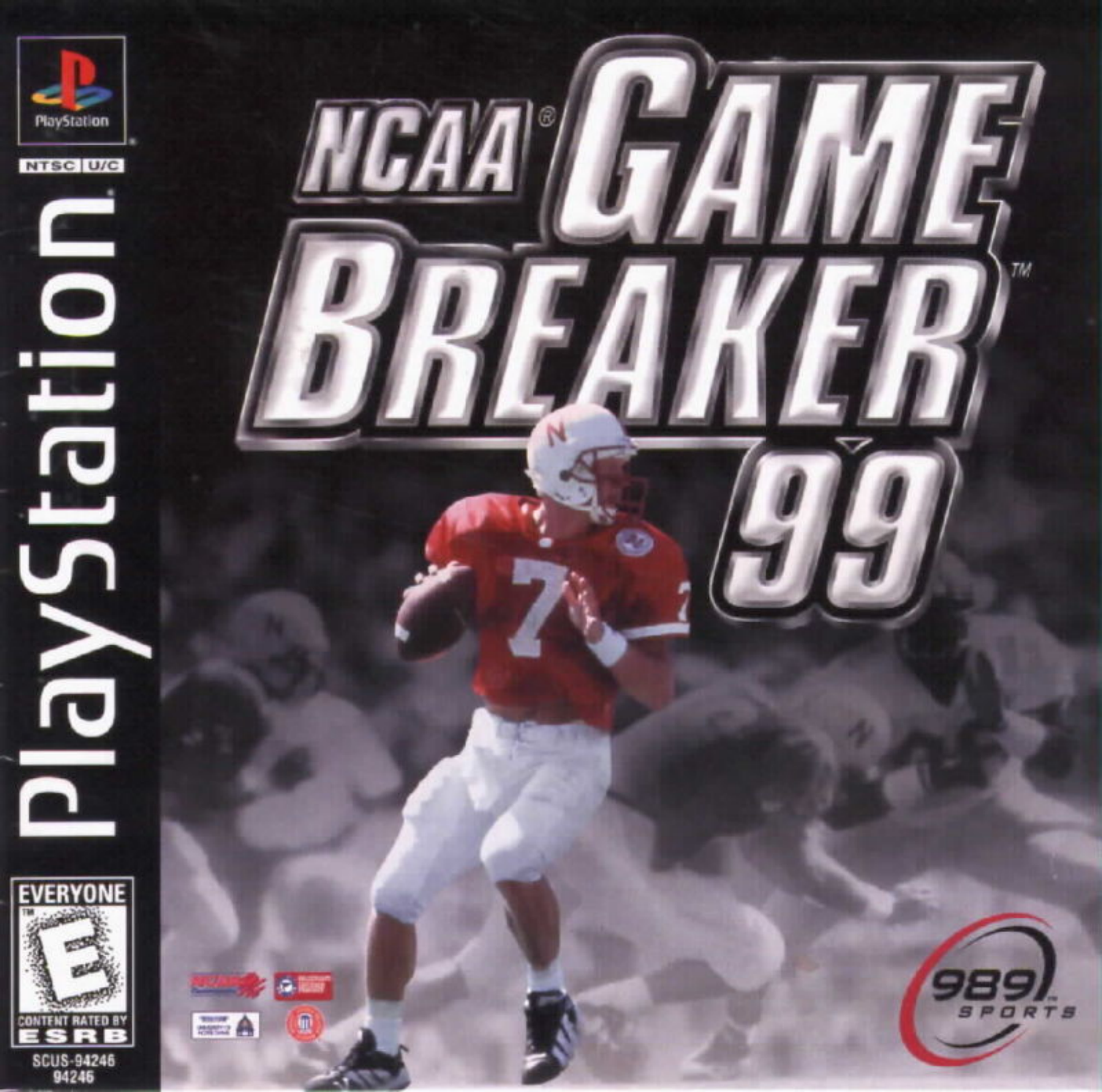

PlayStation
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CONTENT RATED BY
ESRB
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94246
NCAA® GAME BREAKER™ 99
989 SPORTS

