



NINTENDO  
GAMECUBE™

SEGA  
SPORTS

**NCAA** **2K3**  
COLLEGE BASKETBALL

DUKE  
22



POWERED BY  
**ESPN**



EmuMovies

**SEGA**



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use his system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.<sup>®</sup>



**THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.**



**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



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, OR VISIT WWW.ESRB.ORG.



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Note: To see an official diagram of a Nintendo GameCube™ Controller, as well as Nintendo's official seal and information on NCAA College Basketball 2K3's ESRB rating, see pages 1 and 2 of the NCAA College Basketball 2K3 Manual included with your game.

## BEGIN THE GAME

1. Turn OFF/ON the POWER Button on your Nintendo GameCube™ console.
2. Make sure a Nintendo GameCube Controller is plugged into the Nintendo GameCube console.
  - If you're playing against friends, plug additional Nintendo GameCube Controllers into the Nintendo GameCube console.
  - Save your game progress, to a Nintendo GameCube™ Memory Card inserted into the Nintendo GameCube console.
3. Insert the NCAA College Basketball 2K3 game disc into the Optical Disc Drive.
4. Turn ON the POWER Button. The Nintendo GameCube screen appears.
  - If the Nintendo GameCube screen does not appear, begin again at step 1.

## OFFENSE WITH BALL

- A Button . . . . . Pass
- Y Button . . . . . Call play
- B Button . . . . . Shoot
- X Button . . . . . Dribble move

- L Button . . . . . Post up
- R Button . . . . . Speed burst/Turbo
- Z Button . . . . . Call for pick
- START . . . . . Pause
- C Stick . . . . . Analog Passing
- C Stick or + Control Pad . . . . . Player control

## OFFENSE WITHOUT BALL

- A Button . . . . . Call for a pass
- Y Button . . . . . Set pick
- B Button . . . . . Call for shot
- X Button . . . . . Call for pick/Release pick
- L Button . . . . . Jump
- R Button . . . . . Speed burst/Turbo
- START . . . . . Pause
- C Stick or + Control Pad . . . . . Player control

## FREE THROWS

- L and R Buttons . . . . . Aim
- A, B, X, or Y Buttons . . . . . Shoot

## DEFENSE

- A** Button . . . . . Switch to player closest to ball
- Y** Button . . . . . Call play
- B** Button . . . . . Jump for rebound/block
- X** Button . . . . . Steal
- L** Button . . . . . Face up defender
- R** Button . . . . . Speed burst/Turbo
- START** . . . . . Pause
- C** Stick or + Control Pad . . . . . Player control

## TITLE SCREEN

Once the introduction sequences are complete, the NCAA 2K3 Title Screen appears. To go directly to the Main Menu, press **START** (see Main Menu on page 7)

## GENERATED PLAYER NAMES

NCAA College Basketball 2K3 allows you the option to have the game automatically generate player names for every player in the nation. After pressing **START** on the Title Screen, the game will ask if you wish to Generate player names. If you select **YES**, player names will be generated by the game. If you select **NO**, the game will refer to each player by his number.

## MAIN MENU



Quick Play  
Playing a Quick Play game (exhibition game), see below.

Game Modes  
Enter Game Modes, see page 21

Options  
Adjust game options, see page 45

Save/Load  
Save/Load Data  
See page 47

Roster Manager  
Adjust team rosters and playbooks, see page 48

Sega Sports Challenge  
Compete for prizes on Segasports.com!  
See page 51

## PLAYING A QUICK GAME

Play a quick game between any two teams.

## TEAM SELECT SCREEN

Select your game's competitors from over 300 NCAA Teams!



Away Team

Home Team

Team ratings  
Shows team's overall strength, offense and defense strength

Away Conference

Home Conference

To Select the Teams:

1. Move the Controller Icon to the side you wish to control during the match.
2. Before selecting your team, you may want to select the conference your team plays in first. To select your conference, move the highlight down to the conference section and press the **L** or **R** Buttons. If you prefer to cycle through all of the included NCAA teams in alphabetical order, highlight NCAA in the conference section.
3. After selecting your conference, move the highlight up to the team section of the Team Select Screen and press the **L** or **R** Buttons to cycle through the teams.
4. Alternatively, you can choose random team matchups by pressing the **Y** Button. Each press of the **Y** Button will randomly select a new team matchup.
5. With your team(s) selected, press **START** to continue.

## ON THE COURT

As the players perform their warm up drills, ESPN's John Ireland and Tim Neverett welcome you to the game and send you courtside for the player introductions.

### The Tip-Off / Jump Ball

When the player introductions conclude, it's on to the tip-off! Once the players line up at center court, the referee will initiate the tip-off by tossing the ball in the air. When the ball is near the top of its upward travel, press the **X** Button to jump. The winner of the tip-off will start the game with possession of the ball.

Player Control Indicator



Shot Clock

A shot clock timer will appear and count down when only 5 seconds remain on the shot clock.

Time Remaining in Half

## BASIC OFFENSE

### Dribbling

- To dribble the ball, move the **C** Stick or + Control Pad in the direction you want to move.
- To get a speed burst, press and hold the **R** Button while moving in any direction. When doing so, you will notice a green bar appear beneath your player indicator. This green bar indicates the amount of speed burst you have left at the moment. When this speed burst indicator bar is depleted, you will no longer be able to speed burst for a short while.
- To perform a crossover move, press the **X** Button. This is a handy move to use when trying to get around a defender.
- To dribble with your back to the basket, press and hold the **L** Button.

### Passing

- To pass the ball to the nearest player, simply press the **A** Button. This will initiate a pass to your nearest teammate.
- To pass the ball to a teammate of your choice, press the **C** Stick or + Control Pad in the direction of the teammate you want to pass to and then press the **A** Button. This will initiate a pass to the nearest teammate in the direction you pointed to.

## Shooting

- To shoot a jump shot, press the **B** Button and release the Button at the top of your jump. The type of shot is determined by your current position on the court.
- To attempt a layup or dunk, dribble into the painted area of the court and then press the **B** Button with the **C** Stick or + Control Pad pointed towards the basket. The type of layup or dunk performed is determined by the layup and dunk rating of the player. Keep in mind that using Turbo (**R** Button) will increase the range of your lay-ups and dunks.
- To pump fake a shot, quickly tap the **B** Button. The player will make a quick shooting motion to fake out the defender, but will hold onto the ball.
- To pass out of a shot, press the **B** Button to shoot and, without letting go of the **B** Button, quickly press the **A** Button to pass while in the middle of your jump. Your player will now pass while in midair.

## ADVANCED OFFENSE

### Advanced Dribbling

- To fake a defender and perform a special crossover move, hold left/right on the **C** Stick or + Control Pad after you tap **X**.
- To spin past a defender, run towards the defender, press the **R** Button to speed boost and quickly press the **X** Button. If done properly, your player will perform a spin move.

### Post Up Moves

- To initiate a post up move, first start by pressing and holding the **L** Button. Your ball handler will turn his back to the basket and initiate a protect-the-ball style of dribble. Keep holding the **L** Button and push the **C** Stick or + Control Pad towards the defender. As soon as you make contact with the defender, your ball handler will initiate the post up.

