
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01219
EA SPORTS
NCAA
FOOTBALL
2001

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.

USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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 return it to its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the center edge. Never use solvents or abrasive cleaners.

NCAA© GameBreaker™ 2001 Tips and Hints

PlayStation Hint Line

Hints for all games produced by Sony Computer Entertainment America, Inc. 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 9AM-5PM PST, Monday-Friday. Automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America, Inc. 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, 7AM-6PM Pacific Standard Time.

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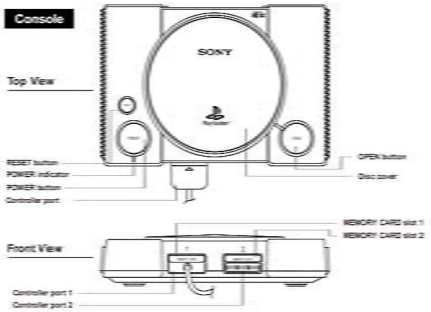
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PlayStation Setup

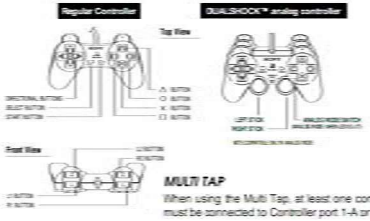
Console



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 2001 disc and close the disc cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

Controller Diagrams

Regular Controller **DUALSHOCK® analog controller**



MULTI TAP

When using the Multi Tap, at least one controller must be connected to Controller port 1-A or 2-A.

Memory Card/Saving Data

You must insert your MEMORY CARD before you save or load a file. NCAA GameBreaker 2001 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 2001 data will be lost when you turn off your PlayStation game console.

Game Controls

QUICK START CONTROLS

With NCAA GameBreaker 2001'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

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	Left/Right Directional Button

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

OFFENSE

BEFORE THE SNAP

Snap	⊗
Fake hut	○ or □
Audible	△
Brings camera back to pretread wide receivers	L1 or R1
Send wide receiver in motion if the play is designated with a player in motion	Left/Right Directional Button
Max Pro (running back blocks)	R2
Pause	START

RUNNING

Speed burst	⊗
Dive	△
Special moves (spin, juke, stiff arm or shoulder charge)	○
Hurdle	□
Pitch ball Left or Right	L1 or R1

RECEIVING

Jump/Catch/One-hand catch	□

PASSING

Brings up receiver icons after snap	Directional Button + ⊗
Throw to a receiver	⊗, ○, □ or △
Spike ball after snap	L2 + ○
Pump fake	R2 + ⊗, ○, □ or △

ADVANCED OFFENSE

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	Directional Button + 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	Up/Down Directional Button + receiver icon
Lead receiver	Left/Right Directional Button + receiver icon
Lob pass	Tap receiver icon
Bullet pass	Hold receiver icon

DEFENSE

BEFORE THE SNAP

Switch man	○
Switch to previous man	L2 + ○
Move player	Directional Buttons
Audible	○

AFTER THE SNAP

Speed burst	⊗
Switch to man closest to the ball	○
Wrap tackle/Dive	□
Jump/Deflect/Intercept	△

ADVANCED DEFENSE

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 + Down Directional Button
Shifts defensive line position	L2 + Left/Right Directional Button
Swim moves Left or Right	L1 or R1
Forearm shiver (bump a receiver at the line of scrimmage)	L2 or R2

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.

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

BLUE CHIP RECRUITING

Recruit the nation's top blue chip incoming freshmen and junior college transfers. At the end of a Season, your blue chips may be selected to the All-Freshmen team.

GO RECRUITING

- Press the Right/Left Directional Button to select a blue chip team or press START to have the CPU randomly select a team for you. Be sure to review your team's roster to see what kind of players your team needs.
- Press the Up/Down Directional Button 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.

- Press the Up/Down Directional Button 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. The list of players will be shown on the screen.

- Press the Right/Left Directional Button 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 Walk-On allows you to be creative in building the perfect football machine. Or for fun, create yourself using your own physical attributes.

- Press the Up/Down Directional Button to a player attribute, then the Left/Right Directional Button to raise/lower the attribute 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 + the Right/Left Directional Button to move the attribute slider more rapidly. Press R1 + R2 to reset all slider settings.
- Press ⊗ to continue to the Place Walk-On screen.

PLACE WALK-ON

Choose a walk-on and place him on your team.

- Press the Up/Down Directional Button to select the team option, then the Left/Right Directional Button to choose a team.
- Press the Up/Down Directional Button to select the jersey number, then the Left/Right Directional Button to choose a number.
- Press the Up/Down Directional Button to select the walk-on, then the Left/Right Directional Button 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.
- Press the Up/Down Directional Button 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.

