



PlayStation

TM

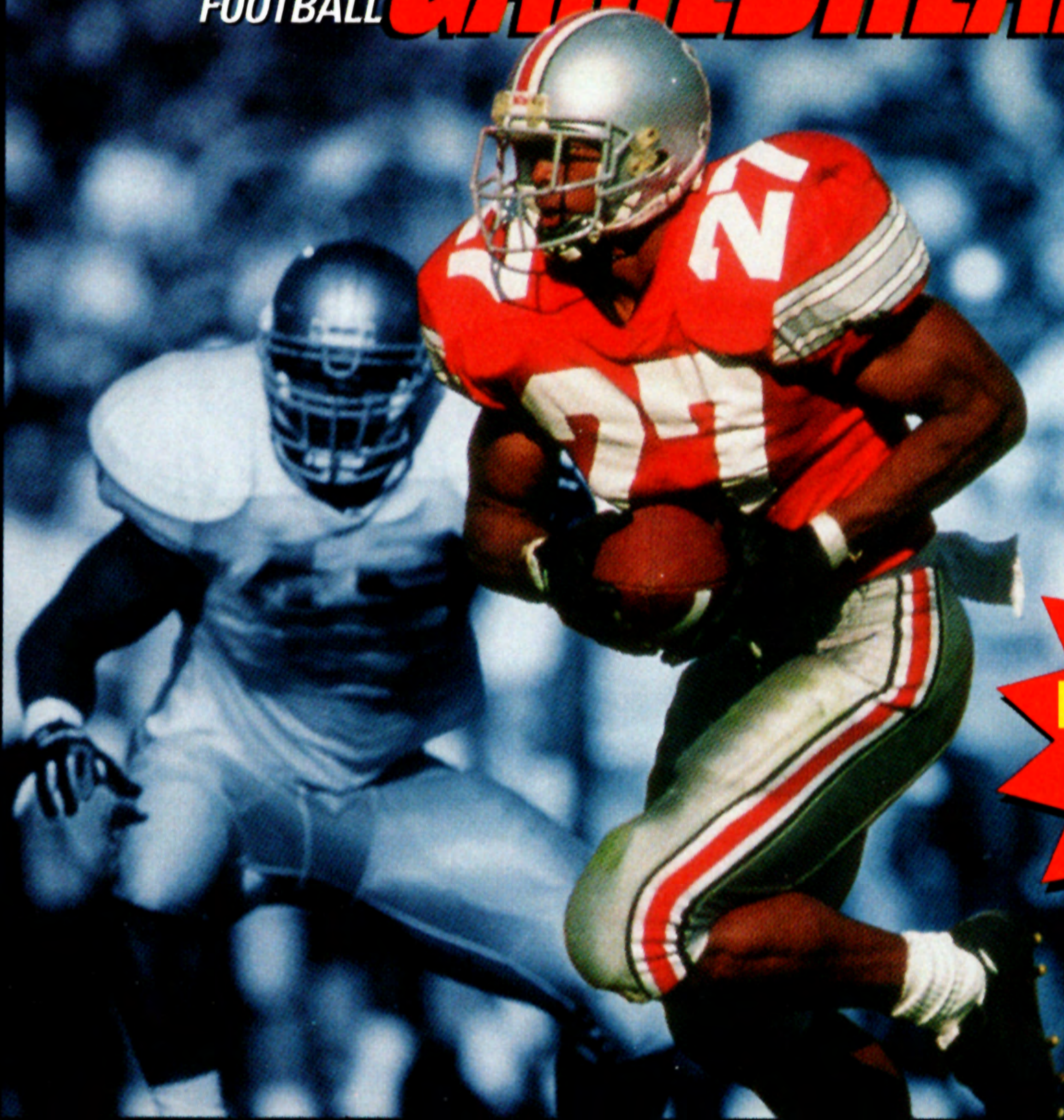
NTSC U/C

PlayStationTM



FOOTBALL

GAMEBREAKERTM



**SPECIAL
NFL GAMEDAYTM '97
OFFER**

DETAILS INSIDE

OFFER GOOD THROUGH 1/31/97

KIDS TO ADULTS

TM



CONTENT RATED BY
ESRB

SCUS-94509
94509



SONY



COMPUTER
ENTERTAINMENT

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.

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 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 the outer edge. Never use solvents or abrasive cleaners.

HINT LINE

Hints are available:

Within the US: **1-900-933-SONY** (1-900-933-7669)
\$0.95 per minute pre-recorded information
\$1.15 per minute live representative assistance
\$4.95 for mailed out tips

Within Canada: **1-900-451-5757**
\$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. 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 required a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

1-800-345-SONY
(1-800-345-7669)

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, 8AM-6PM Pacific Standard Time.

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Our news is always hot! Visit our website and find out what's happening at Sony — new titles, new products and fresh tidbits about the PlayStation™game console.