- With strong post players, you may be able to get closer to the basket by backing the defender in towards the basket. To do this, move the **C** Stick or + Control Pad in the direction of the basket while you hold down the **L** Button. However, be careful of the Closely Guarded Rule: If you spend too much time posting up, you will be called for a penalty and turn the ball over to the defense.

There are a few ways you can score with the post up.

- One way to score from the post is by shooting a face-up jumper or a fade-away jumper. To shoot a face-up jumper, press and hold the **L** Button, then, while holding the **L** Button, press the **C** Stick or + Control Pad to the right of the defender and press the **B** Button to shoot. To shoot a fade-away jumper, press and hold the **L** Button, and, while holding the **L** Button, press the **C** Stick or + Control Pad away from the defender and press the **B** Button to shoot.
- The drop step move is the most effective way to score from the post up. To perform a drop step, first post up your defender by pressing and holding the **L** Button. At any time during your post up (with the **L** Button still held down), move the **C** Stick or + Control Pad in the direction you want to drop step to and then release the **L** Button. Your player will drop step and spin towards the basket in the direction you selected. If the move is successful, you will be able to get past your defender and are now free to shoot a pull-up jumper or take it all the way to the basket for an easy layup.

### Advanced Passing

- Analog passing is the fastest way to pass to an open man. While controlling the ball-handler, move the **C** Stick in the direction that you want to pass and your player will automatically pass to a teammate in that direction.

## Play calling

Each team has twenty-one plays in its offensive playbook and fifteen plays in its defensive playbook. Of these, four offensive plays and four defensive plays can be accessed during gameplay via the In-game Play Call Menu. If you'd like to customize the four plays currently in use, select Coaching from the Pause Menu, and select Offensive Plays or Defensive Plays (you can also set your Offensive and Defensive Plays in Customize Mode).

- To bring up the Play Call Menu during gameplay, tap the **Y** Button. Then press the corresponding button to run a specific play.
- To call an intentional foul while on defense, select Intentional Foul as one of your Offensive Plays in the Coaching Menu, and then call it in the game by using the Play Call Menu. The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls are useful in end of game situations where your team is behind and you want to stop the opposing team from running out the clock.

## FREE THROW SHOOTING

Most games are won or lost at the free throw line. To shoot a successful free throw, you'll need to line up both green arrows directly over the basket. To do so, press the **L** Button and the **R** Button to line up the arrows, then press the **A**, **B**, **X**, or **Y** Buttons to release the shot. Keep in mind that it's best to move both the arrows at the same time, as they are hard to keep over the basket.

Also, remember that you don't have all day to shoot the free throw. A clock will appear in the upper right corner of the screen to tell you exactly how many seconds you have remaining. If you're having trouble shooting free throws, go to Practice Mode: Free Throw to hone your free throw skills. (See page 44)

## DEFENSE

### Stealing

- To attempt to pick the ball handler's dribble, press the **X** Button. Be careful not to overuse the steal or to lunge for a steal attempt when not in proper position. The referee will call a reach-in foul if you overuse the steal and the defense will find ways to burn your defender if you lunge and get too far out of position.
- To steal a pass, press the **B** Button when the pass is on the way. If you time it right, your defensive player will intercept the pass in midair.
- For situations where you want to steal a pass but your closest defenders is still too far away, you can try a lunging pass steal. While running towards the passing lane, press and hold the **R** Button for a speed boost and then press the **B** Button. Your defender will lunge for the steal. Be careful though, if you miss the steal, your defender will be out of position and unable to defend his man.

### Shot Blocking

To block a shot, press the **B** Button as the ball handler releases his shot.

### Rebounding

- A fundamental part of good rebounding is boxing out your opponent. To box out an opponent, position your rebounder close to the basket and then press and hold the **L** Button. By doing so, your player will extend his arms to the side in an effort to keep any nearby opponents behind him.
- To jump for a rebound, press the **B** Button after the ball has bounced off the rim.
- Once you have possession of the rebound, a useful strategy is to perform a clear out move. In order to clear out the opponents around you, jump and gain possession of the



rebound and just as your player is landing from his jump, tap the **X** Button repeatedly. As you tap the **X** Button, your player will swing his elbows in an effort to clear out. The clear out move is a very useful move when rebounding because it minimizes the chance of the ball being stolen from you.

### Switching to the Player Closest to Ball

While on defense, press the **A** Button to switch to the player closest to the ball.

### Switching to the Last Available Defender

While on defense, pressing the **C** Stick down at any time will put you in control of the defender closest to the basket. This is a particularly useful button when you need to defend against the fast break and is also helpful when you need to get control of one of your low post defenders in a hurry.

### Using the Defensive Stance

To prevent a perimeter ball handler from driving past you, the most effective way to stay in front of your opponent is by using the Defensive Stance. The Defensive Stance causes your defender to crouch down in front of the offensive player with your arms and legs spread, making your defender tougher to get around. While in the Defensive Stance, your lateral (side to side) movement will be more precise, but slower.

- To assume the Defensive Stance, press and hold the **L** Button.

## PAUSE MENU

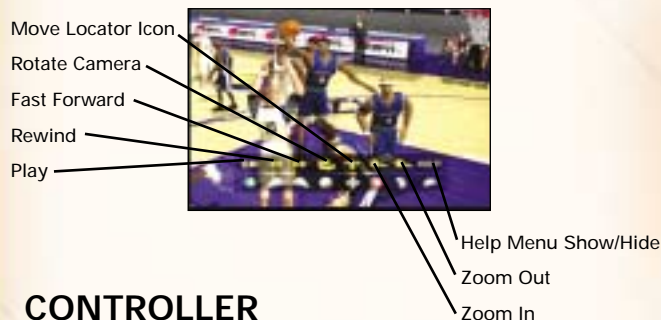
You can pause the game at any time to access the Pause Menu options or just take a break from the action.

- To pause the game, press **START** at any time. The Pause Menu appears.

- To return to the game from the Pause Menu, press **START** again.

## REPLAY

Step into the broadcast booth to run the film on the last play and view the action from virtually every possible angle. To return to the Pause Menu from the Replay Screen, press **START**.



## CONTROLLER

You can access the Controller Assign Screen during a game to switch control from one team to the other or to allow newcomers to join the game in progress.

## OPTIONS

(See Options on page 45)

## TIME OUT

You can take a Timeout if you need to make any substitutions or give your players a breather.

To call a Timeout:

1. When in possession of the ball press **START** to access the Pause Menu.
2. Highlight Timeout on the Pause Menu and press the **A** Button.

Both teams begin the game with six timeouts that they can use when in possession of the ball. With two minutes left in the second half, both teams' timeouts will be reduced to two timeouts (if they have more than two left). If the game goes to Overtime, each team will get an additional timeout.

## SUBSTITUTIONS

By default, substitutions are automatically performed for your team when necessary. Should you wish to control your team's substitutions, go to Coaching: Settings and switch Substitution to Manual. Then return to the Pause Menu and select Substitutions.

