



PlayStation

NTSC U/C

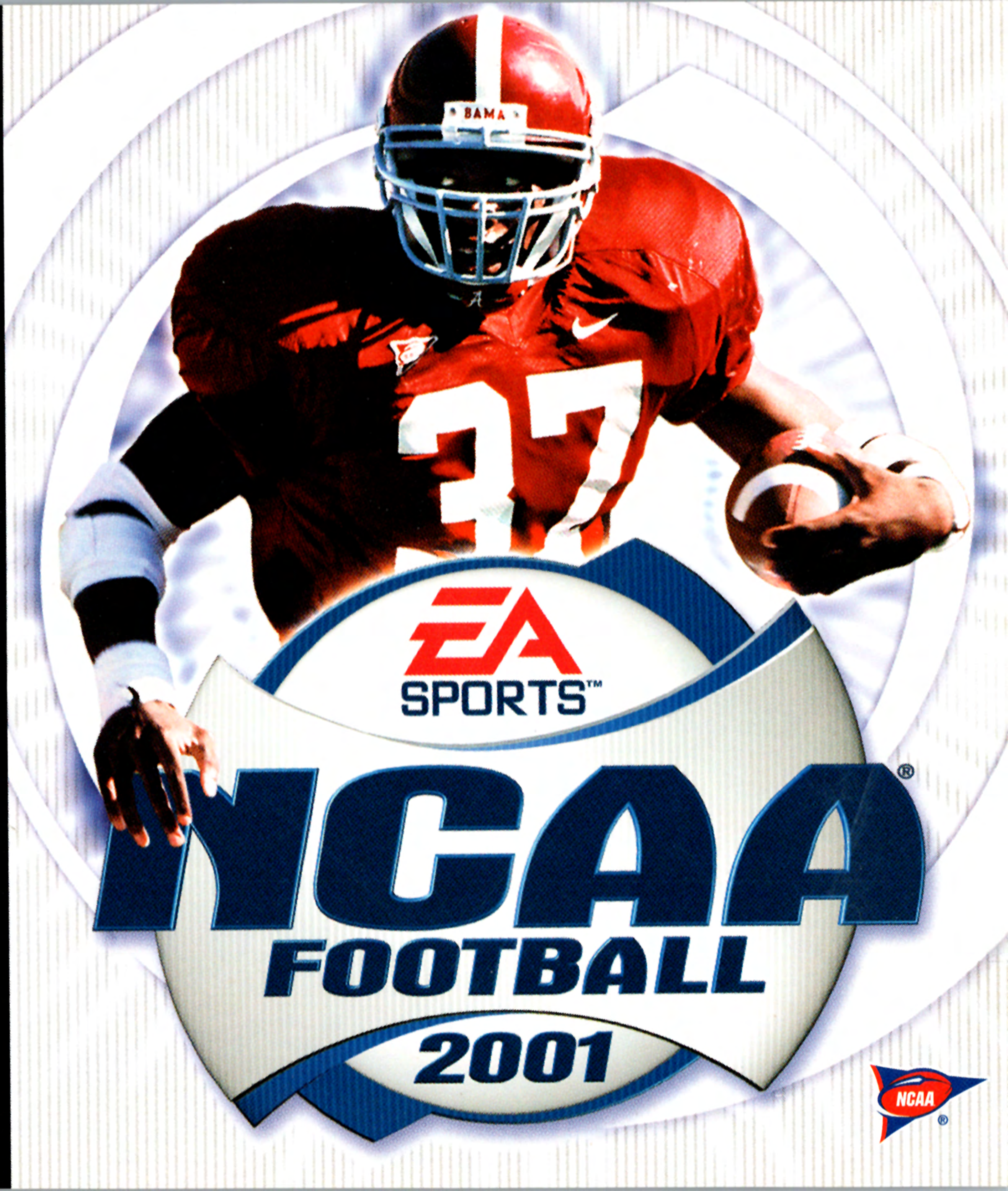
PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01219



WARNING:

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 symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unofficial Product:

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

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

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

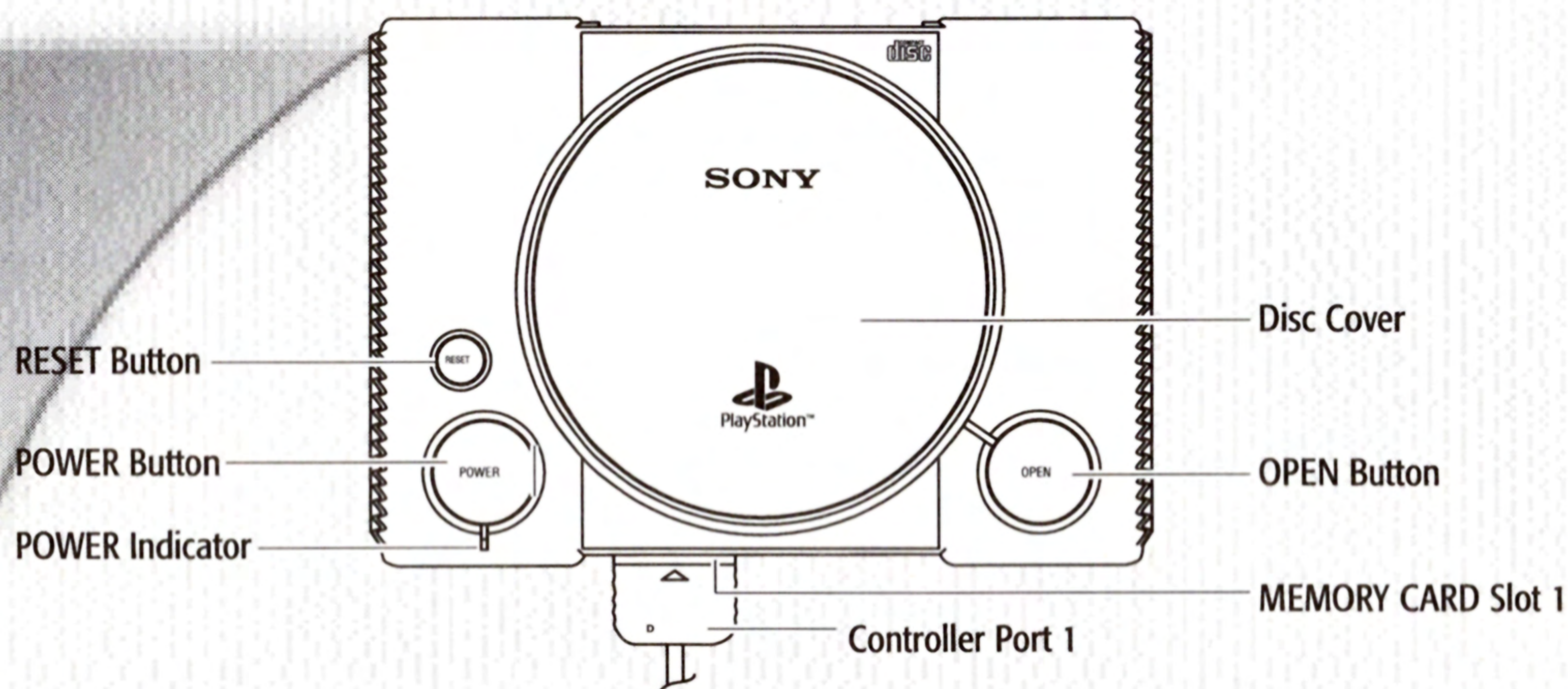
CONTENTS

STARTING THE GAME	2
COMMAND REFERENCE	3
BASIC CONTROLS	4
COMPLETE CONTROLS	5
SETTING UP THE GAME	8
MAIN MENU	8
STARTING AN EXHIBITION GAME	9
ON THE FIELD	9
OTHER GAME MODES	11
SITUATION MODE	11
SEASON	12
DYNASTY MODE™	13
CUSTOM LEAGUE	16
TOURNAMENT	16
PRACTICE	16
GAME OPTIONS	17
USER PROFILES	18
MEMORY CARD FUNCTIONS	19
WARRANTY	20



For more info about this and other titles, check out
 EA SPORTS™ on the web at **www.easports.com**.

STARTING THE GAME



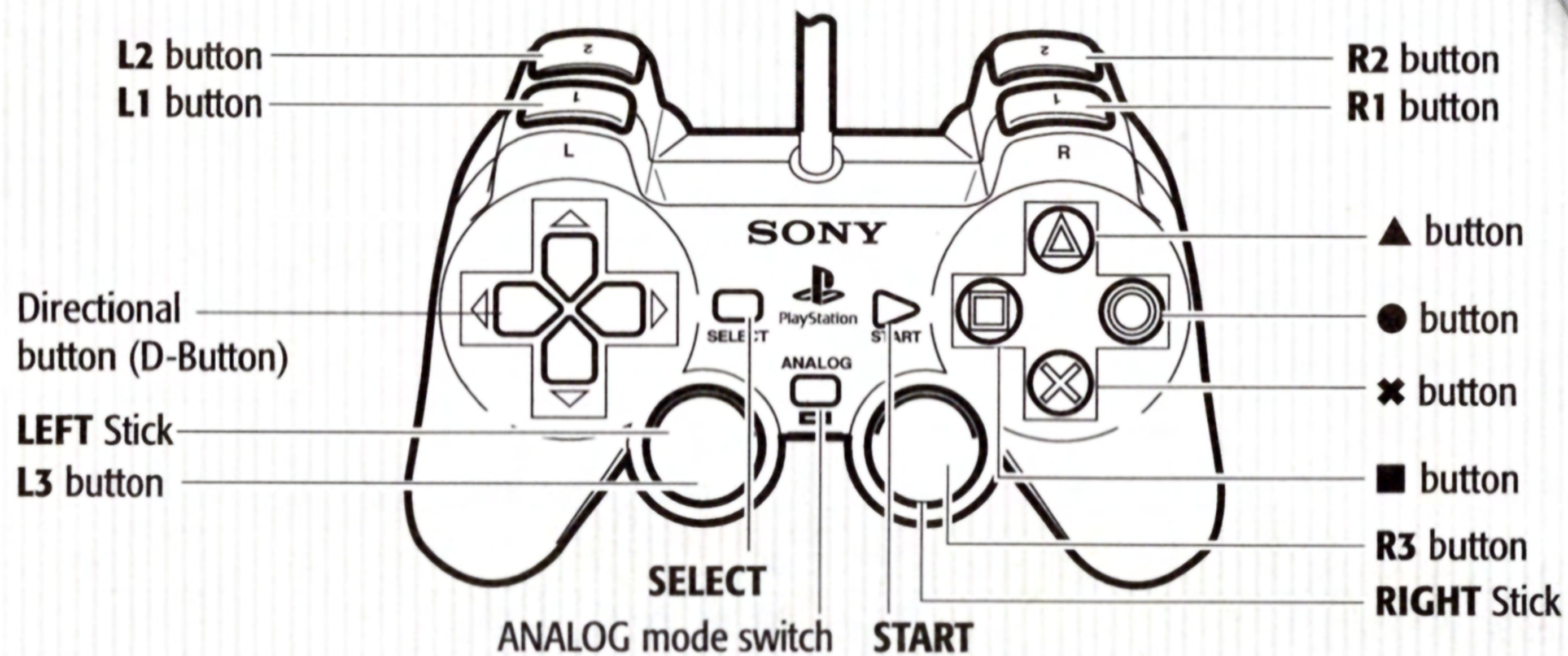
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *NCAA® Football 2001* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.