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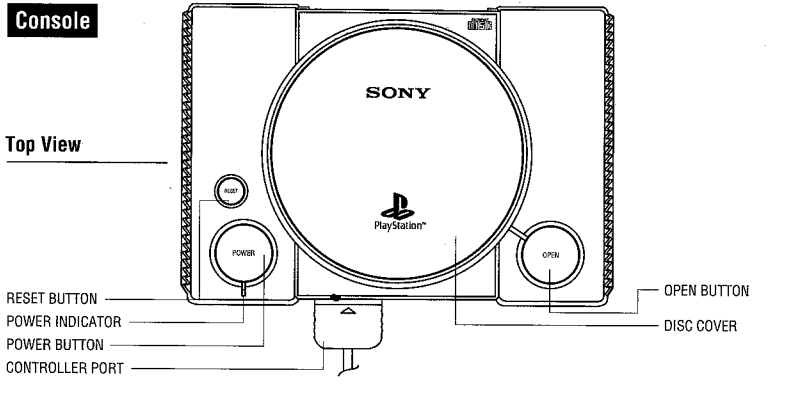
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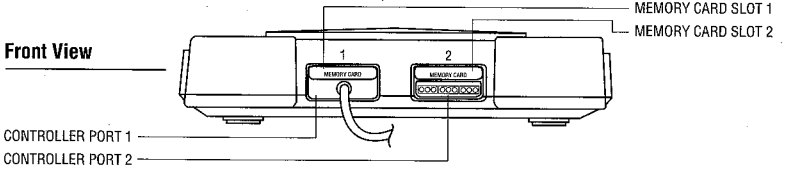
PlayStation Setup

Console

Top View



Front View

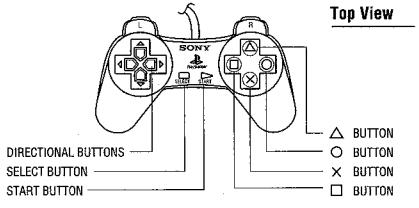


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NCAA® GameBreaker™ '99 disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

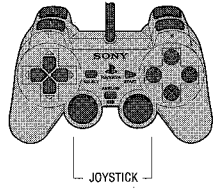
Controller Diagrams

Regular Controller

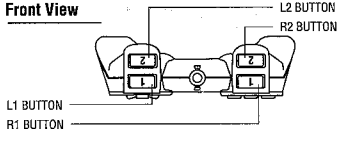
Top View



Dual Shock™ Analog Controller



Front View



Memory Card/Saving Data

You must insert your Memory Card before you save or load a Season, Tournament, or file. NCAA GameBreaker '99 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 any NCAA GameBreaker '99 data. If you don't have a Memory Card, all NCAA GameBreaker '99 data will be lost after turning off your PlayStation game console.

989 Studios

You know us, you know our games, and now you know our name.

989 Studios is a wholly-owned division of Sony Computer Entertainment America Inc. and has produced numerous action/adventure videogame franchise hits such as Twisted Metal®, Jet Moto™, CoolBoarders® 2, 2Xtreme, and Rally Cross™.

989 Studios' sports brand, 989 Sports, has also produced some of the best sports games on the PlayStation game console: NFL GameDay™ '99, MLB™ '99, NBA ShootOut '98, NHL Face Off™ '99, and NFL Xtreme™.

NCAA® GameBreaker™ '99 is the latest addition of the highly successful GameBreaker series. The makers of NCAA® GameBreaker™ '99 have worked endless hours to bring you ultimate graphics, control, and realism. The result is the most authentic college football game ever made. We hope you enjoy it!

~The Videogame Fanatics at 989 Sports

Game Controls

MULTI-PLAYER COMPETITION

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

BEFORE THE SNAP ON OFFENSE

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

BEFORE THE SNAP ON DEFENSE

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

KICKING/PUNTING

Bring up and activate kick meter. Tap ⊗ again to stop kick meter. The higher the bar on the meter = the stronger the kick	⊗
Change the direction of the kick	D-Pad Left/Right

BEGINNER OFFENSE - SIMULATION

RUNNING

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

PASSING

Brings up receiver icons	D-Pad + ⊗
Throw to a receiver	⊗ □ △ ○
Spike ball (after snap)	L2 + ○

