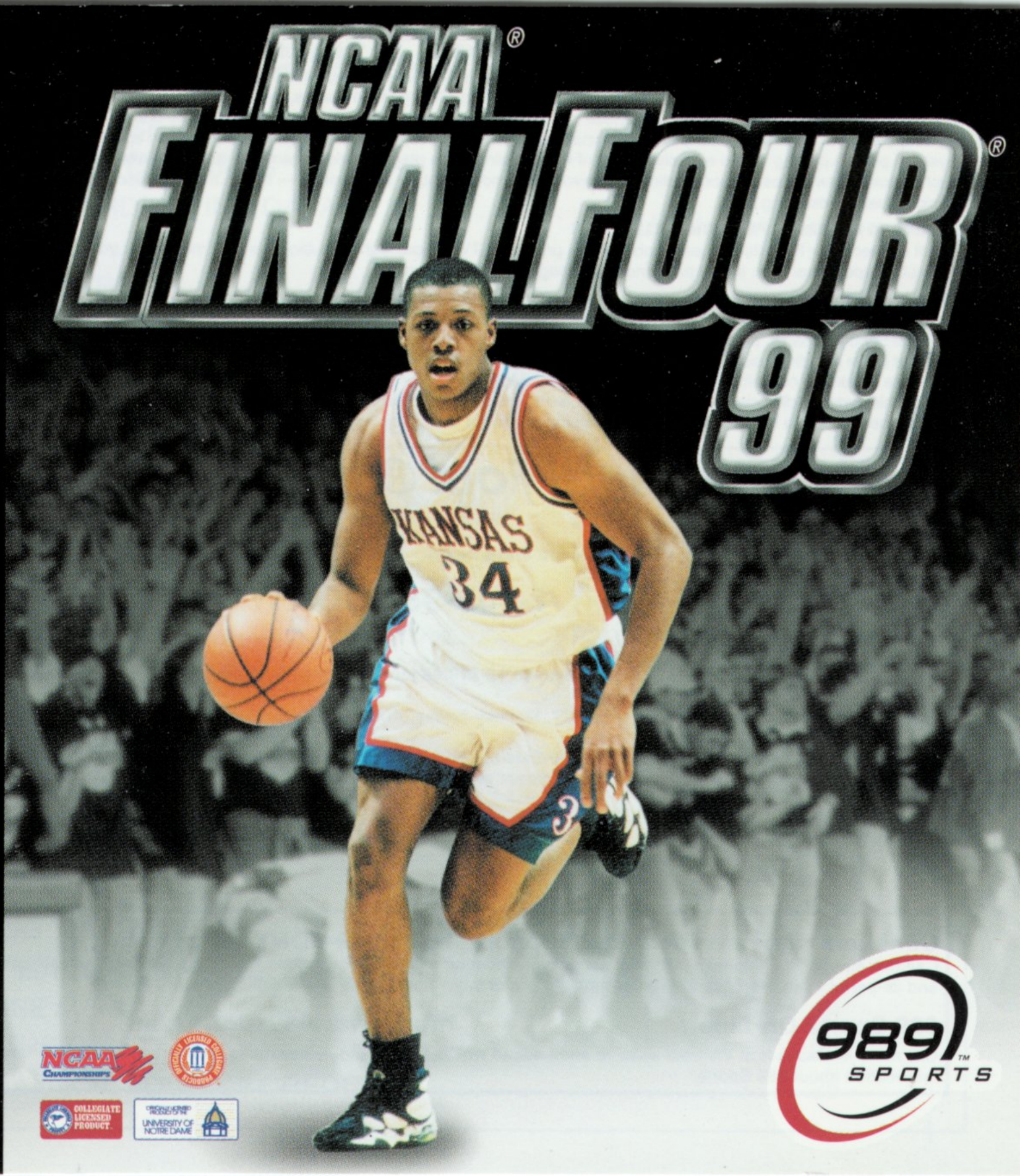
PlayStation

NTSC | U/C

PlayStation

NCAA® FINAL FOUR® 99



EVERYONE

E

CONTENT RATED BY ESRB

SCUS-94264
94264

NCAA CHAMPIONSHIPS

COLLEGIATE LICENSED PRODUCT

UNIVERSITY OF NOTRE DAME

989 SPORTS

Table of Contents

PLAYSTATION SETUP 2
CONTROLLER DIAGRAMS 3
MEMORY CARD/SAVING DATA 3
989 STUDIOS 4
GAME CONTROLS 5
SETTING UP THE GAME 7
- QUICK START 7
- SELECT GAME 7
  - Exhibition 7
  - New Season 8
  - New Tournament 9
  - Continue 10
- STATS 10
- OPTIONS 13
- RECORDS 15
- MEMORY CARD 15
  - Save Game 15
  - Load Game 16
  - Save Records 16
  - Load Records 16
  - Delete Files 16

PLAYING THE GAME 17
- PRE GAME MENU 17
- PAUSE MENU 19
- ON THE COURT 22
- NCAA FINAL FOUR '99 CREDITS 25

Game Controls

OFFENSE

Pump fake	△
Protect ball	□
Shoot	⊗
Pass	○
Turbo	R1
Icon Passing	L2 + △, □, ⊗, or ○
Icon Cutting	R2 + △, □, ⊗, or ○
Special move	L1
Call an offensive play	SELECT + △, □, ⊗, or ○
Taunt	L1 + L2 + R1 + R2

ICON PASSING™

Icon Passing allows you to pass to any teammate. Hold L2 to bring up the passing icons and pass the ball by pressing the icon that corresponds with that of a teammate.

ICON CUTTING™

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 that corresponds with that of a teammate.

DEFENSE

Take a charge	△
Steal	□
Jump	⊗
Switch to man closest to the ball	○
Turbo	R1
Icon Switching	L2 + △, □, ⊗, or ○
Cherry pick	R2 + △, □, ⊗, or ○
Intentional foul	L1
Call a defensive play	SELECT + △, □, ⊗, or ○
Get home team crowd into the game	L1 + L2 + R1 + R2

ICON SWITCHING™

Switch manual control to any defensive player. Hold L2 to bring up the switching icons and switch control of a player by pressing the icon that corresponds with that of a teammate.

MULTI-PLAYER COMPETITION

Adding a Multitap allows you to play up to a five-player game. With two Multitaps, up to eight users can play.

Setting Up The Game

QUICK START

Quick Start allows you to start an Exhibition game quickly without having to set up the game. If you decide after selecting Quick Start that you would prefer to setup your game format:

- Press △ to go back to the Team Select screen.

SELECT GAME

EXHIBITION