- Press the Right/Left Directional Button to choose a team schedule.
- Press the Up/Down Directional Button to choose a game on the schedule.
- Press the Right/Left Directional Button 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 ⊗. Pressing L2 + ⊗ will choose random opponents for the entire schedule.
- Press ○ when done.

LOAD/SAVE TEAMS

After you have created players and/or altered 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 started. 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 Directional Buttons to select MEMORY CARD slot 1 or MEMORY CARD slot 2 and pressing ⊗.

To save a team/settings/seniors:

- Press the Directional Buttons to select Save Team and press ⊗.
- Press the Right/Left Directional Button to select a team and press ⊗.
- Enter a custom name for the file by pressing the Up/Down Directional Button to choose a character and Left/Right to move spaces.

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

- Press the Directional Buttons to select Load Team and press ⊗.
- Press the Up/Down Directional Button to select a team to load and press ⊗.

To delete a file from the MEMORY CARD:

- Press the Directional Buttons to select Delete and press ⊗.
- Press the Up/Down Directional Button to choose a file to delete and press ⊗.
- Press the Directional Button to select 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.

YEAR

The year of a player will determine his 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 the penalties called during the game to HIGH or LOW.

INJURIES

To eliminate player injuries during a game, turn Injuries OFF.

GAME SPEED

Set the pace of the game.

MUSIC VOLUME

Set the volume of the marching band music.

CAMERA OPTIONS

Choose a camera angle from which to view the game as it is played.

CPU RUNNING

Set the CPU's Offensive running ability.

CPU RUN DEFENSE

Set the CPU's ability to stop the run.

CPU PASSING

Set the CPU's offensive passing attack ability.

CPU PASS DEFENSE

Set the CPU's pass defense.

CPU IQ

Set the CPU's intelligence.

PLAYER SIZE

Set the size of the players on the field.

CLOCK SPEED

Set the speed of the game clock.

ANNOUNCER VOLUME

Set the volume of the play-by-play announcer.

ADVANCED OPTIONS

To set up Advanced Options:

- Press the Up/Down Directional Button to select an option.
- Press the Right/Left Directional Button to change categories.

CUSTOM PLAYBOOK

Create Playbook allows you to customize plays for your team's Playbook. For example, change a shotgun formation with a deep post route into a curl route. Each player on the field can have his play assignment changed. When done making changes to your Playbook, you will be sent to the MEMORY CARD screen. Be sure to save your Playbook to the MEMORY CARD.

- Press the Right/Left Directional Button to choose a team for creating custom plays and press ⊗ to load the Playbook Editor. You can also press ○ to load a previously edited Playbook.
- Press the Up/Down Directional Button to choose a side of the ball.
- Press the Right/Left Directional Button to choose a play to edit and press the corresponding controller button.
- Press the Right/Left Directional Button to choose a player.
- Press ⊗ to change the player route.
- Press the Up/Down Directional Button to choose a new route and press ⊗.
- Repeat the previous steps for each player on the field.

To make changes to additional plays, press START to bring up the Editor menu.

TEST PLAY

View the plays in the Playbook and see which plays you would like to change.

CHANGE PLAY NAME

Change the name of the currently selected play.

- Use the Directional Buttons to select a letter/number from the alphanumeric chart and press ⊗ to enter it. To delete a letter/number or put a space in the name, press the Directional Buttons to move to DELETE or SPACE and press ⊗.
- Press the Directional Buttons to move to END and press ⊗ when done.

SAVE PLAY ROUTES

Save any changes you have made to each play.

RESET PLAY ROUTES

Return all plays to their original setup.

EDIT NEW PLAY

Choose additional plays to edit.

CAMERA OPTIONS

Set the camera angle to view your new play.

QUIT EDITOR

Quit the Playbook editor and return to the Customize menu.

CONTROLLER SETUP

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

- Press the Right/Left Directional Button to choose a Default or Inverted controller setup. Inverted will switch the commands for the ○ and ⊗ buttons.
- Press the Up/Down Directional Button to Offense/Defense, then the Left/Right Directional Button to view the new controller functions.
- Press the Down Directional Button to Vibration On/Vibration Off, then the Left/Right Directional Button 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.

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 Directional Buttons to choose a character or option and press ⊗ to enter it. To delete a character or space, use the Directional Buttons to move to DEL and press ⊗. Select Clear and press ⊗ to wipe out your name and start over.
- Press the Directional Buttons to move 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 on page 13* for more information.