To make substitutions:

1. Once in the Substitutions Screen, highlight the player you wish to substitute out of the game and press the **A** Button.
2. Highlight a bench player, indicated by the word "bench" next to their name, and press the **A** Button.
3. Press the **B** Button to proceed and return to Pause Menu.

You can also select a preset lineup to put on the floor with the **L** or **R** Buttons.

## COACHING

The Coaching Menu is where you can assign plays, adjust your strategy, change defensive assignments, assign double teams, and much more.

### Matchups

This is the screen where you can assign defensive matchups. Each of your players on the floor has an opposing player to guard. If your team is getting beat by a hot player, change the matchup to put a better defender on him. The players in the upper left of the screen are your team's defenders. The players in the upper right are the opposing players that they are assigned to guard. The bottom portion of the screen shows the player portrait and vital information of the selected players.

### Pressure

This is where you can determine how much defensive pressure each of your players should apply to the player they're guarding. The tighter the pressure, the closer your defender will defend his assigned player. The looser the pressure, the further your defender will stand from his assignment.

### Settings

Coach Settings are options you can set to assume more control over coaching duties such as calling timeouts and substitutions and setting a game plan.

**Timeout:** Choose **MANUAL** to call your own timeouts or **AUTO** to have them automatically called when appropriate.

**Substitutions:** Set **MANUAL** to call for your own substitutions or **AUTO** to have them called for you when necessary.

**Zone Press:** Selects when your team will initiate a zone press defense.

**Zone Pressure Defense:** Selects the type of zone defense your team plays.

**Offense Playcall:** Set MANUAL to call your own offensive plays (refer to page 19) or AUTO for automatically called plays. Select W/MSG to display the name of the play being called onscreen, or select w/o MSG to hide the play call from a human opponent.

**Defense Playcall:** Set MANUAL to call your own defensive plays (refer to page 19) or AUTO for automatically called plays.

**Late Game Fouling:** Set MANUAL to call your own late game intentional fouls, or AUTO for automatic intentional fouls when necessary. Late game fouling situations only take place with TO DO number of minutes remaining in game.

**Game Tempo:** Move the slider to the right for high tempo play. Choose a high tempo, if you want your defense to put a lot of pressure on the ball in an attempt to cause turnovers and you want your offense to push the ball in transition for more fast break opportunities. Keep in mind that your players will tire more rapidly with a high tempo style of play. Move the slider to the left if you prefer a more methodic playing style. Your defense will focus more on keeping the opposing team from getting easy shots. Your offense will focus on their half-court offense, rather than points in transition.

**Fast Break:** For more fast break opportunities, move the Fast Break slider to the right. This should get your team running up court on offense for more opportunities to get an open shot before the defense is able to get back. However, your team may get more turnovers and less defensive rebounds as a result of this. Moving the slider to the left will result in less fast breaks. This should result in your team pulling down more defensive rebounds.

**Crash Boards:** To get more players on the glass, move the Crash Boards slider to the right. More players will stay under the basket for a chance to grab the rebound after a missed shot from the opposing team. This will impede your players from running out on the fast break. Moving the slider to the left will cause fewer players on your team to pursue the rebound and more players to be in position for a fast break.

### Double Team

If your opponent has a player or two that is having a great game against your team, then consider double-teaming them. By default, the setting for each opposing player is set to Auto. Your players will automatically double-team that offensive player when he is in easy scoring position. If you set Double Team to Never, your defenders will never double-team that opposing player. If Double Team is set to In Paint, your defenders will double-team that offensive player when he has the ball in the key. If you set Double Team to Always, your defenders will always double-team that player whenever he has the ball.

### Offensive Plays/Defensive Plays

NCAA College Basketball 2K3 features 21 different offensive plays and 15 different defensive plays per team. Use the Offensive or Defensive Plays Screens to choose the four plays you want access to on the court in the Offensive and Defensive Play Menus.

### Role Play

Enabling Role Play will let you take control of one player on your team exclusively, regardless of who has possession of the ball. When any of your CPU teammates have the ball with Role Play enabled, you can make them shoot by pressing the **B** Button.

## Stats

From the Game Stats Menu, you can access comprehensive team and player stats, as well as an injury report for the current game, at any time during the contest.

## Teams

Compare the current game stats of the two teams in 23 categories including the number of timeouts remaining, free throw percentage, points off the bench, team fouls, assists, blocks, and much more.

## Home and Away

The Player Stats Screen posts stats for both the Home and Away teams in 19 categories including rebounds, field goals, free throws, and three pointers.

## Injury Report

The Injury Report lists any injuries sustained by players during the game and informs you of how long the injured player(s) will be out of the lineup.

# CAMERA

If you would prefer to specify the point of view while playing the game, the camera settings can be adjusted on the Camera Screen.

To change camera settings:

1. Use the **L** or **R** Buttons to choose the general angle.
2. Highlight an option and use the **A** or **Y** Buttons to cycle forward or backward through the settings.

**Zoom:** Adjusts the magnification of the scene from the camera's position.

**FOV:** Adjusts how close or far away the camera is from the action.

**Height:** Adjusts how high up the camera is.

**Key:** With Key set to ON, the camera will zoom in each time a player with the ball enters the key.

**Reverse:** With Reverse set to ON; the camera angle will be the opposite of your settings.

**Flip:** With Flip set to ON, each time possession of the ball changes, the camera will change angles to give the USER the a view facing the basket.

# GAME MODES

To Choose a Game Mode:

1. In Main Menu, highlight Game Modes and press the **A** Button.
2. On Game Modes Menu, use the **L** and **R** Buttons to cycle between the game modes: Exhibition, Season, Tournament, Legacy, Practice, and Gym Rat.
3. Highlight an option and use the **A** or **Y** buttons to cycle between settings, and then press **START** to advance.

Some common game mode options are:

**Half Length:** You can play with default 10-minute halves, or you can adjust the length of each half from 1-20 minutes.

**Injuries:** You can turn Injuries on or off.

**Fatigue:** Fatigued players don't play as well and need to be subbed out when tired. You can turn Player Fatigue on or off.

**Foul Out:** Players normally foul out of the game after committing 5 personal fouls. Here you can turn foul outs on or off, or you can reduce the number of fouls necessary to foul out to 1, 2, 3, or 4.

**Use Default Rosters:** With Default Rosters turned off, you will be able to play a game with any roster changes you have made in Roster Manager (see Roster Manager on page 48). With Use Default Rosters set to on, the teams will play with their default rosters.

## EXHIBITION

Playing an Exhibition game is like playing a Quick Play Game with a few more game options at your disposal.

## LEGACY

Here is your chance to take a school's destiny into your hands and lead them to a national championship. You're in control of every aspect of your team. Scout out the talented high school players, recruit them to your school, call the plays on the court, take the big shots, and win national titles as you create your own Legacy that will be talked about for generations to come.