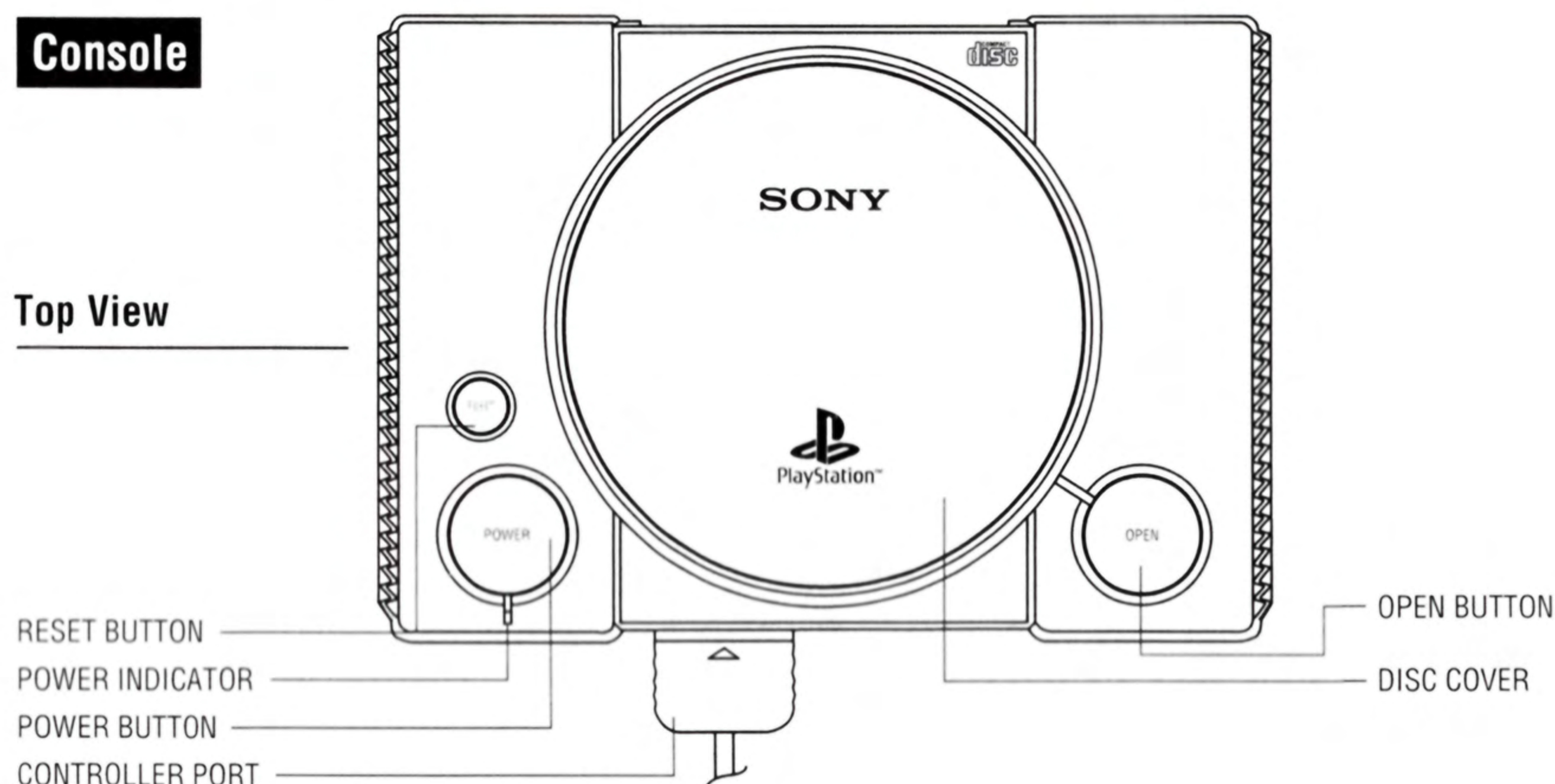
TABLE OF CONTENTS

WELCOME TO NCAA® GameBreaker™	4
DEFAULT CONTROL SUMMARY	5
MAIN MENU	7
Exhibition Game	7
Bowl Season	8
Tournament Season	8
ON THE FIELD	10
Offense Before The Snap	11
Offense After The Snap	11
Passing Plays	12
Running Plays	12
Defense Before The Snap	13
Defense After The Snap	13
Special Teams	14
GAME PAUSED MENU	14
Replay	14
Stats	15
Change Views	15
Timeouts	15
Choose Audible	16
Substitutions	16
Additional Options	17
ROSTERS	17
OPTIONS	18
STATISTICS	20
MEMORY CARD	22
SEASON REPORT	22
CREDITS	24

