
PlayStation
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989 SPORTS
DUKE
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NCAA
FINAL FOUR
2000
NCAA CHAMPIONSHIP
NCAA

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Game Controls

QUICK START CONTROLS

With NCAA Final Four 2000's Quick Start Controls, get right into the flow of the game without having to learn a bunch of advanced control combinations. These basic controls allow you to get into game action quickly.

OFFENSE

Protect ball	□
Shoot	⊗
Pass	○
Pump fake	△
Turbo	R1

989 Sports' Tip:

Press △ and go right around the defender for an easy layup by getting him to leave his feet with a pump fake.

DEFENSE

Steal	□
Jump/Rebound	⊗
Switch to closest player to the ball	○
Auto defense	△
Turbo	R1

989 Sports' Tip:

On defense, press △ to "auto defend". This will help keep your defensive player in position and decrease the offense's chances of getting an easy score.

ADVANCED OFFENSE

Icon Passing	L2 + △, □, ⊗, or ○
Icon Cutting	R2 + △, □, ⊗, or ○
Icon Screening	R2 + L2 + △, □, ⊗, or ○
Special dribble	L1
Alley oop	R2 + △, □, ⊗, or ○ followed by L2 + △, □, ⊗, or ○
Call an offensive play	SELECT + △, □, ⊗, or ○
Pass while in air after starting a shot	○
6th man/Taunt	L1 + L2 + R1 + R2

ICON PASSING™

Allows you to pass the ball to any teammate. Hold L2 to bring up the passing icons and pass the ball by pressing the icon button that corresponds to that of a teammate.

ICON CUTTING™

Allows you to direct any teammate to cut to the basket. Hold R2 to bring up the cutting icons and press the icon button that corresponds to that of a teammate.

ICON SCREENING™

Allows you to set a pick for a teammate to give him an open look. Hold R2 + L2 to bring up the screening icons and press the icon that corresponds to that of a teammate.

FREE THROW LINE

Dribble	L1
Spin ball in palm of hand	R1
Bounce ball with backspin	L2 or R2
Shoot	⊗

ADVANCED DEFENSE

Intentional foul	L1
Icon Switching	L2 + △, □, ⊗, or ○
Cherry pick	R2 + △, □, ⊗, or ○

ICON SWITCHING™

On defense, press L2 to bring up the icons shown under your players. Press the icon of the player you want to switch to on defense.

989 Sports' Tip:

Pressing △ after a rebound will have your player clear out by swinging his elbows or cover up by hugging the ball.

Pregame Setup

MENU NAVIGATION

From each menu, use the directional arrow pad (D-Pad) Up/Down to highlight the menu options, and when an option is entered, Left/Right to cycle through the available options. Press ⊗ to bring up the next menu or △ to return to a previous menu.

ROSTERS

The Rosters option gives you a chance to alter the roster of any collegiate team. A team's roster cannot exceed 12 players.

SELECT TEAM

Change the look of a team's roster by selecting the team here. To view the Conferences and Schools in alphabetical order, press L1/R1.

- D-Pad Left/Right to choose a CONFERENCE. To select a team from our entire field of NCAA teams, make the selection ALL.
- D-Pad Up/Down to SCHOOL and then Left/Right to choose a team.

LINE UP

Edit the starting lineups for the team that you've selected. Substitute a starter for a player off the bench or from the list of recruits whose attributes you can change.

- D-Pad Left/Right to view the attributes of each starter.
- D-Pad Up/Down to select a starter to replace.
- Press □ to choose a player from the bench or ○ to choose from the list of recruits.
- D-Pad Up/Down to highlight a player as the replacement.
- Press □ to substitute a player from the bench or ○ to use a recruit.

RECRUITS

Create 12 recruits that can be added to your starting lineups. Use the attributes listed to shape a player into an All-American talent or simply create yourself using your own characteristics.

- Press L1/R1 to choose a recruit.
- D-Pad Up/Down through the player attributes and then Left/Right to make changes.
- Press ⊗ when you are done.

