



NTSC U/C

PlayStation™

KIDS TO ADULTS



SCUS-94172  
94172

# NCAA® GAME BREAKER™ 98



SONY



COMPUTER  
ENTERTAINMENT™

**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 heater 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™ '98 Tips and Hints**

PlayStation™ 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 & \$5.00-\$20.00 for card recharge

For US callers, game counselors are available 7AM-7PM PST, 7 days a week. 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**

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.

### **PlayStation On-Line**

**<http://www.playstation.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™game console.

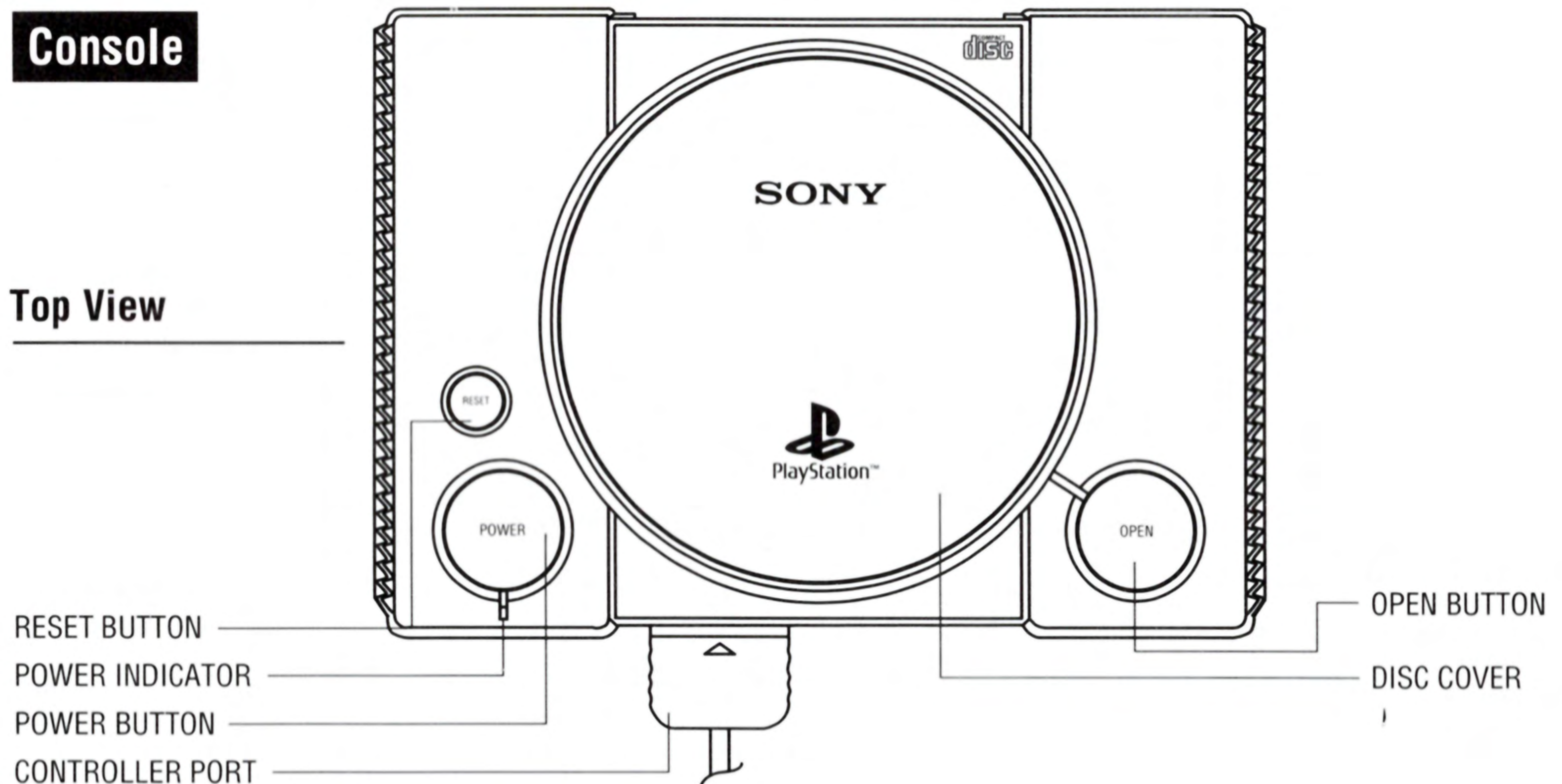
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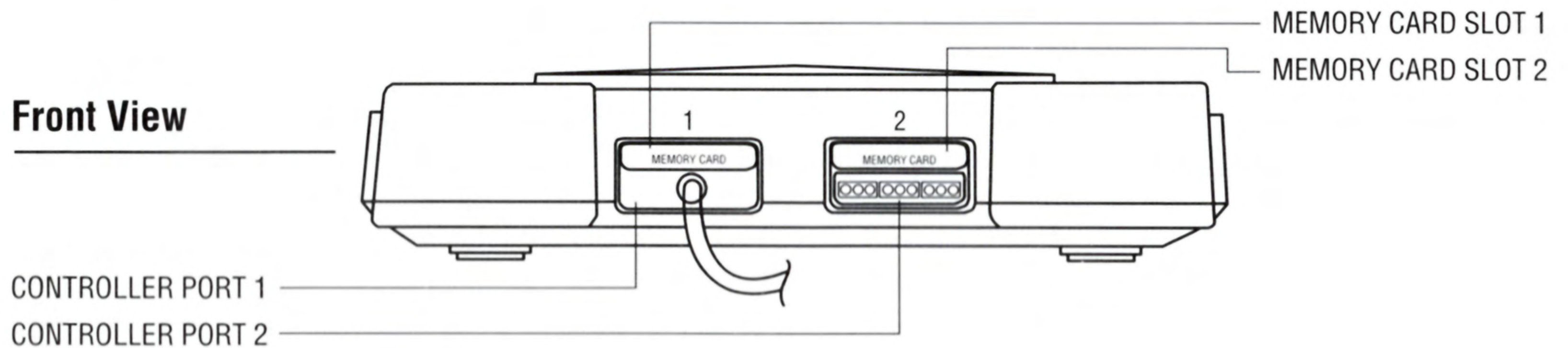
# PlayStation Set-up