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

4. Follow the on-screen instructions to start a game.
- ➞ To skip the opening video and title screen, press **START** at each screen. The Main Menu appears.
- *Main Menu* on p. 8.

COMMAND REFERENCE



MENU CONTROLS

Help	■
Select option/advance to next screen	✕ or START
Go back/previous screen	▲
Move menu cursor	D-Button ↑↓
Toggle options	D-Button ↔

BASIC CONTROLS

Learn these moves first to get in the game. Then move on to the *Complete Controls* (➤ p. 5) to dominate on the field.

PLAY SELECTION

Select Formation	✕
Select Play	■, ✕, or ●

KICKING

Start kick meter/kick	✕
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OFFENSE

Snap the ball	✕
Move player/run	D-Button or Left Stick
Call up Passing Symbols	✕
Pass to receiver w/ matching symbol	■, ✕, ●, L1, or R1
Speed burst	✕

DEFENSE

Switch players	✕
Move player/run	D-Button or Left Stick
Speed burst	●
Dive (tackle if collision)	■



NOTE: For detailed information about more advanced gameplay controls such as diving, juke moves, and spinning, ➤ *Complete Controls* on p. 5.

COMPLETE CONTROLS



Once you have mastered the basics, learn these moves to overpower the competition.

GENERAL GAMEPLAY

Pause game	START
Call Timeout	SELECT

PLAYCALLING

Cycle formation or plays	D-Button ↑
Cycle sets (when available)	D-Button ↔
Select formation	×
Select play with corresponding symbol	■, ×, or ●
Go back/previous screen	▲
Flip plays	R1

OFFENSE BEFORE THE SNAP

Hurry to line of scrimmage	Press and hold ×
Snap ball	×
Fake snap signal	●
Coach's Cam (show player routes)	R2 + D-Button
Scroll through and select available man in motion	D-Button ↑
Move man in motion (when available)	D-Button ↔



EA TIP: Call an audible to change your play at the line. Press ■, then ■, ×, ●, L1, or R1. To call an audible to flip the play, press ■, then R2. To call a fake audible, press ■, then L2.

PASSING

Move Quarterback	D-Button or Left Stick
Bring up passing symbols	×
Disable/hide passing symbols (allows QB to perform running moves: spin, hurdle, etc.)	R2

Pass to the receiver with corresponding symbol	■, ✕, ●, L1, or R1
Throw ball away	▲
Pitch left/right	L1/R1
Fake pitch	L2/R2
Pump fake (fake pitch when passing symbols are disabled)	L2

ANALOG CONTROLLER PASSING

Aim passing target	Right Stick
Pass towards target	R3



EA TIP: The longer you hold down the passing button (■, ✕, ●, L1, R1, or the R3 button), the harder the pass. To throw a bullet, press and hold the button; to lob a pass, tap it.

RECEIVING

Take control of the receiver closest to ball	✕
Dive for the ball	■
Jump and reach for pass	▲
Call for Ball (while Advanced Player Control is on)	●

RUSHING

Move player	D-Button or Left Stick
Speed burst	✕
Dive	■
Hurdle	▲
Spin	●
Stiff arm	L2
Juke move	R2
Pitch left or right	L1 or R1



EA TIP: When you need to stop the clock, hold ● at the end of a play to call a play to spike the ball. To call the previous play without going to a huddle, hold ✕ at the end of a play.

OFFENSIVE LINE while Advanced Player Control is ON (> p. 8)

Power Block	L2
Hold Block	L1

KICKING GAME

KICKING

Start kick meter	✕, ▲, or ●
Aim kick	D-Button ↔
Kick (press the same button that started the kick)	✕, ▲, or ●
Call left/standard/right onside kick formation	■, then ■, ✕, or ●



EA TIP: Pressing ✕ triggers a normal kick. Kick high by pressing ▲, or press ● to deliver a line drive kick.

RETURNING A KICK

Move kick returner (Returner can perform normal rushing moves: speed burst, spin, stiff arm, etc.)	D-Button or Left Stick
Call left/standard/right onside kick formation	■, then ■, ✕, or ●
Fair Catch call	●

DEFENSE

BEFORE THE SNAP

Switch players	✕ or ●
Move player	D-Button or Left Stick
Shift line left/right	L1/R1
Coach's Cam (show defensive assignments)	R2



EA TIP: To call a tight, standard, or loose coverage audible, press ▲ then ■, ✕, or ●, respectively.