RECEIVING

Jump/Catch/One-hand catch	△

BEGINNER DEFENSE - SIMULATION

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

ADVANCED OFFENSE - TOTAL CONTROL

Speed burst	⊗
Spin	○
Hurdle	△
Dive	□
Pitch Left or Right	L1 or R1
Stiff-arm	R2
Dive over pile	L2 + □
Shoulder charge	L2 + ⊗
High step	L2 + △
Double spin	L2 + ○
Juke	L2 + R2

Total Control Passing

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

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

ADVANCED DEFENSE - TOTAL CONTROL

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

989 Sports' Tip: Use a Pummel (power) Tackle to increase your chance of causing a fumble.

Setting Up The Game

MAIN MENU

From the Main Menu, use the directional buttons (D-Pad) Up/Down to highlight a menu option and Left/Right to cycle through the available options. Press ⊗ to bring up the next menu and △ to cancel and return to a previous menu.

PLAY GAME

Play Game will get you started and allow you to choose the game type and the control style of play.

CONTROL STYLE

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

GAME TYPE

Test your skill in a full season or tournament, match up with any team in a scrimmage, or have fun playing in a fantasy league.

SCRIMMAGE

Use scrimmage games to prepare yourself for a Bowl Season or Tournament. Scrimmage results can not 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

Play with any Division I-A team, or a great college team of the past.

- D-Pad Left/Right to choose a Home team. Press L2 while pressing the D-Pad to move quickly through the teams. Press START to setup a random matchup.
- Notice the power ratings of each team. Press ▢ to view each team's power numbers for Offense, Defense, and Special Teams.
- D-Pad Up to select the Away team and D-Pad Left/Right to choose a team.

To setup Advanced Options:

- Press ○ to bring up Advanced Options.
- D-Pad Up/Down to Home and Away to select a playbook for each team. See **Custom Playbook** for more details on how to setup a playbook.
- D-Pad Left/Right to choose a playbook.
- Press ⊗ to set up the location for your game.
- D-Pad Left/Right to choose a location. Play in any stadium or bowl venue.
- Press ⊗ to lock in the location and have the opportunity to add user(s) names to the Home and Away teams.

To add user(s) names:

- From Away team, D-Pad Up/Down to select a letter and Left/Right to move spaces.
- Press ⊗ to add a user(s) name to the Away team and move the cursor to the Home team.
- D-Pad Up/Down to select a letter and Left/Right to move spaces. To add user(s) names to the Home team, press ⊗.
- If you have created a custom playbook, press ⊗ to load it.
- Press △ to back through the options and press ⊗ to bring up the controller screen.
- D-Pad Up/Down to select the Away or Home team.

In a one-player game, leave one controller in the middle to play the CPU. In a multi-player game, the appropriate equipment is needed. A Multitap 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 ⊗ to play or △ to exit.

FANTASY LEAGUE

Use the fantasy league format to setup a game based on points earned for player and team accomplishments.

From the Fantasy Scoring screen:

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

TOURNAMENT

Play a season in which your team can compete in a post season tournament series. 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.

CHOOSE SEASON TEAM

- D-Pad Left/Right to choose a team for your season. Press L2 while pressing the D-Pad to move quickly through the teams. You can also press START to setup a random team matchup.
- Press ⊗ to move to the Weekly Season screen.

WEEKLY SEASON

Play the game scheduled for that week or simulate each team's game for the entire week and play the following week's game. Season games can be saved to a Memory Card.

- D-Pad Left/Right to choose a playbook for your team.
- Press ⊗ to play the first game on the schedule.
- To simulate a game, press ▢. Press ▢ + L2 to simulate the entire season. If you simulate an entire season, press ⊗ to move to the Season Menu to begin a tournament series.

SEASON MENU

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

QUIT SEASON

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

CONTINUE SEASON

Continue a season game when you are returned to the Season Menu after a finished game or load a previously saved season from a Memory Card.

TEAM HOMEPAGE

View the season highlights of your team.

NCAA PROGRESS

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

- D-Pad Left/Right to choose a team. D-Pad + L2 will cycle through the teams at a quicker rate.
- D-Pad Up/Down to view other games on the schedule.

STATISTICS

View the statistical leaders of the Division I-A teams of each Conference.

NCAA LEADERS

View Team and Player statistics.