Use Exhibition games to perfect your fundamentals and prepare yourself for a grueling regular season or the pressure of the tourney. Exhibition games are not recorded in the season standings and cannot be saved to a Memory Card.

NOTE: Before starting a game, change the rules and presentation of the game under the Options menu.

EXHIBITION SELECT TEAM

Play with any team in Division I-A or Division I-AA.

- Press ○ to select Home or Away.
- Press L1/R1 or L2/R2 to jump alphabetically through the teams.
- D-Pad Left/Right to choose a team. Pay particular attention to the categorical team ratings in making your selection. The higher the number, the better the skill level.
- Repeat these steps to make a selection for the opposing team.
- Press ⊗ to accept the team matchup and bring up the Controller screen.

CONTROLLER

With the use of a Multitap, NCAA Final Four can be played with up to five players per team. A total of eight people can compete in a game.

- 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 that action's button symbol with a different action's 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.

NEW SEASON

Select New Season to play an entire NCAA season. The goal is to win your conference and get a top seed in the NCAA Tournament.

SEASON SELECT TEAM

Play a season with a team in Division I-A or Division I-AA.

- From CONFERENCE, D-Pad Left/Right to choose a Conference.
- D-Pad Up/Down to SCHOOL and then Left/Right to choose a team from that Conference.
- 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 can not be replayed.
- Press ⊗ to play a game. In a multi-player game, this will bring up the Controller screen. See Exhibition for more details on setting up a game.

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.

TOURNAMENT TREE

The Tournament Tree shows the matchups for each round. Keep the matchups as is or customize your own tournament by changing who plays who and where. 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 Exhibition for more details on setting up a game.

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

SIMULATE TOURNAMENT ROUNDS

From the Tournament Tree, tournament rounds can be simulated.

