

# NBA Street FAQ/Walkthrough

by BostonFuse51

Updated to v1.0 on Nov 18, 2007

This walkthrough was originally written for NBA Street on the GC, but the walkthrough is still applicable to the PS2 version of the game.

NCAA Football 2004 FAQ

For Xbox console

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Version 1.8

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1. Version history

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Version 1.00, December 28, 2004: Finished my FAQ. I now have a FAQ Contribution to my name!

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Version 1.10, February 29, 2004: added in this new section, and the frequently asked questions section, plus I put in a question I was asked in a help e-mail.  
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Version 1.20, April 25, 2004: added one more question that I received in a help E-mail to my frequently asked questions section.  
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Version 1.30 August 9, 2004: Reformatted my guide and fixed some old time mistakes.  
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Version 1.40, August 17, 2004: Put in a help email I received, and then added in my new Legal/Illegal information section.

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Version 1.50, November 23, 2004: Added in one question in my frequently asked questions section of my NCAA Football 2004.  
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Version 1.60, December 31, 2004: Added in a FAQ, and re formatted the guide...sort of. Happy New Year Everyone.  
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Version 1.65, June 17th, 2005: Decided to turn this FAQ into a FAQ/Strategy guide, by putting in offensive and defensive strategies. Offense is in there because I've started it, but defense isn't because I haven't started it just yet.  
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Version 1.70, June 30th, 2005: Finished the defensive strategy guide section and completed the entire FAQ/Strategy guide. I can't wait for this to get posted!  
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2. Frequently asked questions  
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In this section, I will put in all of the hopefully many questions people have asked in help e-mails. I have only had one so far but if you have even a remote question, email me at [bbeltchris92@netscape.net](mailto:bbeltchris92@netscape.net). I will answer your question, and put it in the next update. Have fun playing.

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From: User who's address I forgot

1. Question: In your guide, you didn't mention anything about auto saves. I wanted to know, how do you delete it? On my current franchise, it was activated somehow, and I can't get rid of it. Thanks for the help.

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1. Answer: After gathering information, I thought and most people said was "If you don't want it to auto save just make a new save game and then it will auto save to that file.

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From: [jacobbirrenkott@hotmail.com](mailto:jacobbirrenkott@hotmail.com)

Question: When I kickoff at the beginning of a game or after I score how do I get the ball to stay in bounds.

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Answer: Jacob, when you are first kicking off, or punting, you must use the Left Thumb Stick to maneuver the big arrow around, when the tip is where you want it to be, simply wait for the power to come in (press the A Button),

and when it has enough power kick it. If you move it to the more middle of the field the less likely it will not go out of bounds.

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From: jacob.dunphy@gmail.com

Question: I found your FAQ earlier today, and since you obviously have spent time playing the game I thought I'd ask for your opinion on something. Do you notice a BIG difference in run defense from All-American to Heisman. When I play on All-American I usually run the ball for about 150 to 200 total yards. As soon as I switch over to Heisman I can barely make 100 yards, and this is with the Badgers and Anthony Davis, who has some very good numbers. Am I crazy, or is the level difference really significant?

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Answer: All American's are sometimes more skilled than heisman's are. Heismans are the best players of the year. All American's are just naturally...skilled.

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From: (Comely asked question)

Question: Who do you think is the best team in college football?

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Answer: As of right now I think that it's probably FSU, USC, or Okalahoma.

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3. Teams and their conferences  
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ACC

- 
1. Florida State
  2. Maryland
  3. Clemson
  4. North Carolina State
  5. Virginia
  6. Georgia Tech
  7. Wake Forest
  8. Duke
  9. North Carolina

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Big 12 (North Division)

- 
1. Kansas State
  2. Nebraska
  3. Missouri

4. Kansas
5. Colorado
6. Iowa State

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Big 12 (South Division)  
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1. Okalahoma
2. Texas
3. Okalahoma State
4. Texas Tech
5. Texas A&m
6. Baylor

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Big East  
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1. Miami (Florida)
2. West Virginia
3. Pittsburgh
4. Virginia Tech
5. Boston Collage
6. Syracuse
7. Rutgers
8. Temple

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Big 10  
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1. Michigan
2. Ohio State
3. Perdue
4. Iowa
5. Minnesota
6. Michigan State
7. Wisconsin
8. Northwestern
9. Penn State
10. Indiana
11. Illinois