RESET ROSTERS

Rosters can easily be restored to their original setup. Choosing this option will also reset any season or playoff not saved to the MEMORY CARD.

OPTIONS

Use the following options to control game attributes.

HALF LENGTH

Choose the length in minutes of each half.

GAME SPEED

Choose the speed of the game. The higher the number, the faster the game action moves.

DIFFICULTY

The player difficulty will determine each player's offensive and defensive ability. To prepare yourself for the challenge of playing at the Junior or Senior levels, first master the Freshman and Sophomore levels.

INJURIES
Keep Injuries ON to allow player injuries during the game.

FATIGUE
Turning Fatigue OFF will keep your players from getting tired during the game.

> **989 Sports' Tip:**
> Don't let fatigue become a factor in your team's performance. Make substitutions to keep your players fresh.

FOULS
Turn Fouls OFF to play a game without fouls being called.

SUBSTITUTION
Choose a setting for game substitutions. Manual allows you to make substitutions. With a setting of Auto, the CPU controls the player substitutions.

TOUCH SHOOTING
Keep Touch Shooting ON to control the accuracy of your shot. See the Touch Shooting screen of your game setup for a demo of Touch Shooting.

SOUND
Turn the game sound ON/OFF.

SURROUND
Keep Surround ON to hear the sound of the game in surround sound.

CROWD
Control the excitement of the crowd during the game by adjusting the level of the crowd noise.

PLAY-BY-PLAY
Adjust the volume of the play-by-play commentator.

SFX
Adjust the volume of the special sound effects of the game.

MUSIC
Adjust the volume of the game and front-end music.

AUTO REPLAYS
Adjust the frequency in which replays are shown. A high setting will cause replays of exciting plays to automatically be shown.

6TH MAN
Turning 6th Man ON will allow the home team to fire up the crowd and use it as a 6th defensive man. On defense, press L1 + L2 + R1 + R2 as your opponent goes up for a shot to bring the crowd noise to a maximum and disrupt his rhythm.

> **989 Sports' Tip:**
> Time your offensive rebound perfectly and you will be rewarded with a "put back" dunk.

Select Game

QUICK START

Quick Start games allow you to start an Exhibition game quickly without any set up of the game. If you decide after selecting Quick Start that you would prefer to set up your game format:

- Press △ from the Controller screen to go back to the main menu.

CONTROLLER

Choose a team and configure your controller for the game. 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.

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

- D-Pad Left/Right to choose a team.
- Press ○ to configure your controller to use different offensive and defensive game controls.
- D-Pad Up/Down to highlight a game action.
- D-Pad Left/Right to switch the action button symbol with that of a different action button symbol. If after you make changes to your controller setup you decide to use the default settings, press □.
- Press ⊗ to accept the new configuration or press △ to cancel.
- Press ⊗ to start the game.

TOUCH SHOOTING

Touch Shooting allows you to control a player's shooting ability. Turn Touch Shooting ON for maximum game play ability. See the Touch Shooting screen of your game setup for a demo of Touch Shooting.

Touch Shooting utilizes a shot meter that makes it easy to "rain" baskets from anywhere on the court. To give yourself the best chance at making a shot:

- Hold ⊗ to start the shot.
- Watch the red bar rise on the shot meter.
- Release ⊗ at the yellow triangle on the shot meter to hit the shot.

NOTE: If a green layer at the top of the shot meter is not visible, your player is out of range for his skill level.

EXHIBITION GAMES

Use Exhibition games to perfect your fundamentals and prepare yourself for a grueling regular season or the pressure of the NCAA Tournament. Exhibition results are not recorded in season standings and cannot be saved to the MEMORY CARD.

EXHIBITION TEAM MATCHUP

Here's where you choose the teams for your game. Use the overall team ratings shown below the team logo to help with your team selection. The higher the number, the better the skill level.