The options that are specific to Legacy Mode on the Game Modes Screen are:

**Mode:** You have the option of choosing an Open Legacy Mode or Career Legacy Mode. Open Legacy allows you to select any team and change teams every year if you wish. In Career Legacy, you'll start off at a small school and must work your way up the national coaching ranks before you attain the coaching position at an elite school.

**Players Leaving Early for NBA:** When set to YES, undergraduates may declare early for the NBA draft at the end of every season. When set to NO, your players will not leave your school for the NBA draft until they use up all four years of their college eligibility. Keep in mind, though, that players on your team who don't receive much playing time can still transfer to another school.

## Legacy Setup Screen

On the Legacy Setup Screen each USER chooses their team and coach:

In Career Legacy Mode, your choice of schools to coach is limited to a few small schools with coaching vacancies. You'll have to work your way up before you can coach for a powerhouse.

In Open Legacy Mode, the choice is yours. You can coach for any of your favorite teams.

To choose your team and coach:

1. Highlight the conference, team, or coach.
2. Use the **L** or **R** Buttons to cycle through selections.
3. When selecting a coach, use the **L** or **R** Buttons to select your coach's appearance and press the **A** Button to bring up the Enter Player Name Screen to name your coach.
4. When using the Enter Player Name Screen, you can either select a name from the list to the right of the screen, or type in your own name. Use the **R** Button to toggle between the First Name Slot and the Last Name Slot. To select a name from the list, press the **Y** Button to switch the highlight to the name list. Move the **C** Stick or + Control Pad up or down to highlight a name and press the **A** Button to select it. To type in your own name, use the **C** Stick or + Control Pad to highlight letters and characters, press and hold the **L** Button to capitalize letters, and use the **A** Button to select characters. Highlight the left arrow and press the **A** Button to backspace.

## Coaching Attributes Screen

This screen allows you to customize your coaching style with seven different attribute slider bars. To select an attribute slider, press up or down on the **C** Stick or + Control Pad. To adjust the slider, press left or right (depending on what type

of coaching style you want) on the **C** Stick or + Control Pad. The more you set the slider to one direction, the more your coaching style resembles the description. Once you've set your coaching style, press **START** and then confirm your selection by pressing the **A** Button to accept and to advance to the Coach Goals Screen.

### Coach Goals Screen (Career Legacy only)

On this screen, you will get a short note and some goals outlined to you by your school's athletic director for the upcoming season. On the upper right part of the screen, you will be able to see a graphical indicator of your job security as the coach of this school's basketball program.

## LEGACY MAIN MENU

Legacy Options is the main menu from which you can access your schedule, play/simulate games, manage your rosters, assign offensive and defensive plays from the playbook, and access game options.

## PRE-SEASON

The Pre-Season Menu allows you to alter your coaching style at the beginning of each season as well as modify your team's schedule difficulty.

### Coaching Style

This screen allows you to alter your coaching style. For more information on this screen, see the Coach Attributes Screen on page 23.

### Schedule Difficulty

If you aspire to be a big-time college basketball powerhouse, you have to prove yourself to the nation against the best

competition out there. Whether you think your given schedule is too easy or too hard, you can always alter your schedule difficulty here.

Press the **Y** Button to bring up the Schedule Difficulty Setting Overlay.

- If you want to increase the difficulty of your schedule, select the Increase difficulty option and press the **A** Button. You will now notice that your schedule has been changed and you will be playing against better competition. You can repeat this process until you are satisfied with the difficulty of your schedule.
- If you want to decrease the difficulty of your schedule, select the Decrease difficulty option from the Schedule Difficulty Setting and then press the **A** Button. Your schedule will now change to reflect an easier schedule. You may repeat this process until you are satisfied with an easier schedule.
- Selecting the Reset difficulty option will reset your schedule to the original default schedule before any changes were made.

## SEASON SCHEDULE

The Team Schedule Screen lists your upcoming games. You can use this screen to check the scores of previously played games, and to advance through the season by playing or simulating games.

- By default, the Team Schedule Screen lists your team's schedule. In order to view the schedule of other teams in your conference, use the **L** or **R** Buttons to cycle through team schedules. If you wish to view the schedule for teams outside of your conference, use the **Z** Button to cycle through the different conferences.
- If you are playing a season with more than one user, you can use the **C** Stick to toggle between the different user's team schedules by pressing to the right or left.

- To play a game, it must be marked with a yellow arrow. Unmarked games will be automatically simulated for you. To mark or unmark a game, move the **C** Stick or + Control Pad up or down to highlight the game, and press the **A** Button.
- Once you've selected the games you wish to play, press **START**. An Overlay will appear with the following options: Simulate to first marked game, Simulate current week, and Simulate all remaining games.
  - If you wish to simulate the entire season without playing a game, select Simulate all remaining games and press the **A** Button.
  - If you want to simulate one week of the season (including those games you have marked with a yellow arrow), select Simulate current week and press the **A** Button
  - If you want to simulate to the first game you have marked to play with a yellow arrow, select Simulate to first marked game, and press the **A** Button.
- An overlay will appear, labeled with the two teams facing one another (for example, Clem @ Duke), and the following options, Play this game, Simulate this game, and Cancel.
- If you select Play this game, you will advance to the Team Select Screen. On the Team Select Screen, move the Control Icon to the side of the team you wish to play as, and then press **START** to begin the game.
- If you select Simulate this game, the game will be simulated, and you will return to the Team Schedule Screen.

The Season Schedule Screen allows you to see all of the games played in a given week, on a certain day, or all of the games played by the ESPN Top 25 Schools. To view the Season Schedule Screen, press the **Y** Button while on the Team Schedule Screen. Keep in mind that marking, simulating, and playing games works the same on this screen as on the Team Schedule Screen

- The Season Schedule Screen allows you to sort the games viewed by three different categories: Game, Week, or Day. Game allows you to sort whether you wish to view games played by all teams, your team only, or games played by the ESPN Top 25 Schools. Week allows you to choose which week's games you wish to see. Day allows you to view only the games played on one day of that week.

## MANAGEMENT

This is where you can check rosters around the nation, set your team lineup, assign offensive and defensive plays from your playbook, get an injury report on players, and look at your coach card.

- To switch between the user's teams, move the **C** Stick right or left.

**Rosters:** From the Roster Screen, you can view the team rosters of every team in the nation. To cycle conferences, press the **Z** Button. To cycle between teams, press the **L** or **R** Button.

- If you used the Generate player names option when you first started your Legacy mode, you have the option to rename your players. (Open Legacy only) To rename your players, highlight the player you wish to rename and press the **Y** Button while on the Roster Screen. You are now free to choose the first and last name that you wish to rename this player to.
- Want to boost a player's rating for a certain attribute? (Open Legacy only) To edit Player Attributes, use the **C** Stick or + Control Pad to highlight an attribute. Now, press the **A** Button to select it. Press right on the **C** Stick or + Control Pad to increase a player's rating for that attribute, press left to decrease it. Press the **A** Button again to unselect the player rating once you have finished. Each team has 50 extra points to distribute as you see fit. After that, if you

want to boost a player's rating in one area, you'll have to scavenge the points by decreasing another player attribute.