- To choose a save option, press the Right/Left Directional Button 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.

- Press the Right/Left Directional Button to choose the Home/Away team.
- Press the Up/Down Directional Button to choose a team. Press L1 (Away) and R1 (Home) 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.

ADVANCED OPTIONS

- Press the Right/Left Directional Button to Options/Advanced Options, then the Up/Down Directional Button to choose Advanced Options.
- Press ⊗.
- Press the Up/Down Directional Button to choose an option, then the Left/Right Directional Button to change categories. Choose Custom Playbook from Visitor or Home Playbook to use one of your customized playbooks. See *Custom Playbook on page 16* for more information.

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:

- Press the Up/Down Directional Button to choose an action.
- Press the Right/Left Directional Button to change the point values for that action.
- Press ⊗ to continue to the Team Matchup screen. See *Team Matchup* on page 19 for more information.

Tournament Season

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

CHOOSE SEASON TEAM

- Press the Right/Left Directional Button to choose a team. Press L2 + the Directional Button 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 and play the following week's game. Season games can be saved to a MEMORY CARD.

- Press ⊗ to play the first game on the schedule.
- To simulate a game, press ○. Press ○ + L2 to simulate the entire Season and then press ⊗ to move to the Season menu and begin a Tournament Series.

QUIT SEASON

Quit the Season in progress and return to the Main Menu.

CONTINUE SEASON/TOURNAMENT SERIES

Continue a Season 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. If your team did not make the Tournament Series, you will not be able to participate in the post-season.

To see the team that would win the National Championship:

- Press ○ to simulate each round of the Tournament Series.

NCAA PROGRESS

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

- Press the Right/Left Directional Button to choose a team. Pressing the Directional Button + L2 will move through the teams more rapidly.
- Press the Up/Down Directional Button to view the entire team schedule.

TEAM HOME PAGE

View the Season highlights of your team.

STATISTICS

View statistical leaders of Division I-A Conferences. Your team and player stats will be highlighted in blue.

- Press the Right/Left Directional Button from the NCAA title bar to select Conference, Single Team, or Entire NCAA.
- Press the Up/Down Directional Button to the next category, then the Left/Right Directional Button to select a Conference or Single Team.
- Press the Up/Down Directional Button to select Team or Player Stats and press ⊗.
- Press the Right/Left Directional Button to view each category.
- Press the Up/Down Directional Button 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. Your team and player stats will be highlighted in blue.

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-American, 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 Season* on page 20 for descriptions of Season menu items.

When a Season is complete, from the Season menu:

- Press the Up/Down Directional Button to select Bowl Games and press ⊗.
- Press the Right/Left Directional Button to choose a Bowl Game and press ⊗. To simulate a bowl game, press ○.
- From Uniforms, press the Right/Left Directional Button to choose a team's uniform.
- Press the Up/Down Directional Button to change the color of the uniforms.
- Press the Right/Left Directional Button to choose a team's Playbook.
- Press the Up/Down Directional Button to change Playbooks. See *Custom Playbook* on page 16 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 be a college coach. From among the NCAA's Division I-A teams, you'll be able to select a job from a number of smaller schools and help build the football program. 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!

- Press the Up/Down Directional Button to choose a new job offer.
- Press the Right/Left Directional Button to select a school.
- Press ⊗ to continue.
- From the Career menu, view team rosters or edit your team's schedule. Press the Up/Down Directional Button to Play Next Game and press ⊗ to continue.
- See *Advanced Options* on page 19 and *Weekly Season* on page 20 for information on these screens. Press ⊗ to move on from these screens.
- From the Choose Sides screen, Press the Right/Left Directional Button to choose a team and press ⊗ to play.
- See *Blue Chip Recruiting* on page 10 for more information on recruiting players for your team.

Playing the Game

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.

- Press the Right/Left Directional Button 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.
- Press the Right/Left Directional Button to cycle through the available plays and press the associated icon button to select it.

NOTE: To return to the formation selection, press the Up Directional Button from the play selection.

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.

- Press the Up/Down Directional Button to highlight an option and press ⊗.

VIEW GAME STATS

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

- Press the Right/Left Directional Button to view all categories of team stats.
- Press the Down Directional Button to scroll through player stats.

VIEW QUARTER RESULTS

View the scoring results for each quarter.

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.

- Press the Up/Down Directional Button to select the camera angle and press Ⓐ.

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.

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

NOTE: All Formations 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.
- Press the Right/Left Directional Button to choose a new formation for the play and press the corresponding icon.
- Press the Right/Left Directional Button to choose a new play for the formation.
- 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.

NCAA GameBreaker 2001 Credits

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