## Console

### Top View



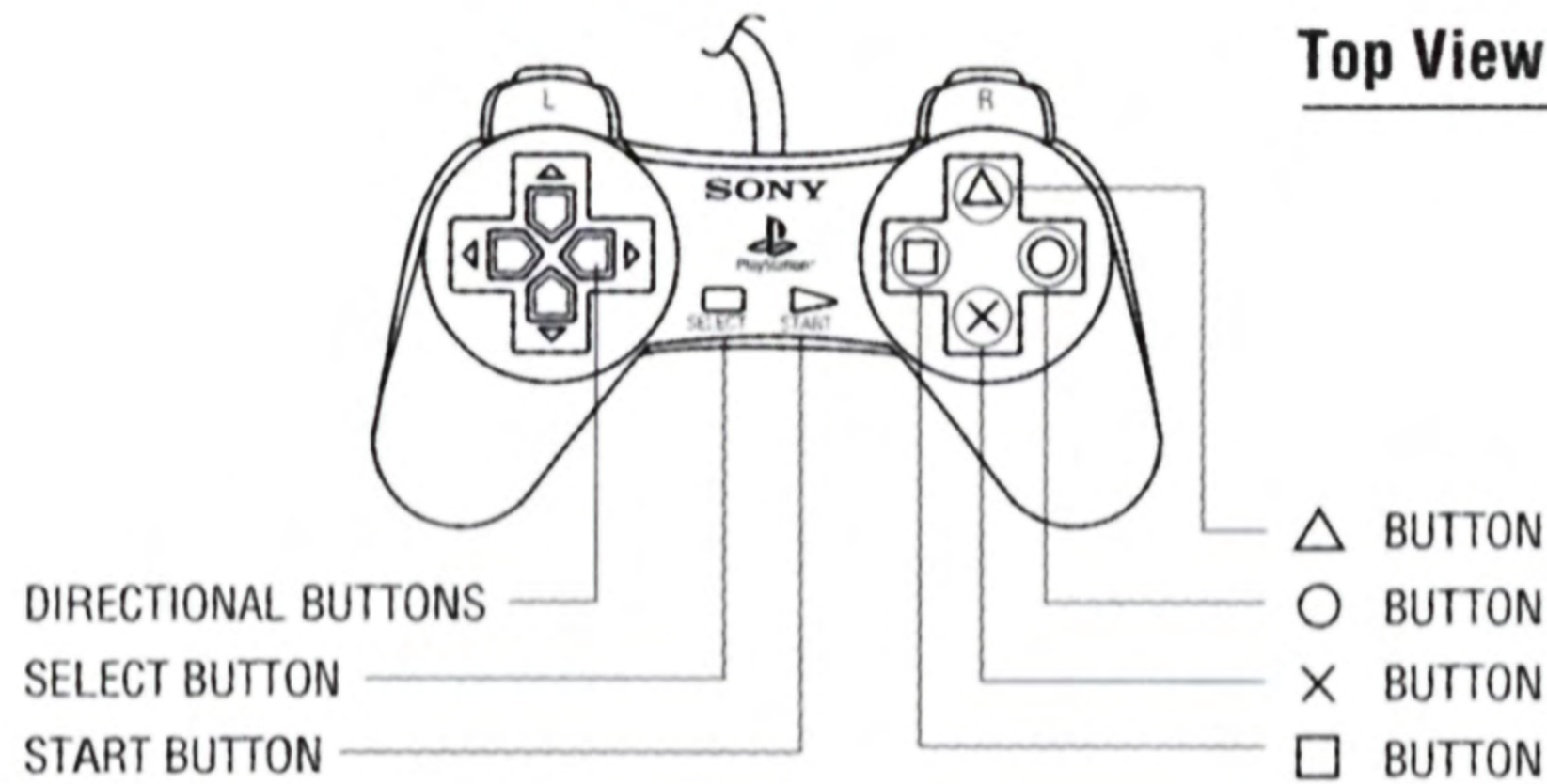
### Front View



**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™ '98 disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.**

# Controller Diagrams

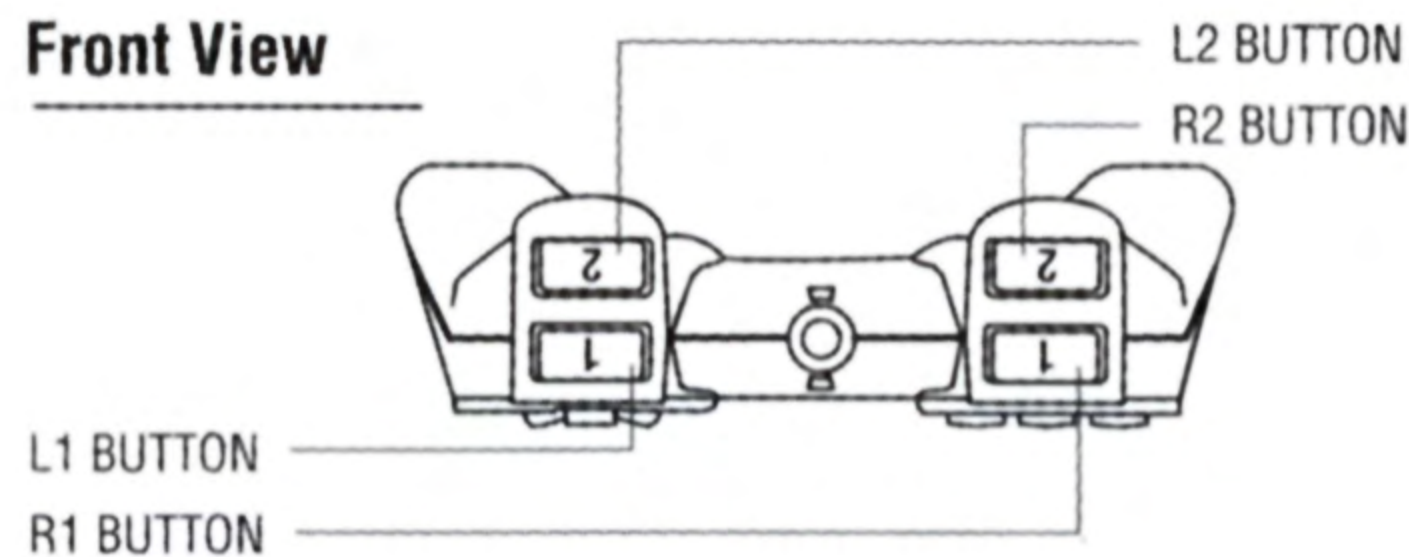
**Regular Controller**



**Analog Controller**



**Front View**



## Memory Card/Saving Data

You must insert your Memory Card before you start a Season, change a Roster, or Create a Player to save your progress. NCAA GameBreaker '98 saves user-defined options and all data for a Season, Roster Change, Created Player, or Created Play. Save/Replace will also appear after Creating a Player or after a Play has been created. You must save at this screen to retain all Roster data, Created Player data, or Play data. Only one file can be saved at a time. If you don't have a Memory Card, all NCAA GameBreaker '98 data will be lost after turning off your PlayStation game console.

# Analog Camera System™

SCEA Inc. has developed an astounding new way to view the game from the playing field for NCAA GameBreaker '98. This version gives you a unique real-time perspective with a camera implementation called the Analog Camera System (ACS). ACS allows you to view the field like a quarterback. Here's how it works.

Using the Analog controller, make sure that the indication light in the middle of the controller is set to red. This will give you full use of the Analog controller. When the game begins, you can control the ball carrier with the left joystick and gain a real-time view of the playing field with the right joystick. At no other time has there been a way to run in one direction with the ball and look in the other to find a possible hole, avoid blindside hits, or setup a block. With ACS, you can now compete on a level playing field with the defense.

To use ACS:




- On offense, after the ball is snapped, immediately press down on the right joystick and keep it held down throughout the play. An ACS icon will appear at the bottom of the screen indicating that the ACS feature is in use.
- As you control the ball carrier with the left joystick, move the right joystick Right/Left to scan a direction of the field.
- Make adjustments in running based on your perception of the defensive pursuit of the ball.
- Release the right joystick to deactivate ACS.

# Game Controls




NCAA GameBreaker '98 has two sets of game controls to accommodate the beginner and advanced user.

**HINT:** In simulation mode, press the  button to perform the most appropriate special move.




## General Controls

	Snap
 / 	Hut
D-Pad	Move player/Angle kick
Start button	Pause

## Before the Snap on Offense

	Audible
	Fake hut
	Snap
L1/R1	Prereads wide receivers

## Before the Snap on Defense

	Switch man
	Audible
D-Pad	Move player
L2 + 	Switch man backwards

# Beginner Offensive Controls - Simulation and Fantasy

## Running



Speed burst



Dive/Dive over pile



Special move (Spin, Juke, Stiff arm, Shoulder charge)

L2

Juke

R2

Stiff arm

R1/L1

Pitch the ball Right/Left

## Passing

D-Pad +

Brings up receiver icons

, , ,

Throw to a receiver

## Receiving



Jump/Catch

# Defensive Controls - Simulation and Fantasy



Switch to defender closest to the ball



Tackle/Wrap Tackle



Jump/Block/Intercept



Speed burst

R1/L1

Swim move Right/Left - Penetrates the line of scrimmage









R2/L2

Forearm shiver - Bump a receiver at the line of scrimmage




# Advanced Offensive Controls - Total Control





## Running

	Speed burst
	Spin
	Jump/Catch
	Dive
R1/L1	Pitch Right/Left
R2	Stiff arm
L2	Access Total Control
R2 + L2	Juke
L2 + 	High dive
L2 + 	Shoulder charge
L2 + 	One-handed catch
L2 + 	Double spin

## Total Control Passing™

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.