**Team Lineup:** This is the screen where you can make team lineup changes before you start your next game. The first five players on the Team Lineup Screen are your starters. To move a player from the starting lineup to the bench, highlight which starter you wish to bench and press the **A** Button. This will turn the selector arrow (to the left of the player name) from white to yellow. With the starter highlighted, select the bench player you want to start in his place and then press the **A** Button again to make the switch. Press the **L** or **R** Buttons to scroll through and select a preset lineup.

**Offensive Playbook/Defensive Playbook:** Refer to the Roster Manager section of the manual on page 48 for how to set your offensive and defensive playbook.

**Scouting:** The Scouting option will only appear after you have completed the first 8 weeks of the season. In week 9, you are allowed to access the Scouting option. After week 8, you are allowed to scout 3 potential high school recruits a week to see if they will be a good fit for your team. The HS All Stars game becomes available in week 12.

- **Recruits:** This screen shows you every eligible high school player in the country from which you can select three players every week to scout.

There are four categories here, Rank, Players name, Position, and Region. By default, this screen is sorted by the ranking of the potential recruit, however you can sort each column by the players you've already scouted, the position they play, and the region they are from.

1. To sort, first move the **C** Stick or + Control Pad left or right to highlight one of the four categories (RANK, PLAYERS, POS, REGION).
2. Then press the **L** or **R** Buttons to cycle through the options when appropriate.

3. Once you have selected the player you want to scout, press the **A** Button to bring up his Player Card. If this is a player you have not yet scouted, the Recruiting Notes will be left blank.

4. Press the **A** Button again on the Player Card screen and confirm to scout this player.

5. Once you have scouted the player, you will come away with some new recruiting notes and you can now see his player caliber (5 stars being the best), player type, overall rating and his offensive and defensive rating.

6. Press the **B** Button to return to the main Scouting Menu and you can now select two more players whom you wish to scout this week.

- **Recruiting Map:** The Recruiting Map Screen is a graphical representation of the entire USA. Its purpose is to give you an easy to read overview of which region the top prospects come from and helps you concentrate your scouting on a particular region. From this screen, you can select each region and each state (highlighting the state is indicated by the light yellow color) by moving the **C** Stick or + Control Pad. Once you have selected a state, you can press the **A** Button to view the potential recruits from within that state and region.

- **HS All Stars:** Starting in week 12, the HS All Star games allow you to play a new game each week with the top high school players from around the nation. Each week, players from a different region will go head to head, and you'll have the chance to see your future recruits in action. The Sega Sports HS All Star Game stars the very best players in the nation. The schedule for the games is as follows:

1. Week 12: Western HS All Stars
2. Week 13: Northern HS All Stars
3. Week 14: Southern HS All Stars



4. Week 15: Mid Eastern HS All Stars
5. Week 16: South Eastern HS All Stars
6. Week 17: North Eastern HS All Stars
7. Week 18: Sega Sports HS All Stars

Once you have selected a game, the Scouting Options Screen allows you to set your All Star game options. On the Team Select Screen, move the Control Icon to the side of the team you wish to play as, and then press **START** to begin the game.

**Injury Report:** The Injury Report Screen shows you injuries from around the nation.

**Coach Card:** On this screen, you will see your coach name, the number of years as coach, your career win/loss record, a job security indicator, as well as a summary of your team's performance this season.

## STATS-STANDINGS-AWARDS

**Team Stats:** From this screen, you can view the team statistics of each team in a conference.

**Player Stats:** This screen shows the stats for every player, team by team.

**Season Leaders:** This is the screen where you can view the statistical leaders for the entire nation. Want to see who's leading the nation in scoring or rebounding? This is where you can find out. There are 31 different statistical categories that you can sort by highlighting the category and pressing the **Y** Button.

**Top 25:** The Top 25 is where you can find the national rankings of the top teams in the country. Every basketball powerhouse school desires to be the number one ranked team in the country week after week, and every small-time school aspires to become a nationally ranked team and be a part of the Top 25.

The importance of being a nationally ranked team should not be underestimated. Every year, only 65 teams make the NCAA Tournament. A team that is consistently in the Top 25 rankings week after week has a solid shot of being a part of the festivities in the month of March.

There are three different polls, the Coaches Poll, RPI Poll, and ESPN Poll (a description of each poll is below). To cycle between the three types of polls, press the **L** or **R** Buttons.

- **Coaches Poll:** Every week, a poll is conducted with a select number of coaches. The overall number of votes per team determines the ranking position of the top 25 teams across the country.
- **RPI Poll:** The RPI Poll is a computer generated polling system that takes into account the team record, it's opponent's record, and it's opponent's opponents record. Generally, the RPI Poll becomes more and more accurate as more games are played.
- **ESPN Poll:** The ESPN Poll is another poll made up of a set number of Division I head coaches, all of whom belong on the National Association of Basketball Coaches.

No matter which poll you reference, you will also be able to see the ranking of the team, the team name, team record, number of voting points each team received, and the ranking of each team on the Top 25 from the previous poll conducted last week (indicated by the PVS category).

**Conference Standings:** This is the screen where you can see the team standings listed by conference. To view the standings of teams outside of your own conference, press the **L** or **R** Buttons to cycle through the other conferences. This screen is broken down in two categories, the standings of each team within the conference and the overall standing of that team.

**Awards:** Once you have completed the regular season, you can go here to view the awards players and coaches have received.

### Legacy Tournament

Once you've completed the regular season, the Season Awards Screen appears, showing the top players and coach of the regular season. Use the **L** or **R** Buttons to view the various awards. Then press **START** to return to the Team Schedule Screen. Press **START** again and an overlay will appear asking whether you wish to advance to the Conference Tournaments. Highlight **Yes** and press the **A** Button. You are now in Tournament Mode and set to begin your Conference Tournament. For more information on Tournament Mode, see Tournament Main Menu on page 40.

### Legacy Off Season

At the end of the college basketball season after the NCAA Tournament, your job as a head coach is just beginning. Your main tasks during the offseason is to recruit and replace your graduating players, and you also have to consider any job offers made to you over the summer.

### Players Leaving

The first screen you'll see after the NCAA Tournament is the Players Leaving Screen. On this screen you can view the player name, position, rating, and the reason for leaving. There are three reasons a player may leave: a) Graduation: These are senior year players who have used up all four years of their college eligibility. b) Not enough playing time: Up-and-coming players who don't get enough playing time may choose to transfer from your school to another university where playing time is more plentiful. c) Going Pro: Undergraduate players who still have eligibility remaining but who have chosen to leave school early to play professionally.

### Saving Players for Export to NBA 2K3

NCAA College Basketball 2K3 gives you the option to save the departing college players for export to the Sega Sports Title NBA 2K3. If the players have what it takes, they'll qualify for the NBA Draft.

- NBA 2K3 allows you to import your NCAA College Basketball 2K3's graduating seniors into NBA 2K3's Franchise mode. If you own both games, you can watch your graduating seniors enter the NBA draft and maybe one day become a NBA superstar. Check your NBA 2K3 manual (page 32) for instructions on how to import your NCAA College Basketball 2K3's graduates roster.