- 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 on page 3 for more details. Also, see New Season or New Tournament for details of how to set up these games.

STATS

Use Stats to check out every individual and team stat imaginable.

INDIVIDUALS

View the stats of each player in Division I-A and Division I-AA.

- From CONFERENCE, D-Pad Left/Right to choose a Conference.
- D-Pad Up/Down to SCHOOL 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
ORE	Offensive Rebounds	3PT	3 Pointers Made
DRE	Defensive Rebounds	3PTA	3 Point Attempts
TOT	Total Rebounds	PCT	3 Point Percentage
AST	Assists	PTS	Points
STL	Steals		

TEAM STATS

See how each team stacks up to one another 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.

AWARDS

View the season's top performers.

- From CONFERENCE, D-Pad Left/Right to choose a Conference and view the First and Second Team All Conference Players as well as the Player of the Year.

INJURY REPORT

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, their injuries and how long they'll be out of action.

OPTIONS

Use the options menu to customize your game rules and presentation.

HALF LENGTH (5/10/20)

Choose the length in minutes of each half.

GAME SPEED (25-100)

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

DIFFICULTY (FRESHMAN, SOPHOMORE, JUNIOR, SENIOR)

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 (ON/OFF)
Keep Injuries ON to allow player injuries to occur during the game. See Injury Report for more information on player injuries.

FATIGUE (ON/OFF)
Turn Fatigue OFF to keep your players from getting tired during play.

FOULS (ON/OFF)
Turn Fouls OFF to play a game without fouls being called.

SHOT METER (ON/OFF)
Turn the Shot Meter of the game ON/OFF.

SUBSTITUTION (MANUAL/AUTO)
Choose a setting for game substitutions. Manual allows you to make the substitution. With a setting of Auto, the CPU controls the player substitutions.

SOUND (ON/OFF)
Turn the Sound of the game ON/OFF.

PLAY-BY-PLAY
D-Pad Left/Right to adjust the volume of the play-by-play commentator.

CROWD
Control the excitement of the crowd during the game by adjusting the level of the Crowd Noise by using the D-Pad Left/Right.

SFX
Adjust the special sound effects of the game by using the D-Pad Left/Right.

MUSIC
Adjust the music of the game by using the D-Pad Left/Right.

AUTO REPLAYS
Adjust the frequency in which replays are shown by using the D-Pad Left/Right. A high setting will cause more replays to automatically be shown.

REPLAY COLOR (B&W/COLOR)
Set the color of the replay to Black & White or Color.

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 activate the records grid.
- D-Pad Up/Down to view the entire list of records set.

MEMORY CARD
Memory Card allows you to save a Season or Tournament game, load a Season or Tournament game, save and load Records, or Delete Files.

SAVE GAME
If you choose 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 slot.
- Choose a game from the Memory Card and press ⊗ to load the game.

SAVE RECORDS

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

- D-Pad Left/Right to choose a Memory Card slot.
- Press ⊗ to select YES and save the records. Press △ to cancel.

LOAD RECORDS

To load records, from the Load Records screen:

- D-Pad Left/Right to choose a Memory Card slot.
- D-Pad Up/Down to select a file to load and press ⊗. Press △ to cancel.

DELETE FILES

To delete files from the Memory Card:

- D-Pad Left/Right to choose a Memory Card slot.
- D-Pad Up/Down to select a file to delete and press ⊗.
- Press ⊗ to select YES and delete the file. Press △ to cancel.

Playing The Game

PRE-GAME MENU

Use the Pre-Game Menu to make any last minute changes to the game.

PLAY

Play will start the game.

OPTIONS

See Options under Main Menu for more information.

CAMERA ANGLE

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

LINE UP

View the starting lineups and available bench players for both teams.

- From TEAM, D-Pad Left/Right to choose a team.
- D-Pad Down to activate the Starting Lineup grid.
- Press □ to toggle between the Starting Lineup grid and the Bench grid.
- D-Pad Up/Down to view the entire list of players.

To edit the attributes of your players:

- D-Pad Up/Down to choose a player.
- D-Pad Left/Right to choose a player attribute.
- Press ○ to edit the player attribute.
- D-Pad Up/Down to choose a new attribute.
- Press ⊗ to accept the attribute change. Press △ to Cancel.