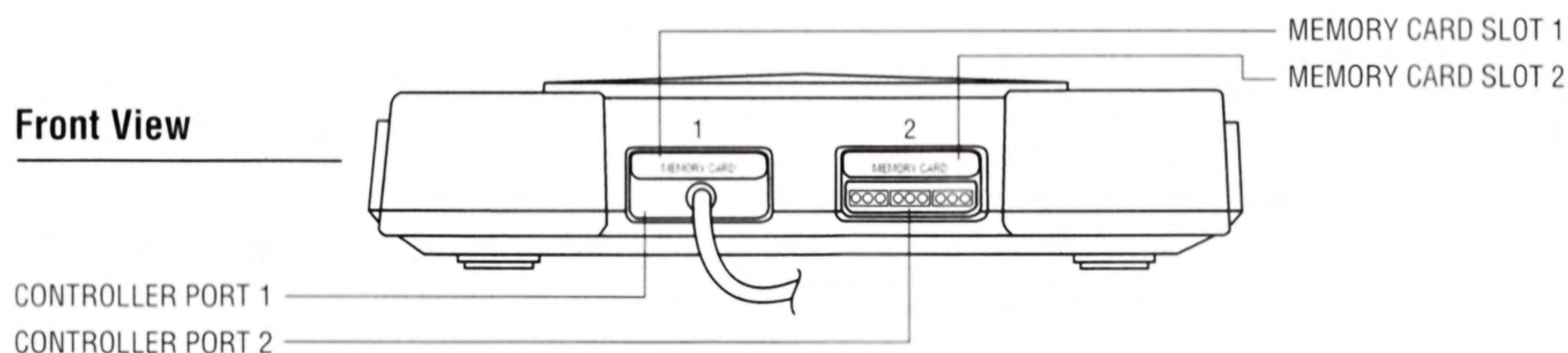
STARTUP INFORMATION

Console

Top View



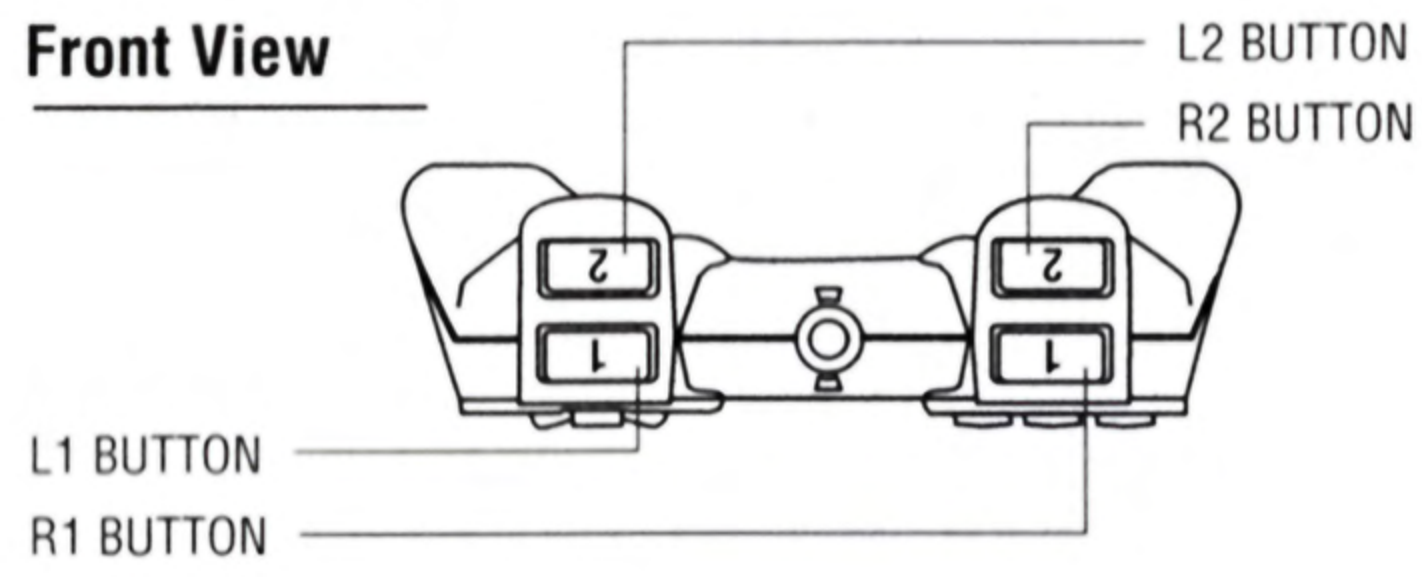
Front View



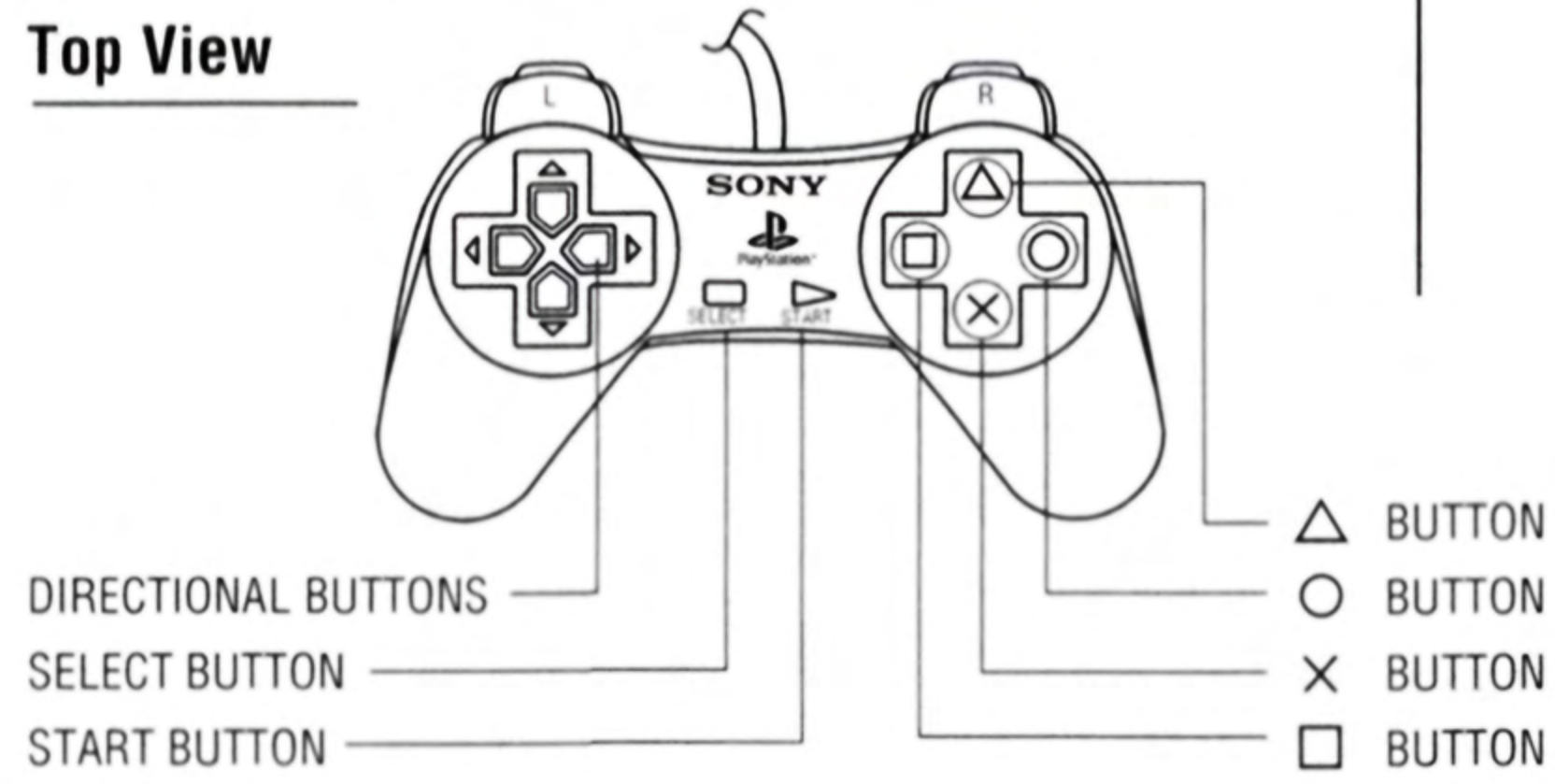
Setup your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NCAA GameBreaker™ disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen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

Controller

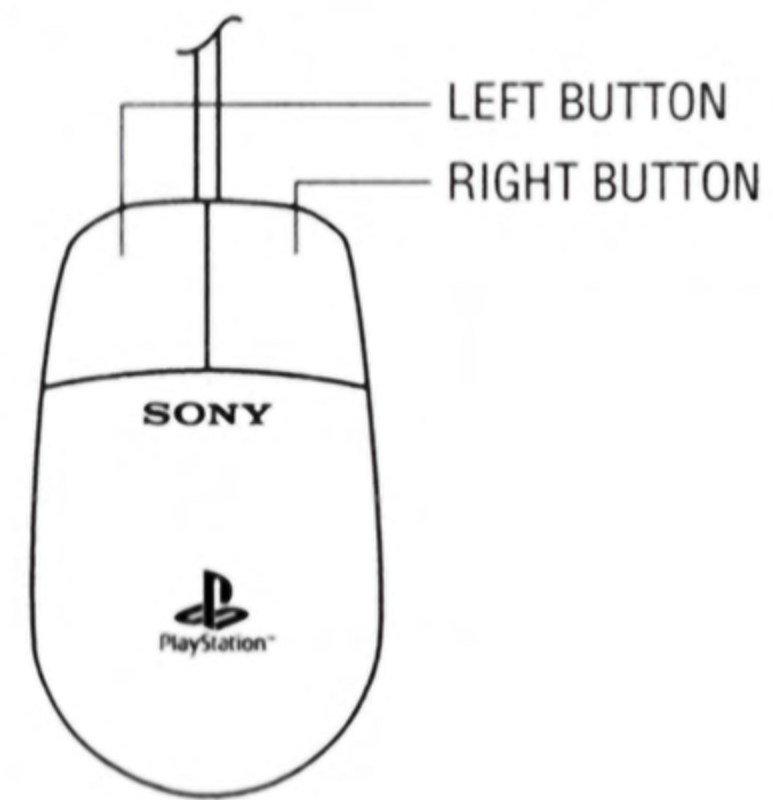
Front View



Top View



Mouse



WELCOME TO NCAA® GAMEBREAKER™



NCAA GameBreaker picks up where the rest leave off. The developers went to great lengths to recreate all the NCAA Division I-A, the top I-AA, and the best all-time great teams in an environment where you can pit them head-to-head against each other. The uniquely free-form style of play found only in college football is programmed into the computer AI, and the outcome of each play is excitingly unpredictable. As always, the graphics are state-of-the-art and the button controls crisp and intuitive. You'll waste little time moving through the menus before you get right to the action. This manual covers all the areas available in the game, but you probably won't need to consult it very often. Take a look at the Default Control Summary below, and then go straight to the coin toss.

DEFAULT CONTROL SUMMARY

You can customize the default controls on the Control Setup screen, which is accessed from the Options screen by way of the Main Menu.