## CAREER LEGACY

### Coach Recap

Have fulfilled your school's hopes and achieved the goals set out for you? This screen is your report card for the past season.

### Job Offers

If you coach well, and your team consistently exceeds expectations, then, after a few seasons, you may receive offers to coach for other schools. However, coach poorly, and other teams will lose interest, and you may even be fired. If you do receive offers you will be given the option to view them on the Job Offers Screen.

## OPEN LEGACY

### Change Teams

If you are playing in Open Legacy Mode, you are free to switch to any team you choose once the offseason arrives.

Should you choose to change teams, you will select your team and coach attributes on the Legacy Setup Screen and the Coach Attributes Screen (see Legacy page 22 for more information on these screens). If you do elect to switch schools, you will take over that team during the offseason and your first job as the new head coach is recruiting for your new team (see recruiting section below).

## OFFSEASON MAIN MENU

Offseason Options is the main menu of Legacy's Offseason Mode. From here you can review team and player stats, check out your team's needs, and recruit new players.

- If you're playing Legacy with more than one user, move the C Stick right or left to toggle teams.

## RECRUITING

The Recruiting Screen is where you will compete for the top high school players in the nation.

Before you make any moves, it's a good idea to assess what type of player your team needs most. Press the **Y** Button to view your current roster on the Team Roster Screen. Empty player slots show the needed player positions. When you're done, press the **B** Button to return to the Recruiting Screen.

With 1500 high school prospects to choose from, it can be helpful specify what type of player you're looking for. You can sort the listed players by Status, Position, Caliber, Region, or Interest. By default, all players are listed in order of their rating, or Caliber.

1. To sort, first move the **C** Stick or + Control Pad to highlight one of the five sorting categories.
2. Then, press the **L** or **R** Buttons to cycle through the options.

The five sorting categories are:

- **PLAYERS:** Allows you to sort players by their current status (All, Targets, Available, Recruited, Scouted, and Committed). All lists every recruit. Targets lists players that you have contacted. Available lists every player that has not yet signed to any school. Recruited lists every player who has already signed to a school. Scouted shows the players who you scouted during the course of the past season (see SCOUTING on page 28). Committed shows the players who wish to play for your school.
- **POS (Position):** Allows you to sort players by their position (G, C, F, PG, SG, SF, PF).
- **CALIBER:** Allows you to sort players by their rating (Top 100, 5 Star, 4 Star, 3 Star, 2 Star, 1 Star). Top 100 lists the players rated as the top 100 prospects. Players are rated from 1 to 5 Stars (5 being the best). 5 Star, 4 Star, 3 Star, 2 Star, and 1 Star each list the players who have been assigned that respective rating.
- **REG (Region):** Allows you to sort players by what State they live in.
- **INT (Interest):** Allows you to sort players by their level of interest in playing for your school (Very High, High, Medium, and Low).

The Recruiting Map provides another way to sort the players by Region.

1. To view the Recruiting Map Screen, press the **Z** Button.
2. Use the **C** Stick or + Control Pad to highlight a State.
3. Press the **A** Button to view the recruits from that State.

When you find a player that you want on you team, you need to get in touch with him.

1. First, highlight that player and press the **A** Button to bring up his Player Card.

2. To recruit the player, press the **A** Button.

3. The Recruit Overlay should appear, with the following options: Head coach visit (25), Assistant coach visit (15), Head coach call (10) and Assistant coach call (5). The number next to each option represents its cost in Recruiting Points. You have a total of 100 Recruiting Points. Note that the Head coach visit and Assistant coach visit selections will appear grayed out. This is because you must call a player before you can visit him (After all, it would be impolite to show up unannounced.).

4. To select an option, highlight the option and press the **A** Button to select it.

5. Then, highlight Apply and press the **A** Button to confirm the option selected.

Once you have used all of your Recruiting Points, you're done for the week.

1. Press **START** to access the Recruiting Options Overlay.

2. Select Advance to Next Week.

3. The Recruiting Recap Screen appears.

4. Press the **L** or **R** Buttons to select the new player status categories (Ready to Commit, Committed, Recruited, and Targets). Ready to Commit lists the players who have decided that they want to play for your school. Committed lists the players who you have signed to your school. Recruited lists the players who have already joined a school. Targets lists players that you have contacted.

5. If a player appears in the Ready to Commit Category, press the **A** Button to call up his Player Card, then press the **A** Button again to place the player on your team.

## TEAM ROSTER

This screen shows an overview of the players on your team. It also shows the position vacancies left by your departing players

## STATS

This Stats Menu is the same as the Stats Menu in Legacy's Season Mode (see page 30) with the exception of the new statistic, Career Player Stats.

Career Player Stats: This screen shows each player's college career average for each statistic.

## OPTIONS

(See Options on page 45)

## SAVE

(See Save/Load on page 47)

## SEASON

This is your chance to experience a single season at the helm of your favorite team. Have you got what it takes to guide them from Game 1 to the top of the NCAA tournament?

### Season Setup

On the Season Setup Screen each USER chooses their team and coach. (For more information on this screen, see Legacy Setup on page 23)

## Coaching Attributes

The Coaches Attributes Screen is where you can strengthen certain game strategies to best fit your style of play. (For more information on this screen see Legacy: Coach Attributes on page 23).

## SEASON MAIN MENU

Season Options is the main menu from which you can access your schedule, play/simulate games, manage your rosters, assign offensive and defensive plays from the playbook, and access game options.

## PRE-SEASON

The Pre-Season Menu allows you to alter your coaching style at the beginning of each season as well as modify your team's schedule difficulty. (See Legacy: Pre-Season on page 24)

## SEASON SCHEDULE

The Team Schedule Screen lists your upcoming games. You can use this screen to check the scores of previously played games, and to advance through the season by playing or simulating games. (For more information on this screen, see Legacy: Season Schedule on page 25)

## MANAGEMENT

This is where you can check rosters around the nation, set your team lineup, assign offensive and defensive plays from your playbook, and get an injury report. (For more information on this screen, see Legacy Management on page 27).

## STATS-STANDINGS-AWARDS

(See Legacy: Stats/Standings/Awards on page 30)

Once you've completed the regular season, the Season Awards Screen appears, showing the top players and coach of the regular season. Use the **L** or **R** Buttons to view the various awards. Then press **START** to return to the Team Schedule Screen. Press **START** again and an overlay will appear asking whether you wish to advance to the Conference Tournaments. Highlight **Yes** and press the **A** Button. You are now in Tournament Mode and set to begin your Conference Tournament. For more information on Tournament Mode, see Tournament Main Menu on page 40.

## OPTIONS

(See Options on page 45)

## SAVE

(See Save/Load on page 47)

## TOURNAMENT

If you would rather cut to the chase and experience the excitement of NCAA Tournament play then Tournament is the mode for you. In Tournament mode, you can pick the conference and teams you wish to pit against one another in competition for the NCAA Championship.