AFTER THE SNAP

Switch to defender nearest ball	✕
Dive (tackle if you collide with an opponent)	■
Jump	▲
Speed burst	●

ONE-BUTTON MODE™:

With One-Button Mode you can execute all moves simply by pressing ✕—it's the perfect aid when you're learning the game. To activate One-Button Mode, press **R1** at the Controller Select screen. A "1B" (One-Button) icon appears on your controller. Toggle this option ON/OFF during the game by going to the Controller Select screen through the Pause menu.

Swim move	R2
Spin move	L2
Strip ball	L1
Push move	R1

ADVANCED PLAYER CONTROL (APC)

Control any position with the Advanced Player Control, from making your Offensive Lineman deliver a power block to having your Wide Receiver call for the ball.

1. From the Pause menu, choose GAME SETUP.
 2. Select GAMEPLAY SETTINGS. The first setting is Advanced Player Control. Toggle it ON to control any player or **OFF** to play normally.
- ☐ You can toggle this option ON/OFF anytime during a game. ➤ *Complete Controls* on p. 5 for position-specific moves while playing in APC.
- ➔ To highlight the player you want to control, press D-Button $\leftrightarrow$ at the line of scrimmage, then press $\times$.



EA TIP: Try Advanced Player Control in Practice Mode to get the hang of things. ➤ *Practice Mode* on p. 16.

SETTING UP THE GAME

MAIN MENU

GAME MODE: Select the type of game you want to play—Quick Start, Exhibition, Situation Mode, Season/Dynasty, Custom League, Tournament, or Practice

CUSTOM OPTIONS: Create, load or delete a school or player, name players, or access the play editor



GAME SETTINGS: Determine Quarter length, skill level, and adjust other game settings

USER PROFILES: Access and create User Profiles

MEMORY CARD: Load and/or Save games and highlights

Press and hold $\blacksquare$ to view the Help menu

STARTING AN EXHIBITION GAME

Set up a gridiron showdown between your favorite team and its rival.

To start an Exhibition game:

1. Choose EXHIBITION from the Main menu's Game Mode option. The Team Select screen appears.
 - D-Button $\updownarrow$ to toggle between Away and Home teams, then D-Button $\leftrightarrow$ to cycle through available teams. (To scroll through teams alphabetically, press **L1** or **R1**. To have the computer select a random match-up, press **L2 + R2**.)
 - ☐ If you want to choose a stadium, set weather conditions, and/or select the time of day, press **●** from the Team Select screen. The Stadium Select screen appears. After making your selections, press **START** to return to the Team Select screen.
 - To take on your team's rival, press **SELECT**.
2. Select teams and press **✕** to continue. The Controller Select screen appears.
3. At the Controller Select screen, move the Controller icon to the right to control the Home team or to the left to control the Away team.
 - ☐ If you are playing as the Home team you can change your team uniform by pressing **L1**.
 - ☐ The computer controls teams that are not selected. If neither team is selected, the computer controls both teams, utilizing their strengths and exploiting the opponent's weaknesses to create a true-to-life simulation.
 - ☐ To choose a User Profile, press **SELECT**. ➤ *User Profiles* on p. 18.
4. Press **✕** to advance to the coin toss. ➤ *On the Field*, below.

ON THE FIELD

From the coin toss to the final whistle, you must dominate every aspect of the game to compete with the elite schools. Develop your strategy and practice all your moves or you'll be stuck watching the games at home on bowl day.



Quarter and time
remaining in quarter

Score

Down and yards to first down



Momentum Meter

Play Clock

COIN TOSS

Before the game begins the referee asks the Away team captain to call the coin toss.

➞ To call the toss, D-Button $\updownarrow$ to select heads or tails. If you win the toss you have the choice of kicking, receiving, or selecting a side to defend.

PLAYCALLING

Before each play, the Playcalling screen appears.

To call a play:

1. D-Button $\updownarrow$ to cycle through the available formations.
 2. D-Button $\leftrightarrow$ to cycle through available sets for the selected formation (if available), then press $\times$ to select. The list of plays for the selected formation and set appear.
 3. D-Button $\updownarrow$ to cycle through the available plays. Rushing plays display a white arrow for the ball carrier's path, while passing plays show yellow arrows representing receiver routes.
- ➞ To flip the play, press **R1**.
- ➞ To change a chosen formation, press $\blacktriangle$ to go back and make a new selection.
4. Press the corresponding button ($\blacksquare$, $\times$, or $\bullet$) to select your play.



NOTE: The number of formations and sets available is determined by the playbook you use. > *User Profiles* on p. 18 to learn more about playbooks.



EA TIP: If your opponent is stealing your plays, fool him with a bluff play. Use **L1/L2** + the corresponding ■, ✕, or ● to call a play that is on the upper or lower border of the playcalling display.



PAUSE MENU

The Pause menu gives you access to game setup, options, and information. Most Pause menu items are self-explanatory. Those requiring explanation are listed below.

➞ To access the Help menu, press and hold ■.

SUBSTITUTIONS: Sub in a fresh player, review and revise your special teams, or reorder your depth chart.