OFFENSE BEFORE THE SNAP

 audible

 hut

 hut

 snap

L1/R1 pre-read receivers/show passing symbols

RUN

 dive

 spin

 hurdle

 speed burst

L1/R1 stiff arm left/right

L2/R2 pitch left/right

PASSING BEFORE THE SNAP

L1/R1 show receiver button assignments

PASSING AFTER THE SNAP

 show receiver button assignments

    pass to assigned receiver

L1/R1 throw ball out of bounds left/right

RECEIVING

 catch

 speed burst

KICKING

 kick

D-Pad L/R aim kick

DEFENSE BEFORE THE SNAP

 audible

 switch man

DEFENSE

 dive/tackle

 switch man

 jump/intercept

 speed burst

L1/R1 swim move

L2/R2 forearm shiver

PAUSE

START pause

MOVING THROUGH THE MENUS

On all the menu screens, the D-Pad highlights the menu items, and  selects the highlighted item. The  button returns you to the previous screen. Holding down  brings up a help menu for the current screen.

MAIN MENU



- To make a selection, D-Pad **up/down** to highlight your choice, and then press .
- To select the desired game mode, highlight the top line and D-Pad **left/right**.

The Main Menu displays all the major areas in the program::Game Mode, Roster, Options, Statistics, Memory Card, and Season Report. Each area is explained in a separate section below.

EXHIBITION GAME

Select Exhibition to play a pre-season game. You can choose from all the NCAA Division I-A, the top division I-AA, and the best of the all-time great teams.

BOWL SEASON

The Season with Bowl Games mode sets up a season schedule that follows the established NCAA guidelines for Bowl Game eligibility based largely on inter-conference play. For instance, the Pac-10 winner plays the Big-10 winner in the Rose Bowl, as a matter of tradition.

TOURNAMENT SEASON

The Post-Season Tournament mode selects the top 16 teams at the end of the season and brackets them into four regional quarter final match-ups. Each regional winner competes in the semi-finals for the right to play for the NCAA National Championship.

TEAM SELECTION



- Press L1/L2 to select the Away team.
- Press R1/R2 to select the Home team.
- Press SELECT plus L1/L2/R1/R2 to scroll through the teams alphabetically.
- D-Pad left/right to cycle through the three ratings areas.

TEAM COMPARISON BOX

The Team Comparison Box shows how the two selected teams rate against each other Offensively, Defensively, and on Special Teams.

Each team has a numerical rating in the 12 ratings categories. Ratings range from 0-99. When a team has a GameBreaker at a particular position, the abbreviation GB will flash over the number in the ratings box.

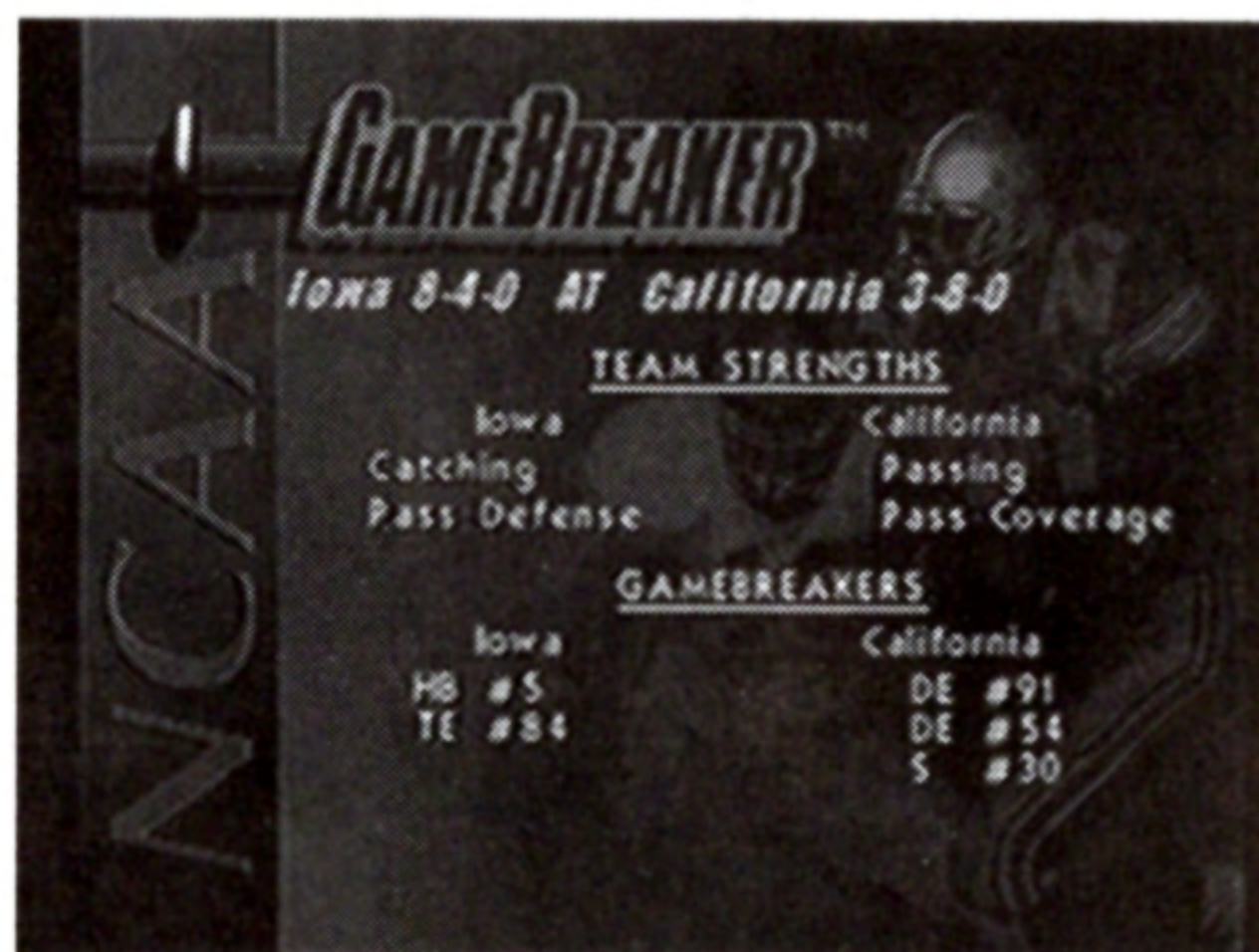
CONTROLLER

The controller screen allows you to assign up to eight controllers to one or both teams. If more than one controller is assigned to the same team, the top controller on the that team always selects the play and controls the quarterback on offense.



- D-Pad **left** to assign your controller to the Away team.
- D-Pad **right** to assign your controller to the Home team.
- Press **X** to go to the playing field.

TEAM OVERVIEW



Before the coin toss, the team overview screen shows both teams' regular season records, their team strengths, and the players good enough to be called GameBreakers.

ON THE FIELD

THE COIN TOSS

The Away team gets to choose heads or tails. The winner of the coin toss gets to choose whether or not they will kick or receive. The loser of the coin toss chooses which goal they will defend in the first half.