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Conference U.S.A  
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1. Southern Mississippi
2. Texas Christian
3. Louisville
4. Memphis
5. South Florida
6. Houston
7. UAB
8. Tulane
9. Cincinnati
10. East Carolina

11. Army

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I-a independents  
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1. Connecticut
2. Navy
3. Troy State
4. Notre Dame

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Mid-American (East division)  
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1. Miami Ohio
2. Marshall
3. Akron
4. Kent State
5. Central Florida
6. Ohio
7. Buffalo

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Mid-American (West division)  
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1. Bolling Green
2. Northern Illinois
3. Toledo
4. Western Michigan
5. Ball State
6. Eastern Michigan
7. Central Michigan

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Mountain West  
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1. Utah
2. New Mexico
3. Colorado State
4. Air Force
5. San Diego State
6. Brigham Yong
7. UNLV
8. Wyoming

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Pack-10  
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1. Usc
2. Washington State
3. Oregon

4. California
5. Oregon State
6. Ucla
7. Washington
8. Arizona State
9. Stanford

10. Arizona

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Sec (Eastern division)  
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1. Georgia
2. Tennessee
3. Florida
4. South Carolina
5. Kentucky
6. Vanderbilt

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Sec (Western division)  
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1. Louisiana State
2. Ole Miss
3. Alburn
4. Arkansas
5. Alabama
6. Mississippi State

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Sun Belt  
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1. North Texas
2. Louisiana-Lafayette
3. Middle Tennessee
4. Arkansas
5. Idaho
6. Utah State
7. New Mexico State
8. Louisiana-Monroe

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WAC  
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1. Boise State
2. Tulsa
3. Fresno State
4. Hawaii
5. Rice
6. Nevada
7. Louisiana Tech
8. San Joes State

- 9. Texas El Paso
- 10. Southern Methodist

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#### 4. How to play

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In this game there are so many options and challenges, which is one of the reasons that makes it a great game. There are many ways of playing which will tell you in a second and also the Combination of outstanding graphics, Challenging game play, and humongous Playbooks to make you able to run pretty much any play you want forms one of the Greatest Xbox games around. Your different options in the game include play now, Dynasty mode, collage classics, rivalry game, mascot game, practice, features, Rosters, my NCAA, trophy room, settings, and NCAA 101 here are they're write-Ups.

Play now- in this mode you can hit the field for a quick fix of collage Football. Play now mode puts you in an exhibition game against any opposing Team.

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Dynasty mode- From recruiting the top players to pulling off the big upset Against your rival NCAA football 2004 allow you to use your coaching skills to Build a new NCAA 2004 powerhouse. (Season)

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Collage Classics- go back to early collage football and play in one of the 20 Greatest collage football games of all time.

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Rivalry game- Take on an archrival and play for initial bragging rights for Your School.

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Mascot game- Take the field in full uniform-as your school mascot! This game mode takes your whole gaming experience to a new level.

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Practice-In this mode you can work on your skills and game play to get geared up for any soon coming game.

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Features-this game is yours right? Then you should play it the way you want to. In this mode, you can adjust your school's roster, assign audiles, and even Create your very own school and players. The sky's the limit!

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Rosters-Adjust your rosters to either focus the game around a star player give Tired players a break, or just to work around a hurt player.

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My NCAA-view your whole career and accomplishments in the game:

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Trophy room-view your own rival game and dynasty mode trophies.

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Settings-adjust your settings to make the game just the way you like it.

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NCAA 101-this mode gives you a tutorial to learn from some of the best College Football players.

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5. Controls  
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On the field controls  
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General game play  
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1. Pause-start
2. Call timeout- d-pad west

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Play Calling  
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1. Cycle through sets/formations-hold d-pad and either up or down with the left Thumb stick.
2. select set or formation-a
3. select play-x, a, or b
4. bluff play call-hold l+x, a, or b
5. Ask corso (offense only)-x

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Offense (before the snap)  
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1. Call audible-x then x, a, b, l or r
2. Snap ball-a
3. Fake snap-b
4. Call hot route-y
5. Quiet the crowd-l
6. Coach's cam-white button
7. Cycle through man and motion options-l and either up or down on the left thumb-stick.
8. Send a man in motion-l and left or right left thumb stick.