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.
- To associate an offensive set with an icon, highlight one of the listed sets and hold SELECT and the icon.

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.

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 a defensive option.
- Press ⊗ to accept the defensive set-up.

CONTROLLER

See Controller under Exhibition for more information.

INJURY REPORT

See Injury Report under Stats for more information.

QUIT

Ends the game and brings you back to the Main Menu.

PAUSE MENU

Press the START button to pause the game and bring up the following options. See Options and Pre Game 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

INJURY REPORT

View the injuries that have taken place during the game.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to view the entire list of injured players.

GAME STATS

View the current game stats.

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

TEAM STATS

View the current game's team stats.

- D-Pad Left/Right to choose a team.
- D-Pad Down to activate the team 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 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.

TIME OUT

Select this option to call a timeout and restore some energy to your team. Each team receives 6 timeouts per game.

- Press ⊗ from the timeout option to substitute a player or reset your defensive game plan.

SUBSTITUTION

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

- D-Pad Up/Down to select a player on the court.
- Press □ to bench that player.
- D-Pad Up/Down to choose a player from the bench.
- Press □ to put him into the starting lineup.

To view a player's statistics:

- Highlight a player and press ◎ to edit his attributes.
- Press △ to exit.

POST GAME RECORD BREAKER

If there are records set during the game, name the records with the alphabet chart.

- D-Pad Left/Right to select a space.
- D-Pad Up/Down to choose a letter.
- Press ⊗ to accept the name and bring up the Post Game Menu.

On The Court

PLAYER CONTROL

Each player manually controlled on the court is designated by a color circle. For example, Player 1 is marked by a player with a blue circle. Player 2 is marked by a player with a red circle.

SHOT METER

The Shot Meter will have a designated shot area for each player. To give yourself a better chance at making a shot, release ⊗ in the Shot Meter area. A Hot Spot may also appear within the Shot Meter area. The difficulty setting of the game will determine the size of the Hot Spot. If you shot the ball from the Hot Spot, your player will automatically make the shot. The Hot Spot of each player is determined by his shooting range and ability. If the Hot Spot does not appear, you are out of your player's shooting range.

SHOOTING

For a jumpshot, hold ⊗ to jump and to activate the Shot Meter. When the meter bar reaches the yellow line, press ⊗ again to shoot the ball. With the shot meter off, your chances of hitting the shot increase when you release the ball at the peak of the jump.

989 Sports' Tip: Free yourself from your defender by holding the turbo button (R1) to speed around a defender for an open shot.

JUMPBALL

When the ball is tossed up for the jumpball at the start of the game, press ⊗ to have your center jump for the tip. Use the D-Pad to aim the tip.

INBOUNDING THE BALL

Press ◎ to inbound the ball. If there is a defender guarding the inbound pass, use the D-Pad to move the player inbounding the ball and pass the ball from a different angle.

PASSING

Press ◎ to pass the ball. The ball will be passed in the direction the passer is facing. Use Icon Passing to gain complete control of your passing game, allowing you to pass the ball to any teammate on the court. Press L2 to bring up the passing icons. Utilize Icon Passing when inbounding the ball.

ICON CUTTING

When you need to free a man up for a good look at the basket, press R2 and double tap the icon of a player to have him cut and then receive a pass close to the basket.

SPECIAL MOVES

Press L1 to utilize special dribbling moves such as dribbling between your legs, behind your back, or using a "cross-over dribble".

SHOT BLOCK

Time your leap and press ⊗ to attempt to block a shot.

REBOUNDING

Read the angle of the shot to get in the best position for the rebound. Box other players out and press ⊗ to time your jump and get the board.

STEALING

Press □ to check the ball handler and reach for the ball to attempt a steal.

989 Sports' Tip: Press □, to keep the ball away from the defender, making it harder for him to take it away and easier for you to back in for a short jumper.

DEFENSE

Defense is man-to-man and the computer controls the defenders not under manual control. To take control of the defender closest to the player with the ball, press ○.

989 Sports' Tip: Use Icon Switching on defense to control your favorite player. Press L2 to bring up the switching icons shown above each player. Once the icons are up, press the button that corresponds with the defender you would like to switch to.