THE KICK-OFF

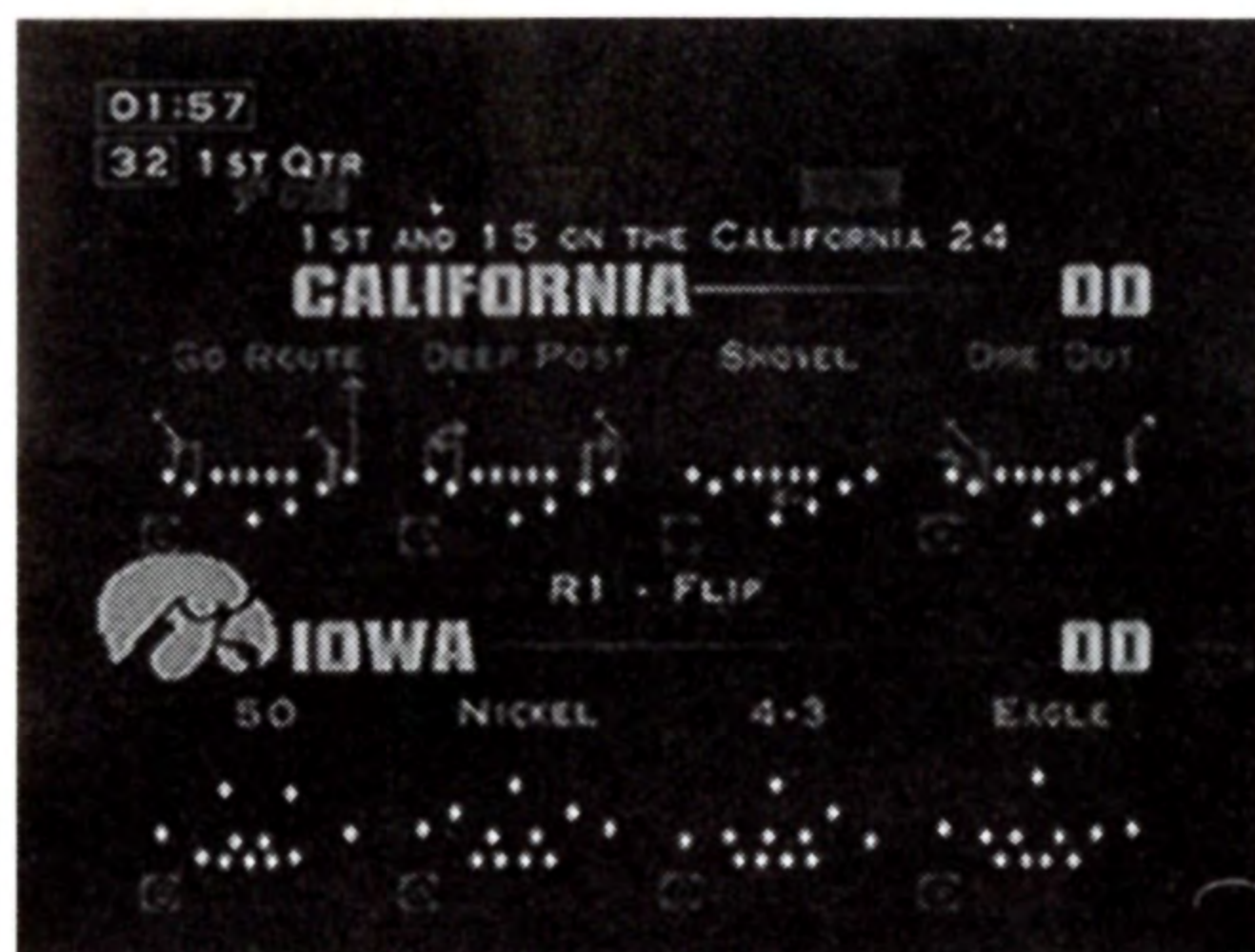
When you start the play, the kick-off meter appears. You can control both the strength of the kick and its direction. While the meter is on the screen and the kicker is moving toward the ball, press the **left/right** directional buttons to aim and **X** to set the strength bar. The taller the strength bar, the more power you put behind the kick.

FORMATION SELECTION



Use the **left/right** directional buttons to cycle through the different formations, and press **△** **○** **□** **X** to choose the corresponding formation.

PLAY SELECTION



- To flip the plays, press **R1**. When you flip a play, it becomes a mirror image of itself.
- To pause the game, press **START**.

Once you select the formation, use the left/right directional buttons to cycle through the available plays, and press     to choose the corresponding play. Plays shown in red are passing plays, and those in blue are running plays. If you want to return to the formation selection windows, press the up directional arrow.

OFFENSE BEFORE THE SNAP

Before you snap the ball, you can try to draw the opponent off-sides by calling “Hut,” or you can call an Audible. See “Choose Audible” on page 14 for instructions on how to customize your audibles. When you call an audible, the audible selection windows pop up. Use the appropriate button to select the desired audible play.

OFFENSE AFTER THE SNAP

When you snap the ball the play starts. You can watch it unfold or you can take control of the key performers in that play. Make sure to familiarize yourself with the button controls on the Controller screen, which allows you to customize them.

PASSING PLAYS

After you snap the ball on a passing play, if you choose not to select a receiver (“coaching style”), the computer reads the defense and selects a receiver. If you want to read the defense and select the receiver (“player style”), you need to think and react quickly, since you’re the quarterback.

Before the snap, identify which receiver goes with which button by pressing either **L1** or **R1**. After the snap, press  to bring up the button symbols on the assigned receivers, and then press    or  to throw to the receiver you want to hit.

When the ball reaches the receiver, press  to increase your chances of a reception.

RUNNING PLAYS

When you’re carrying the ball, use the directional buttons to guide the runner and the four control buttons to elude or break tackles. The four buttons allow you hurdle, dive, spin and use a short burst of speed. See the Default Control Summary on pages 5-7 for the individual button controls.

Note: the circle under the ball carrier turns red when you execute a special move, like a speed burst or a spin.

- Press **L1/R1** for a stiff-arm on the side you press.
- Press **L2/R2** to pitch the ball to the side you press.

DEFENSE BEFORE THE SNAP

As with the offense, you can let the computer control the defense or you can override the computer and control a single player, marked by a circle. Before the snap, you can switch the circle to another man by pressing  , and you can call an audible. See “Choose Audible” on page 14 for instructions on customizing your audibles.

When you call audible, the audible selection windows pop up. Use the appropriate button to select the desired audible play.

DEFENSE AFTER THE SNAP

- Press L1/ R1 to execute a swim move.
- Press L2/ R2 to execute a forearm shiver.

While the play is unfolding, you control the man on the circle. Use the directional buttons to guide the player, and press  to move the circle to the player closest to the ball carrier.

