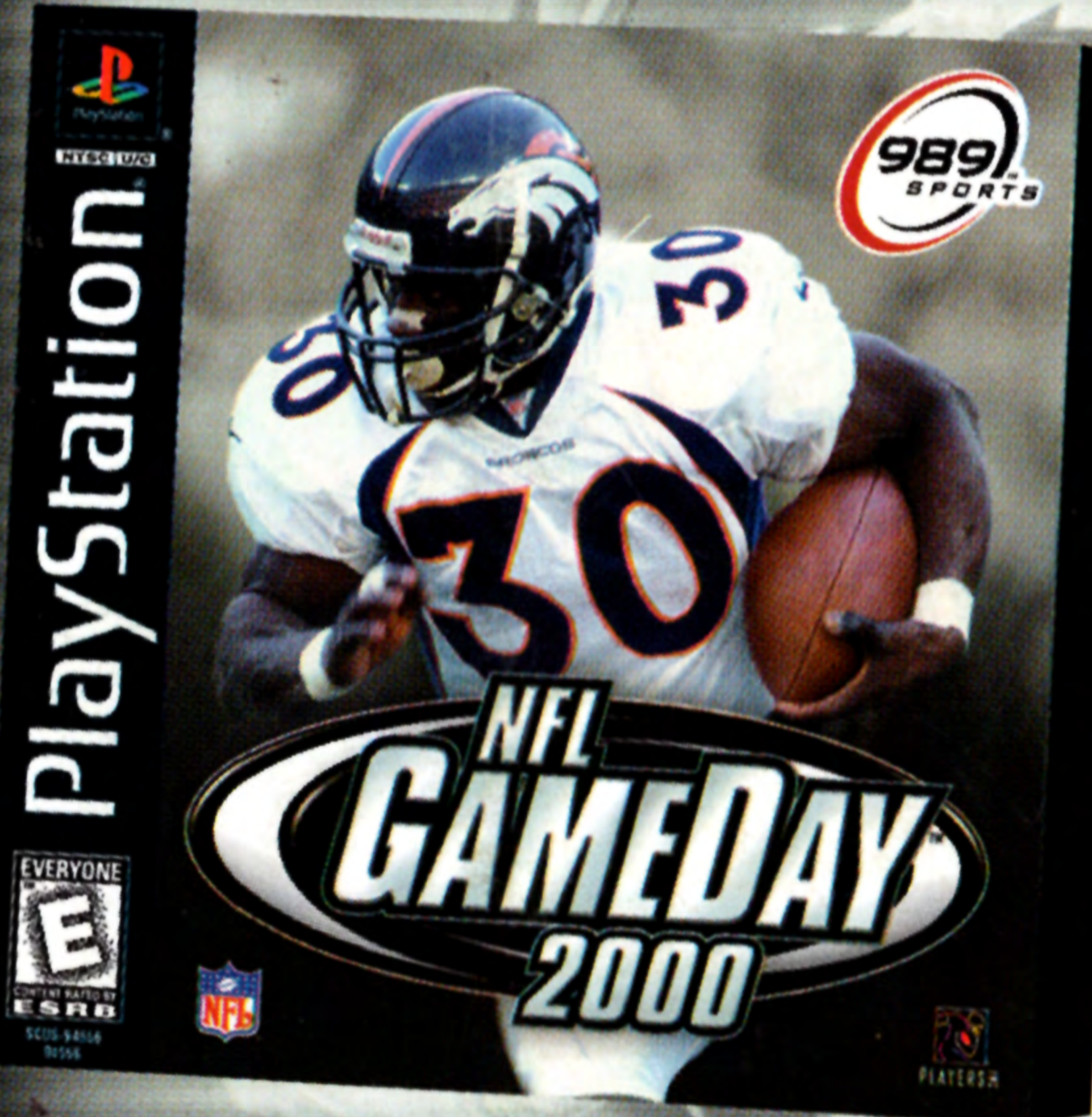
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