D-Pad + L2 + 	Activates Total Control Passing™
D-pad Up/Down + icon	To overthrow/underthrow receiver
D-Pad Left/Right + icon	To lead receiver

**HINT:** For a bullet pass, hold an icon button (, , , ). Tap an icon button for a lob pass.

R1/L1  
L2 + Select

Throw ball away Right/Left  
No huddle offense after whistle is blown

### Receiving

△  
L2 + △

Jump/Catch/Dive  
One-handed catch

### Advanced Defensive Controls - Total Control

□  
⊗  
○  
△  
L2 + □  
L2 + ⊗  
L2 with ○  
L2 with △  
R1/L1

Tackle/Wrap tackle  
Speed burst  
Switch to defender closest to the ball  
Jump/Block/Intercept  
High dive tackle  
Power tackle - Jars the ball loose  
Switch to deepest defender in coverage  
One-handed jump deflection/interception  
Swim move Right/Left - Penetrate the line of scrimmage  
Forearm shiver - Bump a receiver at the line of scrimmage

R2

### Kicking/Punting

Press ⊗ to bring up Kick Meter. Press ⊗ again for distance  
(Higher on the meter = stronger kick).

D-Pad

Change the direction of the kick

## Multi-Player Competition

Adding a Multi tap allows you to play a five player game. If you have two Multi taps, up to eight people can play.

## Fatigue

Some players become fatigued as the game progresses. If a player slowly walks up to the line of scrimmage, he is tired and will perform below his attributes. Make a substitution to get a fresh player into the game. See *Substitutions* for more details.

# Setting Up the Game

## MENU NAVIGATION

From the Main menu, use the directional arrow pad (D-pad) to highlight the menu options and cycle through its available options. Use the ⊗ button to accept selections and to bring up the next menu. The △ button is used to exit a selection, and return to a previous menu.

## PLAY GAME

- Hold L2 and press ⊗ at Play Game to jump strait to a scrimmage game.
- Hold L2 and press △ to return to the Main menu from most screens.

## GAME STYLE

**Simulation** provides a realistic college football game setting. **Total Control** allows you to control all aspects of the game. **Fantasy League** is the ultimate test of skill; never the same game twice.

## GAME TYPE

Test your skill in a full season or tournament, or match up with any team in a scrimmage.

### SCRIMMAGE

Use scrimmage games to prepare yourself for the Bowl and Tournament seasons. Scrimmage results are not recorded in season standings. Highlighting this option and pressing the ⊗ button will bring up the Team Matchup screen.

**NOTE:** Before starting a game, go to the Rosters menu to make changes to your roster and the Options menu to set up your game attributes.

### TEAM MATCHUP

Play with any Division I-A team or a great college team of the past. Notice the power ratings of each team's offense, defense, and special teams.

- D-Pad Right/Left to cycle through the Away teams. Press the L2 button with the D-pad to move quickly through the teams.
- Press ⊞ to cycle through team power numbers for Offense, Defense, and Special Teams.

**HINT:** If your opponent has a low power rating for run defense, select a team that can wear them down with a powerful running attack. Also, you may want to change your playbook to include additional running plays.

- Press ⊙ to choose a Home team and use the D-Pad to cycle through the teams.

- D-Pad Down/Up to select a playbook. See *Create Playbook* for more details on how to setup a playbook. Press the ⊗ button to bring up the controller screen. D-Pad Left/Right to assign a controller to each team. In a one-player game, leave one controller in the middle to play the computer.

In a **multi-player game**, the appropriate equipment is needed. A Multi tap must be used to allow more than two and up to eight players to compete. A maximum of four players can play per team.

- Press the ⊗ button to play or △ to exit.

## **FANTASY LEAGUE GAME**

Customize the point system for a scrimmage.

## **BOWL SEASON**

Play a season in which bowl game eligibility is based largely on inter-conference play. For instance, the winner of the Big Ten conference will meet the Pac-10 champions in the Rose Bowl.




## **NEW SEASON**

Begin a new Bowl or Tournament season. Season results can be saved to the memory card.