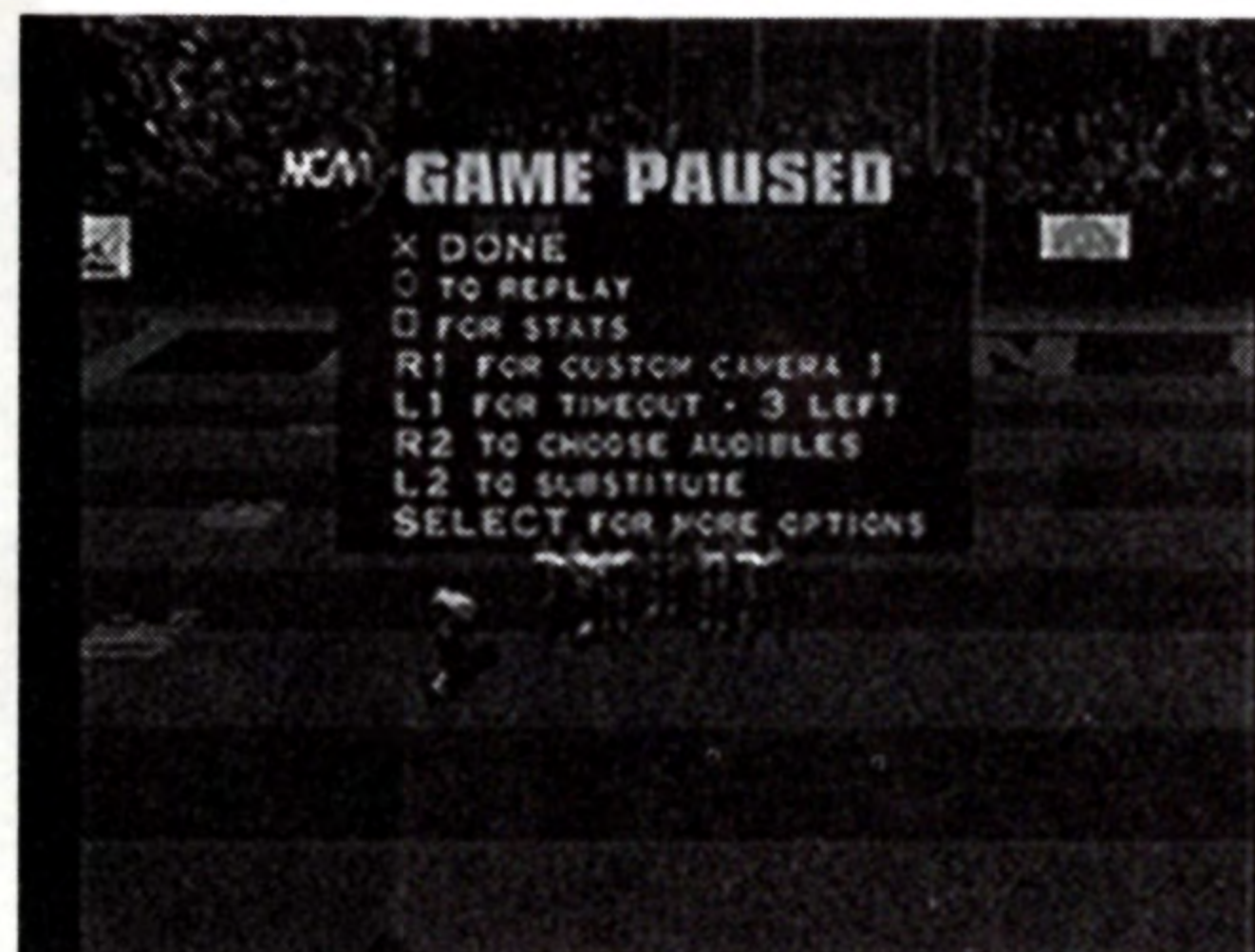
Players automatically attempt to tackle the ball-carrier, but you can increase the chances of making a tackle or interception by using the control buttons. The buttons allow you to dive, jump, or use a short burst of speed. See the Default Control Summary on pages 5-7 for the individual button controls.

There are two special moves, the “swim move” and “forearm shiver.” The swim move is best used by pass rushers to get past blockers. The forearm shiver is best used to knock down an offensive player.

SPECIAL TEAMS

Punts and field goals work the same way as the kickoff. The left/right aiming buttons are particularly important when attempting long field goals from an angle or when trying to hit the coffin corner on a punt.

GAME PAUSED MENU



- Press **START** to pause the game and bring up the Game Paused menu.
- D-Pad **up/down** to highlight an option, and press **X** to select it.

REPLAY

The Replay Control box allows you to look at the last play in a variety of different ways. Follow the instructions on the box to control the replay. The directional buttons move the center of focus of the camera.

L2/R2 rotate and zoom the camera.