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Running



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1. Move player/run-l
  2. Sprint (hold button)-a
  3. Dive/qb slide-x
  4. Jump/hurtle-y
  5. Spin-b
  6. Juke left/right-r
  7. Stiff-arm left/right-l
  8. Lateral-black button

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#### Passing

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1. Throw-x, a, b, l, or r
2. Pump fake-r
3. Toggle passing symbols-y
4. Throw ball away-black button

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#### Receiving

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1. Control intended receiver-a (while ball is air born)
2. Dive for pass-x
3. Jump for pass-y
4. Sprint-b (press and hold while ball is air born)

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#### Defense before the snap

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1. Cycle through defenders-a, b
2. Reposition player-l
3. Call an audible-x then x, a, b, l, or r
4. linebacker audible r then
5. Spread-d-pad then left thumb stick up  
inch-d-pad then left thumb stick down  
Shift left-d-pad then left thumb stick west  
Shift right-d-pad then left thumb stick east
6. Coverage audible-y then  
Loose-d-pad then left thumb stick up  
Tight-d-pad then left thumb stick down  
Normal-d-pad then left thumb stick west  
Man shift-a
7. Defensive line audible-l then  
(Same as linebacker audible)

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#### After the snap

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1. Control player-a

2. Move player- d-pad or l
3. Dive-x
4. Sprint-b (hold button)
5. Catch/defend pass-y
6. Spin move-l
7. Swim/rip move-r
8. Strip ball-black button
9. Swat ball-l
10. Strafe-r (pull and hold)

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### Kicking

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1. Aim kick-l
2. Start kick meter/kick-a
3. Kick power-a
4. Kick accuracy-a

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### Returning a kick

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1. Switch players-a
2. Control return man-l
3. Fair catch-y
4. Lateral- black button

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### 6. Offensive Strategies

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My goal for this section and for this guide is to teach you how to use your offense. In this section, I'll dump in all the tad bits of info I have stored up in the memory bank and do whatever possible to help you win some football games!

"The key to football may be defense, but if you don't have an offense, then you really won't get anywhere." For those of you that maybe don't play football, or don't quite get what an "offense" is, the offense will score you points, and get you that key lead in the final seconds. Even though your offense won't be your main point in this game, it plays a major role, fore without it you won't win to many football games.

One of the biggest keys I can give you to running a successful offense is to mix it up as much as you can. What do I mean by this? In this game you are offered so many plays and many other options. USE THEM! Don't ust run the exact same plays over and over again because in the game, every time you run a play it becomes less and less effective throughout the game. Using variety in your offense will help you in everyway. It will keep the defense moving, and get them nice and tired.

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### The Rushing Game

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Another key to mastering the offense in this game is to run the gosh darn ball. Running in this game is much easier than passing, and even though passing is

the only way you're going to get down the field fast is to pass. However while you're trying to gain yardage and can't throw an interception, running is the way to go. Running can do so many things for you in this game. You can bounce it up the gut and go in their headstrong. Also you can swing it around and be the little sneakster some runners are born to be.

One of the major plays that must be used in order to run a successful offense is the option play. As you might be able to guess from the name, in the option play you have two options. In the play, the QB runs to either side of the field with either a full-back, a running-back, or sometimes even a receiver. The QB moves it along and can either keep the ball running it like a running-back, or the QB can toss it back to one of the FB, RB, or WR. As you can see the option play is a major part of the rushing game or even the passing game.

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The Passing Game  
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Just like running the ball, in order to build a successful offense, you're going to need to throw the ball. Even though the passing game isn't as big as the running game in my personal offense, no matter if you like it or not, it's going to play a part.

In the passing game, there are more options then in the rushing game. In the rushing game, there are many ways to get the ball to your runners, but your either rushing right, left, or up the middle. In the passing game, you can throw it deep, short, screens, right, left, and much, much more.

In the passing game you could probably say the two most important plays are the Hail Mary, and the screen pass.

In a Hail Mary, I like to think of it as an all-out huck down the field. This play is most used in the final seconds or minutes of a game when you're trying to come back. (We all remember the popular Miami vs. BC game.) The chances of your team completing this type of a play are slim, but if you do it is a HUGE yard eater-upper. Also sense video games aren't YET exactly like real life, you have a much better chance of getting one in this game than in the read world.