- Select New Season and press ⊗ to bring up the Choose Season Team screen.
- D-Pad Right/Left to view each team's schedule and select a team. Press the L2 button to move through the teams quickly.
- D-Pad Down/Up to select a playbook. See *Create Playbook* for more details on how to setup a playbook.
- Press ⊗ to continue.

## **PLAY OR SIMULATE GAME**

Play the game on the schedule or simulate the week's games for every team and play the following week's opponent.

- Press  to play the game or  to simulate.
- Press L2 +  to simulate an entire season.

## **CONTINUE SEASON**

Continue a previously saved season from the memory card or when you are returned to this screen from a game.

## **VIEW SCHEDULES**

View the schedules for each division I-A NCAA team.

**HINT:** Play with a team considered having an easy schedule and breeze into a January 1 championship game or bowl.

## **SEASON REPORT**

View season reports to keep track of the league and its leaders.

**NOTE:** The season teams and its players will be highlighted in blue.



## **TEAM STATS**

View the statistics of each team from around the division I-A NCAA.

- D-Pad Right/Left to cycle through other rankings.
- D-Pad Down/Up to view other team rankings.

## **PLAYER STATS**

View player statistics.

- D-Pad Right/Left to cycle through other rankings.
- D-Pad Down/Up to view other players.
- Press  and  to view more stats.

## **CONFERENCE STANDINGS**

View the standings for each conference.

- D-pad Right/Left to cycle through all of the conferences.
- D-Pad Up/Down to view the rest of the split conferences.

## **TOP 25**

Updated each week, view the rankings of the top 25 teams as well as all other division I-A teams.

- D-Pad Down/Up to view the entire list of teams.

## **AWARDS (5 candidates per award)**

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

- D-Pad Right/Left to cycle through all of the award categories.

## **COLLEGE ALL-AMERICA TEAM**

Updated each week, view the list of the College All-America's first and second teams.

- D-Pad Right/Left to toggle between offense and defense.
- D-Pad Down/Up to view the entire list.

## **TOURNAMENT**

After a season is completed your team can compete in a post season tournament. The top sixteen teams in the country at the end of the season will be bracketed into four regions. Each regional winner will play in a semi-final matchup to determine the two teams to play in a National Championship. See *Bowl Season* for details on season menus.

## ROSTERS

Select Rosters to view the entire player roster of every division I-A college team and to create walk-on players.

### VIEW ROSTERS

View the player ratings at each position of any team. Ratings are based on a scale of 100.

- D-Pad Right/Left to choose a team roster.
- D-Pad Up/Down to view the entire roster and player ratings.

### CREATE WALK-ON

Create a walk-on player that can dominate a game.

- D-Pad Down/Up to a player attribute and D-Pad Left/Right to alter the selection. Notice that by altering one player attribute, the others are adjusted automatically to try and retain the characteristics of a complete player.
- Hold L2 to move the attribute slider faster Left/Right.
- Press R1 + R2 to reset all slider settings.

Also notice that the player ratings at the bottom of the screen will adjust as player attributes are set.

- Press the ⊗ button to move on.
- D-Pad Right/Left to choose the team of the walk-on, then D-Pad Down to choose a number and position.
- Press ⊗ and D-Pad Down/Up to highlight a player on the roster at that position to replace.
- Press ⊗ to replace the player and bring up a confirm replace box.
- D-Pad Down/Up to replace and press ⊗.



## LOAD & SAVE TEAMS

After creating players and altering your rosters, save your teams to the memory card. Or, load a previously saved team from the memory card.

**NOTE:** A team cannot be loaded after a season has been saved. Must finish or cancel season before starting a new one, or power down and start from reboot.

## OPTIONS

Use the options menu to customize your game. Use the D-Pad to navigate through the menu and make your selections.

Select a sophomore or junior **LEVEL** to prepare yourself for the challenge of playing at the Senior or All-American levels. Set the number of minutes to play per quarter with **QTR LENGTH**. Use **MUSIC** to hear College marching bands during the game. With **ANNOUNCER ON**, hear the play-by-play of the game. Turn **PENALTIES OFF** and play a game without penalties. Turn **INJURIES OFF** to eliminate player injuries during the game. Set the pace of the game with **SPEED**. Change the weather conditions from the default setting of sunshine with **FORECAST**.