- Press ○ to select Home or Away.
- Press L1/R1 to cycle alphabetically through the teams.
- D-Pad Left/Right to choose a team.
- Repeat these steps to make a selection for the opposing team.
- Press ⊗ to accept the team matchup and bring up the Controller screen.

CONTROLLER

See *Controller* under *Quick Start* for more information.

TOUCH SHOOTING

See *Touch Shooting* under *Quick Start* for more information.

989 Sports™ Tip:
Be aware of your player's range in order to have the best chance at making shots.

NEW SEASON

Test your skill level by playing in a complete season. At the end of a season, your team could have a chance to play in the NCAA Tournament. Your goal is to win your conference championship and earn a top seed for the tournament. See *Quick Start* for more information on setting up a game.

SELECT TEAM

Select a team for your season.

- From CONFERENCE, D-Pad Left/Right to choose a Conference.
- D-Pad Down to SCHOOL and then Left/Right to choose a team.
- D-Pad Up/Down to a game on the schedule. You can simulate any game on the schedule by highlighting a game date and pressing ◎. This will simulate that game and all games prior to it. Once a game is simulated, it cannot be replayed.
- Press ⊗ to play a game. In a multi-player game, this will bring up the Controller screen. See *Controller* under *Quick Start* for more information.

NEW TOURNAMENT

Bypass the regular season and jump straight into the NCAA Tournament. Four regional brackets make up 64 teams competing for the coveted NCAA Championship. See *Quick Start* for more information on setting up a game.

TOURNAMENT

The Tournament screen shows the tree of matchups for each round. Keep the matchups as is or customize your own tournament by changing bracket matchups. If you prefer, you can also simulate tournament games, making your run through the field of 64 much quicker. See *Simulate Tournament Rounds* for more details.

To make changes to the tournament setup:

- Press ▢ to select the tree map.
- Use the D-Pad to navigate through the tree map to select a particular Region.
- Press ▢ to switch control back to the team list.
- D-Pad Up/Down throughout the region to highlight a team.
- D-Pad Left/Right to choose a different team from the list of unseeded teams.
- When finished making changes, to play a game, D-Pad to a team matchup and press ⊗ to bring up the Controller screen. See *Controller* under *Quick Start* for more information.

NOTE: You will be locked into this tier of the tournament tree throughout the tournament.

SIMULATE TOURNAMENT ROUNDS

To simulate tournament rounds, from the tournament tree:

- Press ◎ to simulate an entire round. Repeat this step all the way up to the championship game if you wish.
- When you are ready to resume play in a tournament game, press ⊗ to bring up the Controller screen.

CONTINUE

Continue a season or tournament at the next scheduled game. To use the Continue option, you must have already started a season or tournament or loaded a previously saved season or tournament from a MEMORY CARD. See *MEMORY CARD/Saving Data* for more information. Also, see *New Season* or *New Tournament* for details of how to set up these games.

ARCADE

Arcade is an exhibition game that allows you to play at a faster pace and without game rules. Run out of bounds, foul opponents or stay in the key as long as you like, it does not matter. Anything goes in Arcade mode.

989 Sports' Tips:

Set a pick on your defender and get an open shot. Hold L2 + R2 to view your player icons and then press an icon button to send that player to set the pick.

To cut a teammate to the basket for an alley oop, hold R2 to view your player icons and then press an icon button to send a teammate to the basket. If the cutter is open, press L2 + the player icon to toss him an alley oop pass.

Postgame Menu Options

Postgame menu options are only available for season or tournament game results.

RECORDS

View the records set during the course of action on the hardwood.

- From DIFFICULTY, D-Pad Left/Right to choose a difficulty level of games in which records were set.
- D-Pad Up/Down to HALF LENGTH and then Left/Right to make a choice.
- D-Pad Down to the records grid. Continue to D-Pad Up/Down to view the entire list of records set.

MEMORY CARD

The MEMORY CARD option allows you to manage the files on your MEMORY CARD. See *MEMORY CARD/Saving Data* for more information.