MASS SUBSTITUTIONS: Keep your starters fresh by substituting in the entire second string offensive or defensive squads.

SET AUDIBLES: Set your audibles. You can choose any five plays for your defense and offense audibles.

MOMENTUM METER

The Momentum Meter lets you know which way the tide is turning. When one team starts making all the plays, the momentum meter indicates which team has the game momentum behind them. As momentum builds for one team, it's harder for the other team to make a big play.

OTHER GAME MODES

Take your team all the way to the Orange Bowl™ in Season mode. Create a powerhouse and reign supreme in Dynasty Mode. School the competition in Custom League mode. Mop up in Tournament mode, or run your squad through drills in Practice mode. If that's not tough enough, put it all on the line by creating an almost impossible scenario in Situation mode.

SITUATION MODE

It's late in the fourth quarter and you're trailing by four. Put yourself in a do-or-die situation and see if you can pull out the win.

➞ When you finish choosing your desired settings, press **START** to advance to the Controller Select screen. Proceed through the rest of the setup as you would in an Exhibition game.

SEASON

Play through an entire season.

➤ To start a new season, select SEASON/DYNASTY from the Main menu, then select NEW SEASON from the pop-up menu. The Season Week screen appears.

CUSTOM SCHOOLS

If you have created custom schools, the computer prompts you to "include custom schools?" Select YES or NO. If you choose to include custom schools, the Add Created Schools screen appears. Select the school to add and press ✕. The cursor moves to the Remove School frame. Select the school to replace and press ✕. To exit the Add/Remove Schools screen, press **START**. (For information on creating Custom Schools, ➤ *Game Options* on p. 17.)



NOTE: A created school takes the place and schedule of an existing team. If that school is part of a conference, your team becomes part of that conference.

SEASON WEEK SCREEN

Play the week, view stats, change your schedule, name or reorder the players on your roster and much more. Most of the topics are self-explanatory except for the Custom Stat Save option, explained below.

CUSTOM STAT SAVE: Select the teams whose individual stats you want to track. Custom Stat Save's default setting does not track the individual stats of Div-1AA teams. To track these stats, you must sub them for another conference or teams in Custom Stat Save.

PLAY WEEK SCREEN

Play any game from the current week, or simulate the action for the current week or the entire season.

To choose a game to play:

1. Highlight a game and press ●. The box next to the game is checked.
- If you wish to control a particular team (or teams) throughout the entire season, you can "tag" that team for all future games. Highlight a game in which that team appears and press **L1 + ●** (if visiting) or **L2 + ●** (if home). That team will then be tagged as User-controlled.



2. Press **START** to advance to the Controller Selection screen. Choose your team and continue as you would in an Exhibition game.
- ☐ After the week's games are played, D-Button → to advance to the next week.

CONTINUING A SEASON

If you backed out of a season in progress, you can continue playing as long as you have not reset the PlayStation game console or shut it off. To continue a season in progress, select CONTINUE SEASON from the Season Mode pop-up window.

BOWL GAMES

After you complete (or simulate) 15 weeks of play, you come to the Heisman® Trophy screen. Check out who the top player in the NCAA is and then press **START** to advance to the Championship Bowl games. You can play or simulate the Bowl games.

LOADING A SEASON FROM A MEMORY CARD

To load a saved season:

- ⇒ Select LOAD SEASON from the Season Mode pop-up menu. The Memory Card screen appears. Load the season you want. (➤ *MEMORY CARD Functions* on p. 19 for loading instructions.) The Season menu appears.

DYNASTY MODE

Create a legendary program at the school of your choice. If you blow the opportunity you could find yourself begging for a position with a second or third division team.

- ⇒ To start a new dynasty, select SEASON/DYNASTY from the Main menu, then select NEW DYNASTY from the pop-up box. The Dynasty Setup screen appears.
- ☐ If you have created custom schools, the computer prompts you to "Include Custom Schools?" Select YES or NO. ➤ *Game Options* on p. 17.

DYNASTY SETUP SCREEN

Most of the Dynasty Setup screen options are easy to follow. Topics that require more instruction are listed on p. 14.

COACH MODE: YES means that you'll have to live up to the school's expectations or risk being fired. NO gives you lifetime job security at the school of your choice.

RECRUITING: INDIVIDUAL allows you to hunt for individual recruits who best fit your program's needs. BASIC lets you formulate a general recruiting plan and the computer carries it out.

To select a Team and User Profile:

1. After selecting the Number of Players, Coach Mode, and Recruiting options, press **✕** to access your Team and User Profile selection options.
2. To choose a User Profile, press **SELECT**, then cycle the available options.
 - ☐ For more on User Profiles ➤ *User Profiles* on p. 18.
3. Choose a team and press **✕**. The Dynasty Week screen appears.

DYNASTY WEEK SCREEN

In most cases, the Dynasty Week screen options are self-explanatory. The exception is redshirting:

REDSHIRTING: A redshirted player is not eligible to play for the season, but he gains an extra year of off-season training. A player can only redshirt once in his career.

- To get started, choose PLAY WEEK. The games for the week are displayed on the Dynasty Week screen.
- ☐ If your team is scheduled, you can play the game. If not, simulate the games by pressing **START**.

THE OFF-SEASON

Finding the right recruits during the off-season to fill the holes in your program or enhance your strengths is essential to building a dominant dynasty.