## CONTROLLER SETUP

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

- D-Pad Right/Left to choose different controller setups.
- D-Pad Down to Offense/Defense, then Right/Left to view the controller functions for offense and defense.

Different controller setups exist for Total Control games.

- Hold L2 after selecting a configuration to view Total Control controller functions.


## CREATE PLAYBOOK




Create different playbooks for game competition. This feature allows you to create, delete, or customize plays for your team's playbook. Change a shotgun formation with a deep post route into an I formation with a curl route.

- D-Pad Right/Left to select a playbook.

**BALANCED** is a combination of passing and running plays. **PASSING** is geared towards a passing attack. **RUNNING** is geared toward a running attack. **CUSTOM** brings you to the memory card screen where you can load a previously saved playbook.

- D-Pad Down to formation under Play to Replace.
- D-Pad Right/Left to select a formation.
- D-pad Down to Play, then Right/Left to select a play to replace.



Change the name of the play by pressing  and using the D-pad Up/Down, Right/Left to spell out a new name.

- D-Pad Down to New Play Type, then Right/Left to select a new play.
- D-pad Down to New Route, then Right/left to select a new route.
- Press  or  to highlight a player in the route as a key player.
- D-pad Down to Register Changes and press .

To save playbook changes or discard changes, from Register changes,

- D-Pad Right/Left to the appropriate option and press .

To exit,

- D-pad Up to Playbook to Modify and press .
- If the previous playbook has been modified, D-pad Down/Up to Keep Changes or lose changes and press .

## **MEMORY CARD**

Manage the files on your Memory Card.

### **SAVE GAME**

Save a season or tournament game to the Memory Card.

- D-Pad Up/Down, Right/Left to name the game and press ⊗.
- Press ◻ to delete a letter and ○ to add a letter.
- Press △ to exit.

### **LOAD GAME**

Load a previously saved game from the Memory Card.

- D-Pad Down/Up to select a game and press ⊗.

### **MEMORY CARD 1 / 2**

Show the available slots on the Memory Card.

- D-Pad Right to view available slots on Memory Card Slot 2.

### **DELETE FILES**

When Delete Files is selected, a list of files on the Memory Card is shown.

- D-Pad Down/Up to highlight a file to delete.
- Press ◻ to delete the file or △ to exit.

### **FORMAT CARD**

Formatting a card will delete all files from that card.


# Pausing the Game

## PAUSE MENU

Press the Start button to stop play. Use the Pause menu to view game statistics, and further customize the game.





### VIEW GAME STATS

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

- D-Pad Right/Left to all categories of team stats.
- D-Pad Down/Up to scroll through players.
- Press  to exit.

### INSTANT REPLAY

Gives you a second chance to view the latest play. Use the unique camera angles and player switching to get the best possible view of the replay. Use the D-pad to move the focus of the replay to different players.

	Runs play. Press for continuous flow or tap for frame-by-frame viewing.
 , 	Move camera angle.
	Reverses play
L1/L2, R1/R2	Moves camera angle.
Start	Exit

### CALL TIME-OUT

Each team receives three time-outs per half. The number of time-outs remaining will be shown here.

## CAMERA OPTIONS

Choose from a wide variety of camera angles for your game.

- D-Pad Down/Up to select the camera angle and press ⊗.
- D-Pad to Exit and press ⊗ or press △ to exit.

## SUBSTITUTIONS

Use this option to substitute a player off of the bench for anyone on the field.

- D-Pad to highlight a menu item and press ○ to cycle forward or □ to cycle backward through the options.
- Choose the formation and position to substitute.

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

- Press △ to exit.

**NOTE:** Offensive players switched to defensive positions will only be credited with offensive statistics, while defensive players switched to offensive positions will only be credited with defensive statistics.