In a screen pass, you or your QB throws sort of an outlet to a WR, RB, or even sometimes a FB. Whichever guy is your best juker, or your fastest is usually the one that receives the pass. When you or your QB throws it to yours or his side, the receiver should hopefully catch it. When he gets it over here; the tight ends, RB, and WR go on a blocking party. Your player should get tailing trying to get past everyone, and get as much yards as possible. This play can be extremely effective when you're looking for a first down.

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Different Types of Offense  
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In NCAA Football 2004, there are two different types of offense-the wishbone Offense, and the west-coast offense. I'll break down each one and give you some tips on the best ways to run them.

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The Wishbone Offense  
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The wishbone offense is hard to explain, but its strengths are easy, but very effective. This offense is an offense used when you want to run the football. The main reasons for this are because you get no receivers in this formation offense type, and you get tons of protection because the defense has no clue which side you're going to run to. "It is almost impossible for the defense to predict what you will do next when you line up in this formation, and that is a big time strength."

"The big problem, however, is your only pass catching threats are in the tight end and running back positions." As you can probably already guess, these guys aren't better at catching the football then the wide receivers. The RB's main job is to run, and for the tight ends, their main purpose is to block. So, the major problem with this offense as you already can tell is the lack of the passing game.

As I have said before, you don't get a single wide receiver, so the defense will stay at home and let anything go past the line of scrimmage. Big time runs are really hard to run with this offense simply because the safeties on the opposing team will almost never play back in this type of offense. Even if you do run a play where you're going to throw the ball, it's going on a screen or to the tight end, and safeties don't worry about that too much sense their job is to block everything going long distance no matter if it's rushing or passing.

So as I also have said before, this is an offense where you need to run the ball to be effective. If you're a deep passer or runner take a look at the west-coast style, not this one. However if you use it right this type of offense can be a really great style of offense that will continue to ware out, and keep the defense on their feet. If you really know how to use this offense, hopefully you can get some "Ws."

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The West Coast Offense  
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The first thing that comes to mind on the west coast offense is conservative. People that like to use or play using the West Coast Offense, are people that don't like to throw Hail Mary passes much, or even like to throw the ball deep. In the west coast offense, the main objective is to chunk up a little yardage here and there and also to get the defense tired, while having your offensive players and top shape because they only just ran 4 yards or so.

While in the above paragraph, the West Coast Offense seems awesome, and unflawed. However, like everything there are a few setbacks. The West Coast Offense can be very difficult because if you don't get the yardage you want on first or even second down, you aren't going to have the offense for that big play on third/fourth down. The plays for this type of offense are set up so you chew up 2-5 yards a play. On third and 10, it'll be hard to get the ball across the line.

This offense is used for teams that suffer from high turnover ratio, and/or low time of possession. If you're a team not looking to be on defense much, then the West Coast Offense is for you.

One last good thing about this offense is that each time you either run the ball for short yardage, or pass the ball for short yardage, the linebackers and safeties start to slowly move up and up. Once they're really close, BAM you can

hit them hard with one of your few long passing plays. This can work out a lot in your favor, and shuffle your offense around even more.

This completes my offensive strategies section.

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## 7. Defensive Strategies

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My goal for this section and for this guide is to teach you how to use your defense. In this section, I'll dump in all the tad bits of info I have stored up in the memory bank and do whatever possible to help you win some football games even if your offense isn't quite up to par.

In this game, defense is tough just like it is in the real world. While playing defense, you don't know ahead of time what's going to happen unlike on offense. You're on the receiving end this time.

In this section of the Strategy guide, I'll list every formation in the game on defense, and give the pros and cons on each one. I will also give tips on how to blitz, and how to run them. Then, the last thing I will do is compare zone defense to man to man in the same fashion of Wishbone and West Coast offenses.

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## Defensive Formations

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In this section, I'll list every formation which you can pick from in the game. I'll also tell you which formation should be used for which situations and so on. Picking formations in this game is one major part, and if you have the wrong formation to often, the offense will bite you in the butt.

4-4 - This defensive formation is when you have four linemen spaced out in front, and four backs or linebackers a few feet behind them. This type of formation is mainly used to stop the West Coast Offense style of play, such as short runs and passes. In this formation, deep passes, or long runs aren't really expected so don't go into this formation on 3rd and 10...well most of the time.

4-3 - This defensive formation is one of the most popular formations in the National Football league. It's where you set up your four linemen in the middle of the offensive line, and set three backs behind you. Like the 4-4 this defensive formation is used for run defense. In this defensive formation, you better hope they're not going deep because it's probably not going to work in your favor.