- ☐ At the end of a season, the Draft Day Report screen appears. This screen lists how well your seniors (and, in some cases, juniors) did in the draft. To continue to the next screen, press **START**. The Post Season Training Report appears.
- ☐ The Post Season Training Report lets you see how hard your returning players worked and how much they improved. This information can help you decide which players to cut at the Cut Players screen. Press **START** to continue.
- ☐ The Cut Players screen lets you clean house and remove unwanted players. To cut a player, highlight his name and press **●**. The player's name is shown in red type. *Be warned:* You can't predict the caliber of the replacement player you sign. Press **START** to advance to the Recruiting screen.

BASIC RECRUITING

Basic recruiting lets you set general guidelines and the computer takes care of the rest. The computer tells you the minimum number of players to recruit per position. You can change the number to recruit, as long as minimums are met. You choose the type of player to fill a position (e.g. blocking or running fullback), and assign a recruiter.

INDIVIDUAL RECRUITING

Individual recruiting allows you to track down the players you want and need from anywhere within your recruiting region.

- ☐ A map of the U.S. appears when you enter Individual Recruiting. The states in your recruiting area are blue; those outside your area are gray. The state you are currently searching is yellow.
- ☐ From the Recruiting Week screen, you have access to the states in your recruiting area, your Prospect Status Report, and a host of other reports as well. Press **SELECT** to view the Report menu. Press **X** to view state-by-state recruits. You can assign visits from either the Recruiting Week screen or directly from one of the reports.



NOTE: You must maintain a certain minimum headcount at each position to ensure you field a competitive team.

PROSPECT REPORT MENU

The Prospect Report menu offers you different looks at your recruiting circumstances. You can view current targets, top 100 national recruits, available prospects, and more.

REVIEWING RECRUITS

Review recruits, study individual player stats, and assign a recruiter. Remaining visits are tracked at the bottom of the screen. To view your recruiting status, such as current targets and signed and returning players, press **●**. Continue recruiting for five weeks or "auto recruit" by selecting AUTO RECRUIT from the Simulate Recruiting pop-up menu.

- ☐ A "%" next to a prospect's name indicates that he is a Junior College transfer.

CUSTOM LEAGUE

Set up your own custom league of four to eight teams and watch them battle for the conference championship. In terms of setup, Custom League is similar to a Season.

To create a custom league:

1. From the Main menu, choose CUSTOM LEAGUE. A pop-up menu appears.
2. Choose NEW. The Custom League Setup screen appears.
3. D-Button  to enter the number of players, playoff teams, and how many times teams play each other, then press  to confirm these settings. The cursor moves to the User Profiles box. Press **SELECT** to enter a new User Profile.
4. D-Button  to cycle through and select a team for each User Profile. Press  when finished to advance to the Custom League Main menu.

CUSTOM LEAGUE MAIN MENU

The Custom League Main menu gives you access to all aspects of your league from game schedules and injury reports to entering the names of your team's players.

To start a Custom League Game:

1. Select Game schedule to access the team schedule.
2. D-Button  to highlight the desired game and press . The Controller Select screen appears. Continue as you would in an Exhibition game.

⇒ To simulate games, press .

TOURNAMENT

Skip the regular season and throw your teams right into a post-season brawl.

⇒ From the Main menu, choose TOURNAMENT. Choose either a **SINGLE** or a DOUBLE elimination tournament. The Tournament pop-up screen appears. Follow the onscreen prompts to begin.

PRACTICE

Take time to learn your playbook and master your moves.

⇒ To start Practice mode, from the Main menu choose PRACTICE. The Practice screen appears. Select a team, set the practice options, and drill away.

GAME OPTIONS



NCAA Football 2001 allows you to play out all your college football fantasies. Create the ideal player—you can even give him your name—or create your own school and take on the NCAA's toughest teams.