## CHOOSE AUDIBLES

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

- Choose a play to change by pressing the corresponding icon.
- Choose a formation for the new play.
- Select a new play.
- Press ⊗ to exit.

## CUSTOMIZE GAME

Use Customize Game attributes to alter the difficulty of the game. Press ⊗ to toggle through the attribute options.

Use **PHYSICS** to set the responsiveness to the D-pad of the players on the field. Set the size of the players on the field with **PLAYER SIZE**. Increase or decrease the computer's offensive running ability with **CPU RUNNING**, the computer's passing attack ability with **CPU PASSING**, the computer's defensive run stop ability with **CPU RUN DEF**, the computer's defensive pass coverage ability with **CPU PASS DEF**, and the computer's intelligence with **CPU GPA**.

Set the speed of the players on the field with **GAME SPEED**, the speed of the clock with **CLOCK SPEED**, the identification of the players on the field with **SHOW**, and quit the current game and return to the Main menu with **QUIT GAME**.

## KICKING GAME

In a kicking situation, a power meter will be displayed on the screen. Press the ⊗ button when the strength bar reaches the top of the meter. To guide a kick toward a sideline or angle it through the goalposts, D-Pad Left/Right to angle your kick into the corners.

**HINT:** When the wind is in your face and you're attempting a long field goal to win in the final moments of a game, call a fake field goal and go for the first down if there is at least 20 seconds to play. Remember, in college football the clock stops on a first down and you can setup a closer field goal attempt.

## **SETTING UP A PLAY**

Once a team has received the ball, the Play Selection screen will come up. First choose the formation for the play. The formation can be changed to three different variations for every offensive and defensive play by pressing R2.

- 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.
- To return to the formation selection, D-Pad Up 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.

- D-Pad Left/Right to cycle through the available plays and press the associated icon button to select it.

## **OFFENSE**

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

**HINT:** Before the snap, use the fake hut control to try and draw the opposition off sides. Also, confuse the defense by calling an audible or running the no-huddle offense.

See the game controls for a complete list of offensive moves.

### **NO-HUDDLE OFFENSE**

- Press L2 with the Select button to run the last play you selected.

## **RUNNING**

The running game is a big part of college football in that 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.

**HINT:** To use the pitch move effectively, hold onto the ball as long as possible to force the defense to commit to the initial ball carrier. Just before the defense makes the hit, pitch the ball to the running back. If the defense converges on the back before the pitch, keep the ball and run to daylight.

## **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 ⊗ to show the button symbols, then press the button of the receiver you would like to throw the ball to.

**HINT:** To increase your chances of catching the ball in coverage, press △.

## **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 audibles to match your team up with the offensive play calling.

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 red circle. To switch to the defender closest to the ball carrier, press ◎.

See the game controls for a complete list of defensive moves.

**HINT:** In a passing situation (third down and 6-10 yards to go for a first down), call a bump and run defensive formation. As soon as the ball is snapped, bump the receiver at the line of scrimmage with the forearm shiver move (R2) and try to take him out of the play.



# **NCAA<sup>®</sup> GameBreaker<sup>™</sup> '98 Credits**

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## NEW 3D POLYGONAL PLAYERS & MOTION CAPTURED ANIMATION

▶ Players look over their shoulder to receive a pass, perform lean & crossover turns while skating forward and backwards, and Revolutionary Secondary Goalie saves means if a goalie doesn't have time to get up from a stack the pads he'll reach out with his stick or glove to make the save from the ice.

## REAL PLAYER ATTRIBUTES

▶ All players scaled to actual height and weight with names and numbers on their jerseys. Each player's skills are based on their actual stats. Advanced artificial intelligence means they perform like they do in the NHL®.

## UNPRECEDENTED STRATEGY CONTROL

▶ Change the style of your offense and defense. Stifle your opponent with the Detroit Red Wings' Left Wing Lock. ICON PASSING™ lets you shoot and pass like the pros.

## NHL AUTHENTICITY

▶ All New Arenas featuring shaking glass, flying water bottles off the net, and lens flares from goal sirens with genuine ice designs. Updated team uniforms and rosters.



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