The option that is specific to Tournament Mode on the Game Modes Screen is:

**Tournament:** You can choose to begin the playoffs with a conference tournament, or select Full NCAA to begin at start of the NCAA Tournament.

### **Tournament Setup**

On the Tournament Setup Screen each USER chooses their team and coach. (For more information on this screen, see Legacy Setup on page 23) Please note that in multiplayer Tournament Mode, both user's teams must be in the same conference.

### **Coaching Attributes**

The Coaches Attributes Screen is where you can strengthen certain game strategies to best fit your style of play. (For more information on this screen see Legacy: Coach Attributes on page 23).

## **TOURNAMENT MAIN MENU**

Tournament Options is the main menu of Tournament Mode. From this menu, you can access the Tournament Tree, manage your team, peruse stats, tweak options, and save or load games.

## **TOURNAMENT TREE**

The Tournament Tree is where all match-ups are made and all games are played.

## **CONFERENCE TOURNAMENT TREE**

If you selected a specific conference for the Tournament Option on the Game Mode Menu, you will begin your playoffs campaign at your Conference's Tournament and then advance to the NCAA Tournament.

Tournament mode lets you choose whether to play or to simulate individual games. Mark the games you wish to play with yellow arrows.

To place game markers:

1. Use the **C** Stick or + Control Pad to highlight any match-up on the Tournament tree.
2. Press the **A** Button to add a marker to that match-up.

To change the highlighted matchup:

1. Use the **L** or **R** Buttons to cycle through teams in the top slot.
2. Use the **Z** Button to cycle through teams in the bottom slot.

### **Start Overlay**

There are more options available to you to help you manage the tournament tree and simulate games. These options are available by pressing **START**. To select a particular option, use the **C** Stick or + Control Pad to highlight an option and press the **A** Button to activate it.

- **Start Round:** Begins simulation of a single round of tournament games.
- **Mark All:** Places a game marker next to all games in the tournament.
- **Mark None:** Removes all game markers from the tournament tree.

- **Mark User:** Marks all games in which a user's team is playing.
- **Randomize Teams:** Places teams in random match-ups.
- **Simulate All:** Simulates to the first marked game on the tournament tree.

When you are ready to begin your Tournament, press **START** and select **Simulate All**. When the simulation arrives at a marked game, the Tournament Match Overlay will appear with the following options: Play Game, Simulate Game, and Cancel.

- If you select **Play this game**, you will advance to the Team Select Screen. On the Team Select Screen, move the Control Icon to the side of the team you wish to play as, and then press **START** to begin the game.
- If you select **Simulate this game**, the game will simulate forward to the next marked game.
- If you select **Cancel**, the overlay will disappear, and you will return to the Tournament Tree Screen.

## TOURNAMENT RECAP

When the Conference Tournament ends, the Tournament Recap Screen appears. This screen displays the winning school as well as the Tournament MVP.

When you wish to advance to the NCAA Tournament, press **START** to return to the Conference Tournament Screen. Press **START** again and confirm **Yes** to simulate the remaining Conference Tournaments and advance to the Tournament Options Menu. Select **Tournament Tree** to advance to the NCAA Tournament Play In Game.

## NCAA TOURNAMENT PLAY IN GAME

The Tournament Play In Game pits two of the weakest teams to win their conference against each other. Press **START** to bring up the Play-In Game Overlay and select whether you wish to Play or Simulate the game.

## NCAA TOURNAMENT TREE

This is what it all comes down to. 64 teams compete. Only one team can be the NCAA Champion.

The NCAA Tournament Tree functions the same as the Conference Tree. For more information on this screen's controls, see Conference Tournament Tree on page 41).

## MANAGEMENT

For more information on Management, see Legacy Management on page 27.

## STATS-AWARDS

**Team Stats:** From this screen, you can view the team stats for every team in the Tournament.

**Player Stats:** This screen shows the stats for every player, team by team.

**Tournament Leaders:** This is the screen where you can view the Tournament's statistical leaders. Want to see who's leading in scoring or rebounding? This is where you can find out.

**Awards:** Awards allows you to view the Tournament Recap Screen again at the end of the Conference or NCAA Tournament.

## OPTIONS

(See OPTIONS on page 45)

## SAVE

(See SAVE/LOAD on page 47)

## PRACTICE

Practice mode gives you the opportunity to work on game basics, advanced moves and play calling.

The option that is specific to Practice Mode on the Game Modes Screen is:

### Practice Modes

- **Standard:** Practice your shot timing and special moves.
- **Scrimmage:** Use this mode to practice the different offensive plays in your playbook. Scrimmage mode will walk you through each play you call. A cursor will appear on the ground indicating where your player is supposed to move. Once you move the player to the designated location, an arrow will appear over the play you need to pass to. This way, you can learn how each play functions.
- **Free Throw:** Lack of free throw ability can cost you games. Practice them here.

## GYM RAT

Some college players just never leave the gym. Gym Rat mode allows you to play the pick-up games that a “Gym Rat” player lives for.

The options that are specific to Gym Rat Mode on the Game Modes Screen are:

**Mode:** Select any number of players per team between 2 on 2 and 5 on 5.

**Game Point:** Select the amount of points the game will be played to: between 7 and 21.

**Win By:** Choose the amount of points the leading team must be winning by for the victory: 1 point or 2.

## OPTIONS

Customize the way you play NCAA College Basketball 2K3 before or during the game to give yourself total control over your game. The Options Screen features four different option categories: Game Play, Presentation, Controller Setup, and Credits. Use the **L** or **R** Buttons to cycle through the Options Categories. Highlight an option and then press the **A** or **Y** Buttons to cycle through the option settings. Most of the option settings are self-explanatory and the others are listed below.

### Rules

Every rule in the game can be turned ON or OFF, and fouls can be adjusted from ALL, MOST, or NONE.

### Game Play

**Play Mode:** SIMULATION is as close as you can get to a real NCAA College Basketball game. ARCADE mode has more forgiving game play defaults, players do not get tired or injured and all the rules are OFF except for OUT OF BOUNDS and TRAVELING.

**Difficulty:** Set the skill level and intensity of computer players to one of three different levels: STARTER (easier), ALL CONFERENCE, and ALL AMERICAN (difficult).



**Game Speed:** Set the player movement and overall pace of the game to SLOW, NORMAL, or FAST.

**Half Length:** You can adjust the half-length in one-minute increments from 1-20 MINUTES. By default, the halves are set to 10 MINUTES.

**Pass Tag Icon:** When ON, you can display player icons above each player on your team for accurate passing. When OFF, the feature is active, but the icons are not visible.

**Player Energy:** When ON, players grow tired during the course of games. When OFF, players never grow tired.

**Injuries:** When ON, players are susceptible to injuries that could keep them out for a half, the game, or even several weeks.

**Ball Handler Auto Switch:** When ON, you always control the ball handler on offense. When OFF, you can switch to an offensive player without the ball.

**Defense Auto Guard On Inbounding:** When ON, the game automatically switches you to a player who is in position to guard against the inbound pass.