rewinds the camera



stops the replay and exits



plays the replay in normal speed



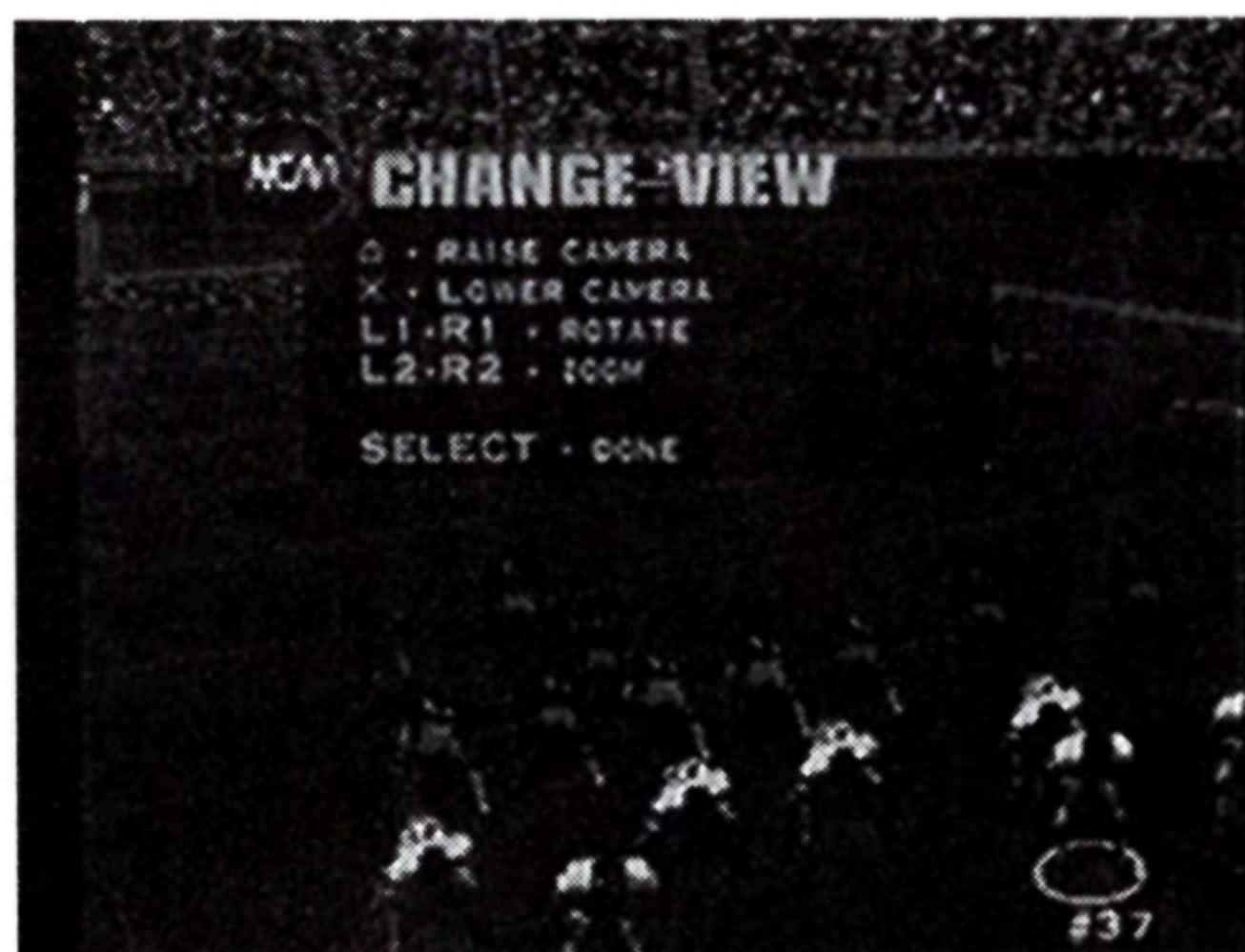
frame-by-frame advance

STATS

The stats screens contain all the crucial stats compiled by both teams during the game. D-Pad **left/right** to page through the stats screens, and **up/down** to scroll through the other player stats (if the list is longer than six.)

- To return to the game, press **X** .

CHANGE VIEWS



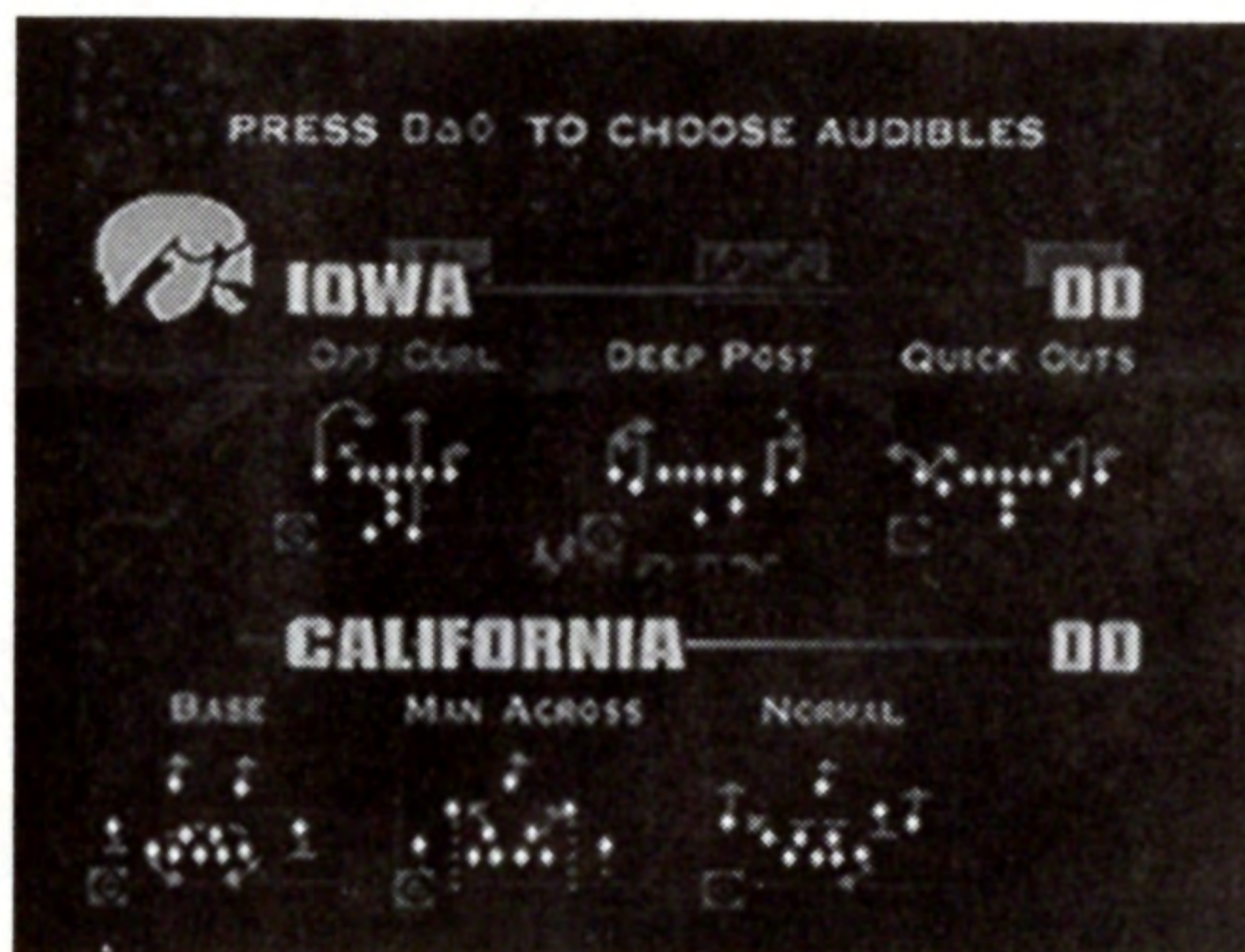
- To change views, press **R1**.
- To set views, press **SELECT** and follow the on-screen instructions.

Using the Custom View feature, you play the game from a virtually unlimited number of perspectives. Experiment with the views and use them in different situations. You might like to use one view on offense and another one on defense.

TIMEOUTS

Each team receives three time-outs per half. Make sure to use them wisely.

CHOOSE AUDIBLE



- Press  to return to the play calling screen.

Use the Choose Audible screen to set your three audible plays on both offense and defense. Each of the three play selection buttons features a group of audible plays. Press the appropriate button to activate that play selection window, then use the **left/right** directional buttons to cycle through the available plays. The plays that appear in the windows are the ones available during play. Make sure to remember which play corresponds to which button. It's not a good idea to use all running plays or all passing plays in your audible scheme.

SUBSTITUTIONS

- On the substitutions screen, press  to cycle through the different formations.
- Once you've selected the desired formation, press  to cycle through all the different positions in that formation.

When you've selected the position where you want to make the substitution, press  to scroll through all the players on the sideline that can play that position.

When you have selected the desired player, press  to return to the game.

ADDITIONAL OPTIONS

- Press **SELECT** to bring up an additional Options menu.

Follow the on-screen instructions to modify the Game Speed and to customize Camera 1 and Camera 2.

ROSTERS



POS	Jersey	Overall	Speed	Hands
WR	12	72	80	79
WR	10	68	74	75
WR	83	66	73	75
WR	4	63	70	70
WR	23	63	69	66
WR	80	62	66	65
POS	Jersey	Overall	Speed	Hands
TE	86	70	68	64
TE	87	60	60	62
TE	81	56	58	59

- To select a team, press **L1/L2**.
- To select a position, D-Pad **up/down**.
- To view the player list and ratings at that position, press .
- To return to the Team Roster screen, press .
- Press select plus **L1/L2/R1/R2** to scroll through the teams alphabetically.