3-4 - This defensive formation, like the 4-3 is another very popular formation. It's used mainly to defense mid-range passes for 5-7 yards. Three linemen spread out, and then the ends retreat to pass coverage. On 3rd down this is a very good choice to use because most of the time it'll stop the offense in

their tracks.

5-2 - This defensive formation is like the nickel formation, but it adds on one more linebacker, and takes out one defensive linemen. This defense is to solely stop the rushing game, and almost nothing else. On 3rd and short, look to go to this type of defensive formation as well. Also, don't get ready to deflect many passes with this formation because you only get one pass defender. Only go into this formation when you know the running game is coming.

Nickel - "The nickel defense is like the 5-2 in a way, but instead of getting an extra defensive lineman, you get an extra cover guy instead." This defense like the 5-2 is to stop the running game, but with the extra back, you get some pass protection as well. There are more options for this type of defensive formation than there are for dime, so this is seen more by the opposing defense as well.

Dime - This type of defense formation is used to defend the passing game. In this type of formation, you have a total of six backs scattered around the field. This type of formation does have weak run protection, so don't go into it much on short third downs. On long ones however, this could be your golden ticket to stopping the offense from getting that crucial first down.

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Blitzing  
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If you want to have a successful defense in either the real world or in this game, you will have to blitz sometimes. In real life, there are two types of blitz-running and passing blitz. However in this game, the different blitz types are pretty much the same. Instead, I will focus on the kinds of blitzes you can do, why blitzing works, why it doesn't work, when to blitz, and when not to blitz.

"First of all, a blitz is simply a defensive play where a person that's not a defensive lineman rushes the quarterback. This can be a linebacker, safety, or corner." Also, when you blitz more than one person can come up to rush the QB. A multiple number of defenders can come at once which can be either effective or not effective.

When you know how to run a blitz, it can do wonders for you. You can push back the offense way back, and make some great stops which will get your offense back on the field. For example, if you don't blitz forever, and then when they least expect it, bust in, this will screw up the offense's plan, and make them scared of you eventually.

But like every thing else, blitzing has downs as well as ups. In blitzing sometimes the QB can somehow get out of it, and then because your defenders are blitzing, fire it down the field to a wide-open receiver. When the QB does get away from your original blitz, he'll most likely be off balance, and have to throw the ball one leg or throw a bad pass...maybe to you.

As you can see blitzing has some pros and cons, but if you work it out, the pros will benefit you much more. The main purpose for blitzing is to cause turnovers and then make some big plays. However in order to be this good, you have to practice, so good luck using its positives.

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Zone Defense to Man to Man  
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As you might have guessed, man to man is where you cover a certain man on the offense, and you stay with him throughout the certain play. In zone defense however, you stay in one place and cover your zone for the play that is being ran by the offense.

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Zone Defense  
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In zone defense, there are many pros and cons just like in everything else. Below is a list of the advantages, and the disadvantages of zone defense.

ADVANTAGES: The safeties in this type of formation stay in the middle of the football field. In doing this, they can help to either pass or run defend, depending on what you want. Also if a cornerback gets caught 1 on 1 with a better receiver, then the safeties and rush over to help him out if he stays in his zone. If he isn't in your zone though, he will automatically be in another defensive player's zone which can help you out big time.

Because everyone stays in their own position or zone, if the offense has better and/or more talented players, the zone defense won't let anyone sneak out undetected if they're doing their job and staying in their zone.

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DISADVANTAGES: In this type of defensive type, slant routes will be a hindrance. They can enter an area where one defender thinks it's the other defenders zone, and vise-versa. This can cause great confusion and end up with a big passing play.

As I pretty much covered above, sometimes a defender's zone isn't always 100 percent clear and sometimes, receivers can enter an area where one defender thinks it's the other defenders zone, and vise-versa. This can cause great confusion and end up with a big passing play.

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Man to Man Defense  
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In man to man defense, there are many pros and cons just like in everything else. Below is a list of the advantages, and the disadvantages of the man to man defense.

ADVANTAGES: The real main advantage is that you are in charge of one guy in this style, not a whole coverage zone. You can focus on defending your man and not worrying about the defenders who enter your zone. This is a major advantage, and also one of the only ones as well.

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DISADVANTAGES: "It's easy to take advantage of weaker corners after a while,

and  
hooks will work almost every time."