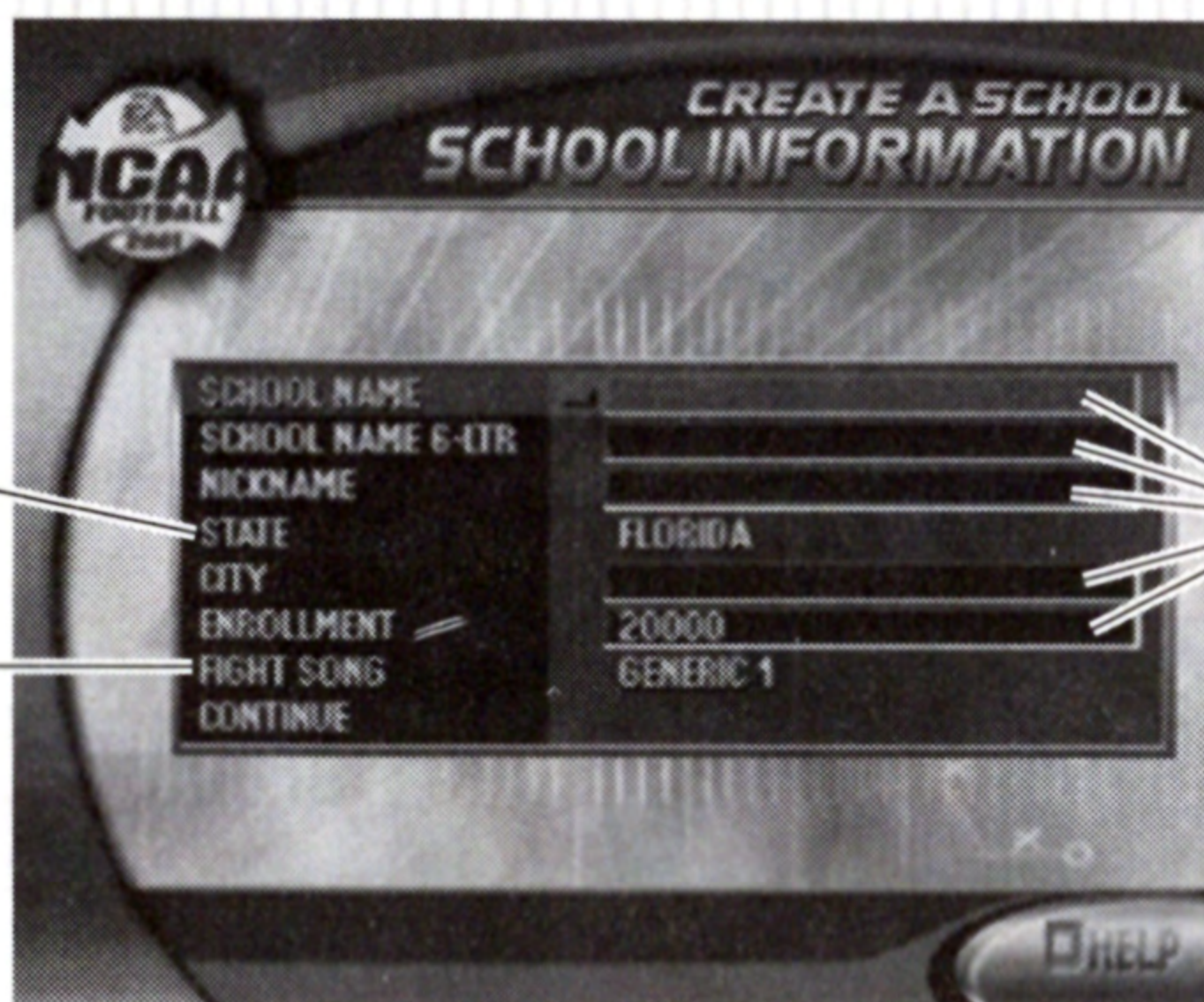
CREATING A PLAYER

ATTRIBUTES MENU: Name a player and select his team, number, position, and more.

ABILITIES MENU: Set your player's agility, speed, awareness, etc.

➞ To type in a player's name, highlight NAME and press **SELECT**. D-Button to highlight the desired letter, then press **X**. When you have finished entering the name, highlight OK and press **X**.

CREATING A SCHOOL



Press **X** to select your school's home state from the U.S. map

Press **X** to select a fight song for your school from 70 available fight songs

Press **SELECT** to enter in school information

To create a school:

1. From the Main menu choose CUSTOM OPTIONS. The Custom Options screen appears.
2. Choose CREATE A SCHOOL. The School Information screen appears.
3. Enter your school's information. When finished, highlight CONTINUE and press **X** to advance to the Team Information screen.

➞ To create a custom uniform for your team, highlight UNIFORM and press **X**.

4. Enter the information for your team and select DONE when finished. The Save pop-up screen appears. Choose YES to save your school.
- ☐ To exit without saving, select NO. To continue editing your team and school's information, select CANCEL.

NAMING PLAYERS

Name the players on any current team. Up to eight teams can contain named players.

➔ To access this option, from the Custom Options menu choose NAME PLAYERS.

USER PROFILES

Keep track of your records and store custom plays, audibles, and substitutions.

To create a User Profile:

1. From the Main menu select USER PROFILES. From the pop-up menu, choose NEW USER PROFILE.
2. Access the Edit Text screen by pressing **SELECT**. Type a name for the new profile. (For more on using the Edit Text screen, ➤ *Creating a Player* on p. 17.)
3. To choose a team for the new profile, D-Button $\updownarrow$ to the appropriate field and D-Button $\leftrightarrow$ to scroll through teams. Press **START** or **X** to advance to the next screen

To select a profile:

➔ From the pop-up menu, choose SELECT USER PROFILE. A list of available profiles appears. Choose the desired profile, and press **X**.

Loading a User Profile:

- ➔ Choose LOAD USER PROFILES from the pop-up menu. The Load User Profiles screen appears. Select LOAD USER PROFILES, then select profiles to load and press **X**.
- ☐ You can load profiles from multiple MEMORY CARDS. Plug in two MEMORY CARDS then highlight MEMORY CARD and D-Button $\leftrightarrow$.

USER PROFILES OPTIONS

CUSTOM PLAYBOOKS: Select the play formations and sets for your profile team.

PLAY EDITOR: Design custom plays for your team.

SET AUDIBLES: Set offensive and defensive audibles for your team.

SUBSTITUTIONS: Select substitutions to be made for your team.

EDIT PROFILE: Change the name or team for your User Profile.



MEMORY CARD FUNCTIONS

Save or load user records, a Season or Dynasty, game settings, and created players.



NOTE: Never insert or remove a MEMORY CARD when loading or saving files.