SAVE GAME

To save a finished game:

- D-Pad Up/Down to select a MEMORY CARD slot.
- Name your game by using the D-Pad Left/Right to cycle through the alphabet and press ⊗ to lock in the letters. To back up and delete a letter, press □.
- Press ○ to end the save setup and press ⊗ to select YES and save the game.

LOAD GAME

To continue a season or tournament, you must first load it from the MEMORY CARD. From the Load Game screen:

- D-Pad Left/Right to choose a MEMORY CARD.
- Choose a game from the MEMORY CARD and press ⊗ to load the game.

SAVE RECORDS

To save the records from a season or tournament, from the Save Records screen:

- D-Pad Left/Right to choose a MEMORY CARD.
- Press ⊗ to select YES and save the records.

LOAD RECORDS

To load records, from the Load Records screen:

- D-Pad Left/Right to choose a MEMORY CARD.
- Press ⊗ to load records.

DELETE FILES

To delete files from the MEMORY CARD:

- D-Pad Left/Right to choose a MEMORY CARD.
- D-Pad Up/Down to select a file to delete and press ⊗.
- Press ⊗ to select YES and delete the file.

STATISTICS

See how each player and team stack up to the rest of the league.

INDIVIDUALS

View the season and tournament stats of each player.

- From CONFERENCE, D-Pad Left/Right to choose a Conference.
- D-Pad Down to TEAM and then Left/Right to choose a team from that Conference.
- D-Pad Down to activate the stats grid.
- D-Pad Up/Down to view the entire list of players.
- D-Pad Left/Right to highlight a statistical category.

To sort a stat category, organizing players from best to worst:

- Highlight a stat category and press ◎.

PLAYER STAT ABBREVIATIONS

The following are definitions of the statistical abbreviations shown under Individual Stats:

G	Games Played	BLK	Blocked Shots
MIN	Minutes	TO	Turnovers
PPG	Points Per Game	FGM	Field Goals Made
RPG	Rebounds Per Game	FGA	Field Goals Attempted
APG	Assists Per Game	PCT	Shot Percentage
OREB	Offensive Rebounds	3PTM	3 Pointers Made
DREB	Defensive Rebounds	3PTA	3 Point Attempts
TREB	Total Rebounds	3PCT	3 Point Percentage
AST	Assists	PTS	Points
STL	Steals		

TEAMS

See how each team stacks up to the others in each Conference.

- From CONFERENCE, D-Pad Left/Right to choose a Conference.
- D-Pad Down to activate the stats grid.
- D-Pad Up/Down to view the entire list of teams.
- D-Pad Left/Right to highlight a statistical category.

To sort a stat category, organizing teams from best to worst:

- Highlight a stat category and press ◎.

TEAM STAT ABBREVIATIONS

The following are definitions of the statistical abbreviations shown under Team Stats:

G	Games Played	3PT%	3 Point Percentage
OFF	Offense (Pts for)	FT%	Free Throw Percentage
DEF	Defense (Pts against)	STL	Steals
MARG	Margin of Victory	BLK	Blocked Shots
FG%	Field Goal Percentage	TO MARG	Turn Over Margin
FG% DEF	Opponent's FG%	REB MARG	Rebounding Margin
3PT	3 Pointers Made		

POLLS

View the latest Coaches and Writers Polls and see if your team cracked the "Top 25."

- From POLL, D-Pad Left/Right to choose Writers or Coaches.
- D-Pad Down to activate the stats grid.
- D-Pad Up/Down to view the entire list of ranked teams.

STANDINGS

Check the game-to-game status of each Conference's standings.

- From CONFERENCE, D-Pad Left/Right to choose a Conference.
- D-Pad Down to activate the stats grid.
- D-Pad Up/Down to view the Conference and Overall Standings of each team.

BUBBLE WATCH

Keep track of the teams that are on the "bubble" for entering the NCAA Tournament. Teams highlighted in green are on the "bubble."