- D-Pad Up/Down to Team or Player Stat of the NCAA Leaders and press ⊗.
- D-Pad Left/Right to view each category.
- D-Pad Up/Down to view other teams or players.
- Press ◎ to view other available stats.

CONFERENCE LEADERS

View the Team and Player statistics from each Conference.

- D-Pad Up/Down to the name of the Conference Leader.
- D-Pad Left/Right to view the stats of different Conferences.
- D-Pad Left/Right to view each category.
- D-Pad Up/Down to view other teams or players.

RANKINGS

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

CONFERENCE STANDINGS

View the standings for each Conference.

- D-Pad Left/Right to view each Conference.
- D-Pad Up/Down to view the rest of the teams in a split Conference.

TOP 25

Updated each week, keep track of the top 25 teams in the country.

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

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.

- D-Pad Left/Right to view each award category.

BEST OF THE BEST

Updated each week, view the list of first and second teamers for College All-America, All-Freshman Team, and All-Conference. From each stat screen:

- D-Pad Left/Right to toggle between offense and defense.
- D-Pad Up/Down to view the first and second teamers.

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** for descriptions of Season Menu items.

When a season is complete, from the Season Menu:

- D-Pad Up/Down to Bowl Games and press ⊗.
- D-Pad Left/Right to choose a bowl game and press ⊗. To simulate a bowl game, press ▢.
- D-Pad Left/Right to change the playbook and press ⊗.
- D-Pad Up/Down to select a Home or Away team and press ⊗ to play.

NOTE: A season team can only play in the bowl game to which it is invited.

ATHLETIC DEPT

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

VIEW ROSTERS

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

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

BLUE CHIP RECRUITING

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

GO RECRUITING

- D-Pad Left/Right to select your recruiting team. Be sure to review Team Strengths to see what kind of players your team needs.
- D-Pad Up/Down to choose a playbook. 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

- D-Pad Up/Down to select a blue chip recruit. Frosh indicates a college true freshman. Junior indicates a junior college transfer. Invite one blue chip per position on an official visit. If your school is highlighted in blue, that recruit has given your 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.

NATIONAL LETTER OF INTENT DAY

- D-Pad Left/Right to see where each recruit signed to play. Each blue chip signing with your school will be automatically placed on the roster depth chart and issued a jersey number.
- Press ⊗ to keep the current recruiting class or △ to discard and go recruiting again.

CREATE WALK-ON

Create a walk-on player of any type. Get creative and mold an All-American talent that dominates the game or simply create yourself, using your own physical attributes.

- D-Pad Up/Down to a player attribute and D-Pad Left/Right to alter the selection. Notice that the player ratings adjust as you alter the player attributes, retaining the characteristics of a complete player.
- Hold L2 to move the attribute slider faster Left/Right.
- Press R1 + R2 to reset all slider settings.
- Press ⊗ to continue.
- D-Pad Left/Right to choose a team, jersey number, or player position of the walk-on.
- D-Pad Up/Down to make your choice.
- Press ⊗ and D-Pad Up/Down to choose a player to replace.
- Press ⊗ to replace the player.

EDIT SCHEDULE

Edit the schedules of any of the available teams. Change your opponents and the location of the games.

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

LOAD/SAVE TEAMS

After creating players and altering your rosters, save your teams to the Memory Card or load a previously saved team. A team cannot be loaded after a season has been saved. If you attempt to load a previously saved Bowl Season or Tournament, your current Bowl Season or Tournament will be canceled.

989 Sports' Tip: Always save after every Bowl Season game or Tournament to avoid any accidental loss in your progress.

NOTE: Before altering files, select a Memory Card slot by using the D-Pad to choose Card 1 or Card 2.

To Save a team:

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

To Load a team, it must have already been saved to the Memory card.

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

To Delete a file from the Memory Card:

- D-Pad to Delete and press ⊗.
- D-Pad Up/Down to choose a file to delete and press ⊗.

CUSTOMIZE

Use this menu to setup game attributes.

CUSTOM PLAYBOOK

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

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

BALANCED is a combination of passing and running plays. **PASSING** is geared towards a passing attack while **RUNNING** is geared toward a running attack. **CUSTOM** takes 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 Left/Right to select a formation.
- D-Pad Down to Play, then Left/Right to select a play to replace.
- Change the name of the play by pressing ◎ and using the D-Pad Up/Down, Left/Right to spell out a new name.
- D-Pad Down to New Play Type, then Left/Right to select a new play.
- D-Pad Down to New Route, then Left/Right 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 Left/Right 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 Up/Down to Keep Changes or Lose Changes and press ⊗.