## Presentation

**Player Intros:** When ON, each team's starting five is introduced before the tip off. When OFF, intros are skipped.

**Action Replay:** When ON, replays are shown automatically following great plays to highlight the action.

**Possession Switch / Action Freeze:** When ON, during the change of possession the action freezes as the camera rotates behind the offensive team. When OFF, the action will continue as the camera rotates.

**Free Throw Routines:** When ON, players preparing for a free throw take more time to focus and loosen up. When OFF, players step up to the line and take their shots immediately. Note: This option has no direct effect on free throw accuracy.

**Statistic Overlays:** When ON, overlays will appear during the game that illustrate team and player statistics.

**Ball Holder Text:** Set the identifying text that will appear under your player's feet. NAME, NUMBER & POSITION, NAME & POSITION, or NONE.

**Vibration:** When ON, your control pad vibrates in your hands when the player you're controlling takes the charge or slams a monster dunk.

**Audio Presentation:** Choose one of four pre-set audio presentations. Notice that the audio sliders adjust to create the desired audio effect.

**Audio Sliders:** If you want to customize the audio presentation, you can adjust the audio sliders in any combination. Move the slider to the right to increase or to the left to decrease volume.

## Controller Setup

In addition to the default controller setup, NCAA College Basketball 2K3 offers five alternate configurations. Choose the setup that fits best with your game using the Z Button.

## Credits

Displays the Credits for NCAA College Basketball 2K3.

## SAVE/LOAD

### LOAD

Go to the Load Screen to access any game or settings files you have saved for NCAA College Basketball 2K3

## SAVE SETTINGS AND GAME DATA

Go to the Save Screen to save files to your Memory Card.

## DELETE

Free up some space on your memory card by deleting files you no longer want.

## ROSTER MANAGER

Roster manager gives you the ability change and customize any team to your preference. You can edit the ratings of each player's attributes, switch up plays in your offensive and defensive playbooks and even create your own player.

### Team Rosters

Here is where you can edit the attributes of each player on every playable team. For more info, see Legacy Management on page 27.

### Create Player

In Create Player Mode, you can select a player's position, physical appearance, accessories and attributes. The possibilities are endless.

To create a player:

1. Highlight Create a new player and press the **A** Button.

This is the Player Edit Screen. Here is where you can edit each and every facet of your future basketball player. Use the **L** or **R** Buttons to cycle through each of the areas of the Player Edit Screen: Edit, Appearance, Accessories and Attributes. You can rotate the player model at any time by pressing left or right on the + Control Pad. Move the **C** Stick or + Control Pad up or down to highlight your desired appearance option. Use the **A** or **Y** Buttons to alter the option.

### Edit

**First Name:** Press **A** Button to bring up the Enter Player Name Screen. Proceed to enter you chosen name here, then press **START** to return to menu.

**Last Name:** Press **A** Button to bring up the Enter Player Name Screen. Proceed to enter you chosen name here, then press **START** to return to menu.

**Position:** Use the **A** or **Y** Buttons to cycle through the Positions - PG, SG, SF, PF and C.

**Jersey Number:** Use the **A** or **Y** Buttons to cycle through jersey numbers: 00 to 99.

**Height:** Use the **A** or **Y** Buttons to select your player's height: from 4'6" to 7'6"

**Best Hand:** Use the **A** or **Y** Buttons to select which hand your player will be best with: Left or right.

### Appearance

Here is where you decide all the bodily dimensions and other physical attributes for your player.

### Accessories

Add a variety of headbands, wristbands, knee braces and more, to add a unique style to your created player.

### Attributes

Attributes are, of course, the most important editable qualities of your created player. You have complete control over the amount of points (between 0 and 100) in each attribute.

When completed with the player creation process, press **START** to advance. This will take you back to the Create Player Screen. From here you can assign your newly created player to any team you choose.

To get to the Add Players Screen:

1. Use the **C** Stick or + Control Pad to highlight the created player you want to assign to a team.
2. Press the **Y** Button to add highlighted player to roster.

This will take you to the Add Players Screen. Select a team for your player and let him work his magic.

To add your player to a roster:

1. Use the **Z** Button to cycle through Conferences. Use **L** or **R** Buttons to cycle teams.
2. Select the player who will be replaced by your created player and press the **A** Button.
3. When asked for confirmation, select **YES** and press the **A** Button.

Congratulations! You now have a created player on the team of your choice.

### **Offensive Playbooks**

Each school has an entire playbook for you to pick and choose plays from. In the Offensive Playbook Screen you can find the plays that will capitalize on your strengths and minimize your weaknesses.

### **Defensive Playbook**

Through the course of game most teams will use a variety of defensive play, depending on the situation. In the Defensive Playbook Screen, you can choose the defenses that work best for you.

### **Reset Rosters**

Reset Roster will undo any of the changes you have made to teams rosters; and will return them to their default settings. In addition, all created players will become unassigned. If you have created changes in rosters you wish to keep, make sure you save it before selecting Reset Roster.

## **SEGA SPORTS CHALLENGE**

Sega Sports Challenge is an exciting new mode of play that takes the competition to the next level. In SSC, you can record your personal stats, then post 'em online at [SEGASPORTS.COM](http://SEGASPORTS.COM) to see where you rank against the world's best. Prizes and bragging rights await!

After you complete an SSC game, return to the Sega Sports Challenge Screen to receive your Challenge Codes. You will earn codes for Per Game Averages and Single Game Records - one code for Per Game Average and one code for each Single Game Record category.

Go to [SEGASPORTS.COM](http://SEGASPORTS.COM) and enter your codes to immediately see where you rank and find out if you qualify to win. Each time you enter a code, your chances increase. Good Luck!

## **USER RECORDS**

Enter your name in order to compile and save your personal NCAA College Basketball 2K3 stats. These are the numbers you'll pit against other NCAA 2K3 ballers in the SSC.

- To use this user name in a game, first Enable the Challenge (see below). Then at the Team Select Screen, after choosing a team, press the **Z** Button until the user name appears on your control pad icon, and press **START** to proceed.

## ENABLE CHALLENGE

To begin the Sega Sports Challenge, select Enable Challenge. This sets all rosters and settings to their defaults so that you are playing the same game as all other SSC participants.

- When in Sega Sports Challenge Mode, this option becomes Disable Challenge.
- To exit Sega Sports Challenge Mode, select Disable Challenge to exit Sega Sports Challenge mode.

## PER GAME AVERAGE BOARD

As you play multiple games in Sega Sports Challenge mode, your statistics are calculated over time to show your per game average in these 11 key categories.

## SINGLE GAME RECORD BOARD

The Single Game Records board displays your best performance in each of 11 categories along with a Challenge Code for each record category.

## SAVE CHALLENGE RECORDS

Make sure you save before you power down in order to keep your stats up-to-date.

For a more extensive game manual, go online at [segasports.com](http://segasports.com)

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- \* web site . . . . . <http://www.sega.com>
- \* e-mail . . . . . [support@sega.com](mailto:support@sega.com)
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