- From CONFERENCE, D-Pad Left/Right to choose a Conference.
- D-Pad Down to activate the bubble grid.
- D-Pad Up/Down to view the entire list of teams on the "bubble."

AWARDS

View the season's top performers.

- From CONFERENCE, D-Pad Left/Right to choose a Conference and view the leading candidates for the 1st and 2nd Team All Conference Players as well as the Player of the Year.

INJURIES

View the list of player injuries that have occurred over the course of the season.

- From CONFERENCE, D-Pad Left/Right to choose a Conference.
- D-Pad Down to the injury report grid.
- D-Pad Up/Down to view the entire list of players and their injuries.

Playing the Game

PREGAME MENU

Use the Pregame Menu to set up any last minute game attributes.

PLAY

Starts the game.

OPTIONS

See *Options* under *Pregame Setup* for more information.

CAMERA ANGLE

Select the camera angle that gives you the best view of the action on the court.

LINE UP

Change the starting lineups before the start of the game. When the game is paused, you can also use this option to make player substitutions.

- From TEAM, D-Pad Left/Right to choose a team.
- D-Pad Down to activate the Line Up grid.
- Press ◎ to view player stats.
- D-Pad Up/Down to select a starter to replace.
- Press □ to move to the Bench grid.
- D-Pad Up/Down to select a player as a replacement and press □ to make the change.

OFFENSE

Set your team's offensive strategies for the game. During the game, make offensive play calls on the fly to give your team the best chance of scoring.

- From TEAM, D-Pad Left/Right to choose a team.
- D-Pad Down to SET and then Left/Right to choose your default set.

During the game, to call an offensive set on the fly:

- Hold SELECT and press the icon of the offensive set you want to run.

989 Sports Tip:
Keep defenders from stealing the ball by pressing □ to protect your dribble.

DEFENSE

Set your team's defensive strategies for the game. During the game, make defensive play calls on the fly to create a defensive stop.

- From TEAM, D-Pad Left/Right to choose a team.
- D-Pad Down to select an icon configuration then Left/Right to choose an option.
- Press ⊗ to accept the defensive setup.
- D-Pad Down to PRESSURE and then Left/Right to set the amount of defensive pressure that will be applied to each strategy.

CONTROLLER

See *Controller* under *Quick Start* for more information.

INJURY REPORT

View the list of players and their injuries from the game.

QUIT

End the game and return to the Main menu.

GAME PAUSE MENU

Press the START button to pause the game and bring up the following options. See *Options* and *Pregame Menu* for descriptions of repeated menu items.

RESUME GAME

Resumes the game from the exact moment it was paused.

INSTANT REPLAY

View the replay of the latest play.

Play/Stop replay	⊗
Rewind	D-Pad Left
Forward	D-Pad Right
Choose camera angle	SELECT

To set a camera angle of the replay, after pressing SELECT:

Raise camera	△
Lower camera	⊗
Zoom In/Out	D-Pad Up/Down
Rotate Left/Right	□ or ○
Move Left/Right	D-Pad Left/Right
Return to replay	SELECT

GAME STATS

View the current game stats.

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

PLAYER STATS

View the current game's player stats.

- D-Pad Left/Right to choose a team.
- D-Pad Down to activate the player stats grid.
- D-Pad Left/Right to select a statistical category.
- D-Pad Up/Down to view the entire list of team stats.

To sort a stat category, organizing players from best to worst:

- Highlight a stat category and press ○.

SHOT CHART

View the shot chart to see the location on the floor from where your shots are falling.

- D-Pad Left/Right to choose a team.
- D-Pad Down to PLAYER and then Left/Right to view the shots of each player.

TIMEOUT

Call a timeout to rest your team and think over your team strategies. You must have possession of the ball to call a timeout. Each team receives five timeouts per game. Up to four timeouts can be carried over to the second half.

989 Sports Tip:
To avoid having your shot blocked, push back on the D-Pad when you shoot to perform a fall away jump shot.