OPTIONS

Use the Options Menu to customize game attributes. 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** to Low and play a game with few penalty calls. 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 and defense.

- D-Pad Left/Right to choose a Default or Inverted controller setup.
- D-Pad Down to Offense/Defense, then Left/Right to view the controller functions for offense and defense.
- D-Pad Down to No Feedback/Use Feedback, then Left/Right to choose one of the two settings. Activate your Dual Shock™ Analog Controller and feel the vibration of a big hit by setting this option to Use Feedback.

NOTE: Different controller setups exist for Total Control games.

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

MEMORY CARD

See **Load/Save Teams** for information on how to manage the files on your Memory Card.

Playing the Game

PAUSE MENU

Press START to pause the play on the field. Use the Pause Menu to view game statistics and to further customize the game.

VIEW GAME STATS

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

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

INSTANT REPLAY

Gives you a second chance to view the latest play.

Rewind	□
Forward	○
Raise Camera	△
Lower Camera	⊗
Zoom In/Out	L2/R2
Rotate Left/Right	L1/R1
Move Camera. Place the curser on a player or the ball to have the replay focus on that part of the play.	D-Pad
Exit	START

CALL TIME-OUT

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

CAMERA OPTIONS

Choose a camera angle for the game.

- D-Pad Up/Down to select the camera angle and press ⊗.
- Press △ to return to the game.

SUBSTITUTIONS

Substitute a player off of the bench for any player on the field. Offensive players switched to defensive positions will only be credited with offensive statistics.

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

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

CHOOSE AUDIBLES

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

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

CUSTOMIZE GAME

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

Set the size of the players on the field with **PLAYER SIZE**. Increase or decrease the CPU's offensive running ability with **CPU RUNNING**, the CPU's passing attack ability with **CPU PASSING**, the CPU's defensive run stop ability with **CPU RUN DEF**, the CPU's defensive pass coverage ability with **CPU PASS DEF**, and the CPU's intelligence with **CPU IQ**.

Additionally, set the speed of the players on the field with **GAME SPEED** and the speed of the clock with **CLOCK SPEED**.

QUIT GAME

Quit the current game and return to the Main Menu.

KICKING GAME

Skill at kicking enables you to put your team in good field position and keep the opposing team deep in its own territory. Hitting a last second field goal to win the game will also require kicking expertise.

- Press ⊗ to bring up the power meter.
- Press ⊗ again to kick the ball. The higher the strength bar, the stronger the kick.

To try an onside kick:

- Press ⊗ when the strength bar is at a low point on the power meter.

To guide a kick:

- D-Pad Left/Right to angle your kick into the corners.

989 Sports' Tip: With the game on the line, avoid sending a kickoff into the hands of a respected return specialist. Tap ⊗ to stop the kick meter at half strength to produce a short kickoff.

SETTING UP A PLAY

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

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

NOTE: 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

Before the snap, utilize the following tips to balance your offensive attack:

- Press ◯ or △ to try and draw the defense off sides.
- Press □ to call an audible and take advantage of a defense's formation.

989 Sports' Tip:
Press L2 + SELECT to run the previous play for a No Huddle Offense.

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.

Use the pitch move effectively to add an extra dimension to your running attack. Hold onto the ball as long a possible to force the defense to commit to the initial ball carrier. If the defense converges on the running back before a pitch, keep the ball and run up field.

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.

989 Sports' Tip:
Press △ to increase your chances of catching the ball in coverage.

DEFENSE

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

Before the snap on defense, utilize the following tips to maximize defensive play:

- Cycle player control through defensive players by tapping ◯.
- Call defensive audibles to counteract offensive formations by pressing □.
- Press L2 + D-Pad Down to bring linebackers and defensive backs towards the line of scrimmage.
- Press L2 + D-Pad Left/Right to shift the defensive line.

989 Sports' Tip:
In a passing situation, line up close to the line of scrimmage and press R2 when the ball is snapped to throw a forearm shiver and take a receiver out of the play.