➞ To free up space on the MEMORY CARD, highlight DELETE and press ✕, then highlight the file(s) you want to delete and press ✕.

To save a season or dynasty:

1. From the Main menu, D-Button ↑ to select a MEMORY CARD.
 2. Highlight BACKUP OPTIONS and then highlight SAVE and D-Button ↔ to desired mode. Press ✕ to save.
- ☐ From the Season Week screen if you press ▲ to back up, you are prompted to save. Choose YES to advance to the MEMORY CARD Save Season screen.

To load a saved game:

1. From the Main Menu, D-Button ↑ to select MEMORY CARD. The MEMORY CARD screen appears.
2. Select BACKUP OPTIONS. The Backup Options screen appears.
3. Highlight the MEMORY CARD that contains your file, D-Button ↑ to select LOAD, and then press ✕.
4. D-Button ↑ to select the file you want to load and press ✕.

➞ To return to the previous screen without loading a file, press ▲.

To delete saved data from your MEMORY CARD:

1. From the Backup Options screen D-Button ↑ to DELETE. Press ✕ to move the cursor to the Saved Data menu.
2. Highlight the item to be deleted and press ✕. A prompt asks you to confirm that you want to delete the specified data.

WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mis-treatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN 90-DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, and a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We recommend that you send your product using a delivery method that is traceable. Electronic Arts is not responsible for products not in its possession.

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Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

Web Page: www.ea.com

Fax: (650) 628-5999

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EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

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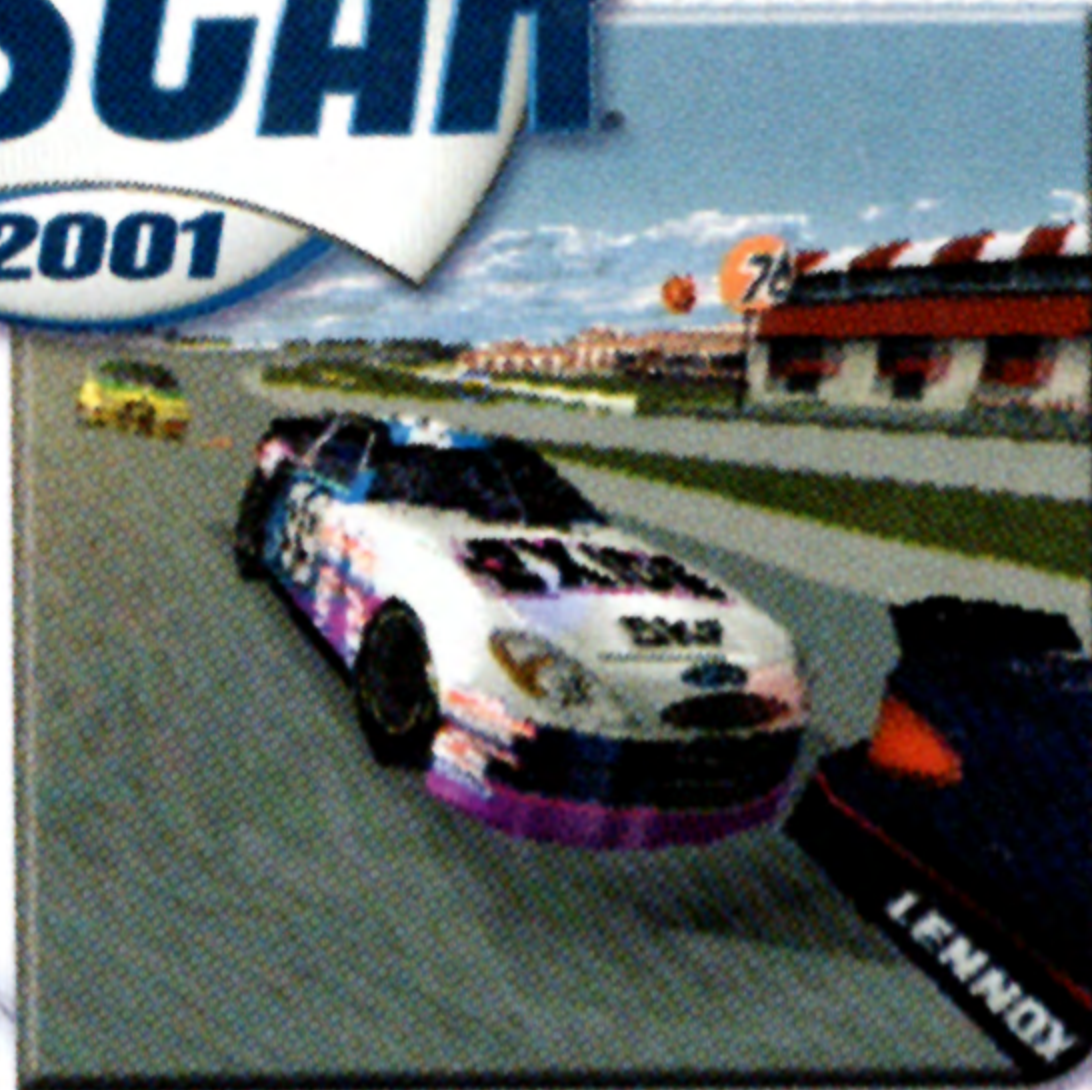
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