The Team Roster database provides performance ratings for all the players on every team, separated by position. The ratings range from 0-99, with 99 being the best.

OPTIONS

The Options screen allows you to customize the upcoming contest



- To move the highlight, D-Pad **up/down**.
- D-Pad **left/right** to toggle the highlighted settings.

FORECAST

You can choose between five different forecasts: Sunshine, Rain, Snow, Wind, and Night. Each of these conditions has a direct bearing on the performance of the players. Playing in adverse conditions is one way of increasing the difficulty level of the game.

DIFFICULTY

There are three difficulty levels: Sophomore, Senior, and All American. We recommend that you begin at the Sophomore level. When you familiarize yourself with all the game controls, move up to Senior and All American. In the unlikely event that you master the game at the All-American level, you can increase the difficulty level by selecting one of the weaker teams and playing the computer against one of the stronger teams.

QUARTER LENGTH

The four different quarter lengths allow you to set the duration of the game. Once you begin the game, you can't change the quarter length.

MUSIC

The CD contains an impressive repertoire of college fight-songs. If you'd rather not hear the fight songs, turn the music off before you begin the game.

ANNOUNCER

The Announcer gives a running commentary on the game. If you'd rather play without the announcer, make sure you turn the announcer off.

PENALTIES

If you want to play a no-holds-barred, free-for-all type of contest, where cheap-shots and personal fouls are allowed, then make sure you turn Penalties off. Bear in mind, however, that Off-sides and Delay Of Game are always called.

INJURIES

Having one of your key players get injured during a game can really do a job on your team's morale, not to mention your own. If you'd rather avoid that kind of aggravation, turn Injuries off. Otherwise, players will get injured.

CONTROLLER SETUP

The Controller Setup screen allows you to customize your controller. Follow the on-screen instructions to select your preferred button configuration.

STATISTICS



The screenshot shows a screen titled "Touchdowns" with a list of 12 college football teams ranked by the number of touchdowns they have scored. The list is as follows:

Rank	Team	TDs
1	East Carolina Pirates	126
2	Florida State Seminoles	71
3	Florida Gators	70
4	Nevada Wolfpack	63
5	Ohio State Buckeyes	62
6	Tennessee Volunteers	59
7	Nebraska Cornhuskers	56
8	Auburn Tigers	54
9	San Diego State Aztecs	54
10	Kansas State Wildcats	50
11	South Carolina Gamecocks	49
12	Toledo Rockets	47

- In Season Mode the database tracks all your stats.
- To select an item on the Stats screen, highlight the item and then press **X**.

The Statistical database ranks the teams by statistical category, displays the standings for the major college conferences, and ranks the individual leaders in the most important stats.

TEAM LEADERS

The NCAA Leaders screen ranks according to their performance in 12 categories, including the overall, or Top 25, national ranking.

- To select an item on the NCAA Leaders screen, highlight the item and then press **X**.
- D-Pad **up/down** to scroll through the rankings list.

STANDINGS



The image shows a screenshot of the NCAA Standings screen for the PAC 10 conference. The title 'PAC 10' is prominently displayed at the top. Below it, a table lists the teams and their conference and overall records.

Team	Conf	Overall
Southern Cal. Trojans	6 1 1	9 2 1
Washington Huskies	6 1 1	7 4 1
Oregon Ducks	6 2 0	9 3 0
Stanford Cardinal	5 3 0	7 4 1
UCLA Bruins	4 4 0	7 5 0
Arizona Wildcats	4 4 0	6 5 0
Arizona State Sun Devils	4 4 0	6 5 0
California Golden Bears	2 6 0	3 8 0
Washington State Cougars	2 6 0	3 8 0
Oregon State Beavers	0 8 0	1 10 0

The NCAA Standings screen gives access to the standings in the ten major conferences, plus the major independents.

- To select a conference from the NCAA Standings screen, highlight the conference and then press **X**.

PLAYERS STATS



The image shows a screenshot of the Player Stats screen for the Passing category. The title 'Passing' is prominently displayed at the top. Below it, a table lists the top 12 ranked players and their statistics.

Rank	#	Team	Yards	Comp	Att
1	7	Nevada	3611	277	409
2	11	New Mexico State	3501	259	453
3	12	Brigham Young	3437	250	385
4	16	San Diego State	3300	243	389
5	14	Ohio State	3269	211	341
6	7	Florida	3266	210	325
7	16	Eastern Michigan	3177	244	421
8	18	South Carolina	3096	261	389
9	13	Florida State	2957	257	402
10	16	Tennessee	2954	244	380
11	18	California	2885	197	382
12	18	Wake Forest	2775	264	421

The Player Stats screen gives access to individual player rankings in the eight most important statistical categories.

- To select an item on the Player Stats screen, highlight the item and then press **X**.
- D-Pad up/down to scroll through the rankings list.

MEMORY CARD

The Memory card allows you to save and restore seasons and playoffs, and to set passwords.

- To save the current regular season or playoffs, D-Pad **left/right** to highlight **SAVE**, D-Pad **down** to the line on which you wish to save it, and then press .
- To load a saved regular season or playoffs, D-Pad **left/right** to highlight **LOAD**, D-Pad **down** to highlight the item you wish to load, and then press .

SEASON REPORT

The Season Report screen contains the schedules of all the NCAA teams, the top six players in every role, the Top 25 teams overall, and final Standings in the major conferences. Select items on the Season Report screens in the same way as on the Main Menu.

SCHEDULE

The Schedule Screen contains all the NCAA Division 1 team schedules.

- Press **L1/R1** to cycle through all teams.
- Press **Select** plus **L1/L2/R1/R2** to scroll through the teams alphabetically.

AWARDS

The Awards screen displays the top six players by position or role, and presents the top collegiate awards, including the following:

Dr Pepper Doak Walker Award: Outstanding Running Back “Scholarathlete”

Jim Thorpe Award: Top Defensive Back

Davey O’Brien Award: Top Quarterback

Bronko Nagurski Award: Top Defensive Player

The Heisman Trophy®: The Most Outstanding Player

- D-Pad left/right to cycle through the Awards lists.

TOP 25



Rank	Team	W	L	T
1	Nebraska Cornhuskers	12	0	0
2	Florida Gators	12	1	0
3	Tennessee Volunteers	11	1	0
4	Ohio State Buckeyes	11	2	0
5	Florida State Seminoles	10	2	0
6	Colorado Buffaloes	10	2	0
7	Kansas State Wildcats	10	2	0
8	Northwestern Wildcats	10	2	0
9	Toledo Rockets	11	0	1
10	Virginia Tech Hokies	10	2	0
11	Kansas Jayhawks	10	2	0
12	Penn State Nittany Lions	9	3	0

The Top 25 screen ranks the best teams by overall performance, and reflects the national rankings.

STANDINGS

The NCAA Standings screen gives access to the standings in the ten major conferences, plus the major independents.

- To select an item on the NCAA Standings screen, highlight the conference and then press **X**.

CREDITS

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