Also, another disadvantage in this defensive style of play is that if you're matching a better receiver one on one, and he gets by you, your pretty much gone because if everyone is doing their job, there shouldn't be anyone to back you up.

This completes my defensive strategies section.

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8. Different teams Letter Grades  
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1. Florida State-A-
2. Maryland-b-
3. Clemson-c+
4. North Carolina State-b-
5. Virginia-c
6. Georgia Tech-c
7. Wake forest-d
8. Duke-d
9. North Carolina-d
10. Kansas State-b+
11. Nebraska-b
12. Missouri-c+
13. Kansas-c-
14. Colorado-d+
15. Iowa State-d-
16. Okalahoma-A
17. Texas-b+
18. Okalahoma State-c
19. Texas Tech-c-
20. Texas a&m-c-
21. Baylor-d
22. Miami (Florida)-A
23. West Virginia-b-
24. Pittsburg-b-
25. Virginia Tech-b
26. Boston Collage-b-
27. Syracuse-c-
28. Rutgers-d
29. Temple-f
30. Michigan-a-
31. Ohio State-a-
32. Perdue-b
33. Iowa-b
34. Minnesota-c-
35. Michigan State-c-
36. Wisconsin-c
37. Northwestern-d+
38. Penn State-c-
39. Indiana-d+
40. Illinois-d-
41. Southern Mississippi-b+
42. Texas Christian-b
43. Louisville-c+



44. Memphis-c-  
45. South Florida-d+  
46. Houston-d+  
47. Uab-d-  
48. Tulane-d  
49. Cincinnati-d+  
50. East Carolina-d-  
51. Army-d-  
52. Connecticut-d  
53. Navy-c  
54. Troy State-d+  
55. Notre Dame-c  
56. Miami (Ohio)-c  
57. Marshall-c-  
58. Akron-d+  
59. Kent State-d+  
60. Central Florida-d  
61. Ohio-d-  
62. Buffalo-d-  
63. Bowling Green-c  
64. Northern Illinois-c-  
65. Toledo-c  
66. Western Michigan-d  
67. Ball State-d  
68. Eastern Michigan-d  
69. Central Michigan-d  
70. Utah-c+  
71. New Mexico-c-  
72. Colorado State-c-  
73. Air Force-d+  
74. San Diego State-d-  
75. Brigham Young-d-  
76. UNLV-f  
77. Wyoming-f  
78. Usc-a-  
79. Washington State-b  
80. Oregon-b-  
81. California-c  
82. Oregon State-c-  
83. UCLA-d+  
84. Washington-d  
85. Arizona State-d  
86. Stanford-d-  
87. Arizona-f  
88. Georgia-a  
89. Tennessee-a-  
90. Florida-b+  
91. South Carolina-c  
92. Kentucky-d+  
93. Vanderbilt-f  
94. Louisiana State-a  
95. Ole Miss-b  
96. Alburn-b-  
97. Arkansas-c-  
98. Alabama-d+  
99. Mississippi State  
100. North Texas-c+  
101. Louisiana-Lafayette-c  
102. Middle Tennessee-d+  
103. Arkansas-d

- 104. Idaho-d
- 105. Utah State-d
- 106. New Mexico State-d-
- 107. Louisiana-Monroe-f
- 108. Boise State-b
- 109. Tulsa-b
- 110. Fresno State-c
- 111. Hawaii-c-
- 112. Rice-d+
- 113. Nevada-d+
- 114. Louisiana Tech-d-
- 115. San Joes State-d-
- 116. Texas El Paso-f
- 117. Southern Methodist-f

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## 9. Legal/Illegal Information

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## 10. Credits

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Me-I wrote the guide

You-you read the guide

My friend Peach Freak (user on GameFAQs) or Tim Brastow for helping me to submit this FAQ.

To EA (Challenge Everything) - For making this outstanding game, and many other of my favorite games which I play often.

Microsoft - Because Microsoft made the Xbox console, and some other games that I enjoy playing, and play often.

To the company who made the game informer for NCAA Football 2004. They helped me to write and create this guide, and I thank them for that.

To Psycho Penguin - A few of his strategies in his strategy guide helped me to write a few parts in my guide. Thanks man, good luck, and keep on cranking your guides out!

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This is my first FAQ, and FAQ/Strategy, and I really do hope you like it and I also hope it helps you on your way to victory in the game.

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