AVAILABLE NOW

CAN YOU BEAT ME?

STEP UP TO GOLF'S ULTIMATE CHALLENGE

EA SPORTS TIGER WOODS PGA TOUR 2004

MORE PGA TOUR® PROS

DOMINATE THE WORLD

GET YOUR GAME FACE ON

FEATURES

ALL-NEW EA SPORTS™ GAME FACE
Create and personalize your golfer like never before and adjust tons of attributes such as body, hairstyles, clothing, celebrations, customizable logos, tattoos, and more.

› ALL-NEW EA SPORTS™ ONLINE*
Compete in Online Tournament events complete with money lists, full stat tracking, league leaderboard, and in-game chat with EA SPORTS™ Talk**.

› YOUR INVITATION TO PLAY
Synch up with your console's internal clock to play real-time events year round.

› NEW COURSES AND GAME MODES
Featuring five new PGA TOUR® Pros, nine new game modes including World Tour and Career modes, and seven new courses including Bethpage Black.

› EA SPORTS™ BIO
Unlock special rewards in *Tiger Woods PGA TOUR® 2004* by playing multiple titles including *Madden NFL 2004*, *NBA LIVE 2004*, and more.

**USB headset and broadband connection required.

PlayStation®2

EA SPORTS

ONLINE BROADBAND

TIGER WOODS

Electronic Arts Inc. 209
© 2003 Electronic Arts Inc. El
Electronic Arts Inc. in the U.S. a
copyrighted designs and/or oth
design, TPC, TPC and Swinging
Heritage logo, Speglass Hill Co
© 2003 TBHC Inc. All rights res
the sale of this product are con
TaylorMade Golf Company, Inc.
"PlayStation" and the "PS" Fa
Association. Manufactured and

this product are trademarks
A TOUR and Swinging Golfer
Links. The Lone Cypress, the
is a trademark of TBHC, Inc.
A portion of the proceeds from
are registered trade marks of
Electronic Arts™ brand.
of the Entertainment Software

*IMPORTANT INFORMA ... MENT CAN BE FOUND AT http://www.easports.com/ps2legal

EA SPORTS Online is a live game service that you play via the Internet, allowing you to play with thousands of other sports fans. AN INTERNET CONNECTION, NETWORK ADAPTOR AND MEMORY CARD FOR THE PLAYSTATION 2 ARE REQUIRED TO PLAY. Internet service providers usually charge a monthly fee to provide this access.

... MUST BE ... REGISTER FOR THE EA SPORTS ONLINE SERVICE. EA SPORTS ONLINE SERVICE IS AVAILABLE IN NORTH AMERICA ONLY.

... EA SPORTS ONLINE SERVICE FOR THIS PRODUCT AFTER 90 DAYS NOTICE, OR 30 DAYS AFTER THE LAST DAY OF THE 2003–2004 GOLF SEASON.

EVERYONE E CONTENT RATED BY ESRB

EmuMovies

EA SPORTS™

NCAA® MARCH MADNESS® 2004

EVERYONE E CONTENT RATED BY ESRB

NCAA BASKETBALL

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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

EA SPORTS NCAA MARCH MADNESS 2004

CONTENTS

STARTING THE GAME 2

COMMAND REFERENCE 3

BASIC CONTROLS 4

COMPLETE CONTROLS 5

EA SPORTS™ FREESTYLE CONTROL 8

SETTING UP THE GAME 9

- MAIN MENU 9
- PLAY NOW 9

ON THE COURT 11

- GAME SCREEN 11

ONLINE PLAY 14

OTHER GAME MODES 19

- SEASON 19
- DYNASTY MODE™ 20
- MASCOT GAME 23
- RIVALRY GAME 23
- TOURNAMENTS 23
- PRACTICE 24

MY NCAA® 25

- EA SPORTS™ BIO 25
- PLAYBOOK 27
- FAVORITE SCHOOL 27

SCHOOL MANAGEMENT 28

- CREATE/EDIT SCHOOL 28
- CREATE PLAYER 28

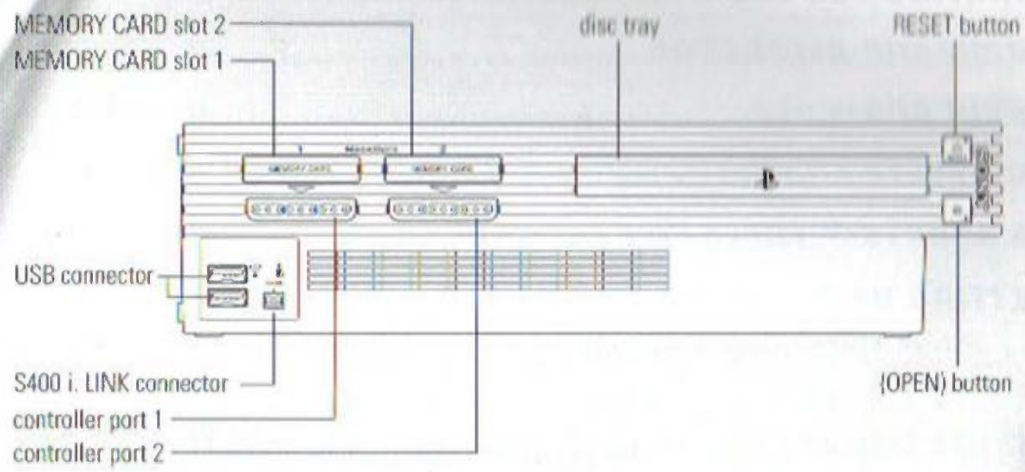
OPTIONS 30

- LOAD/SAVE 31

LIMITED 90-DAY WARRANTY 32

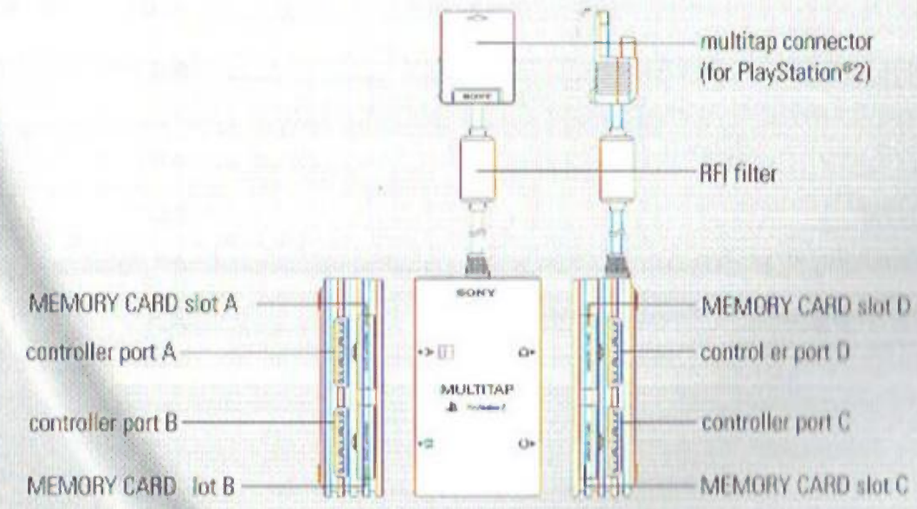
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



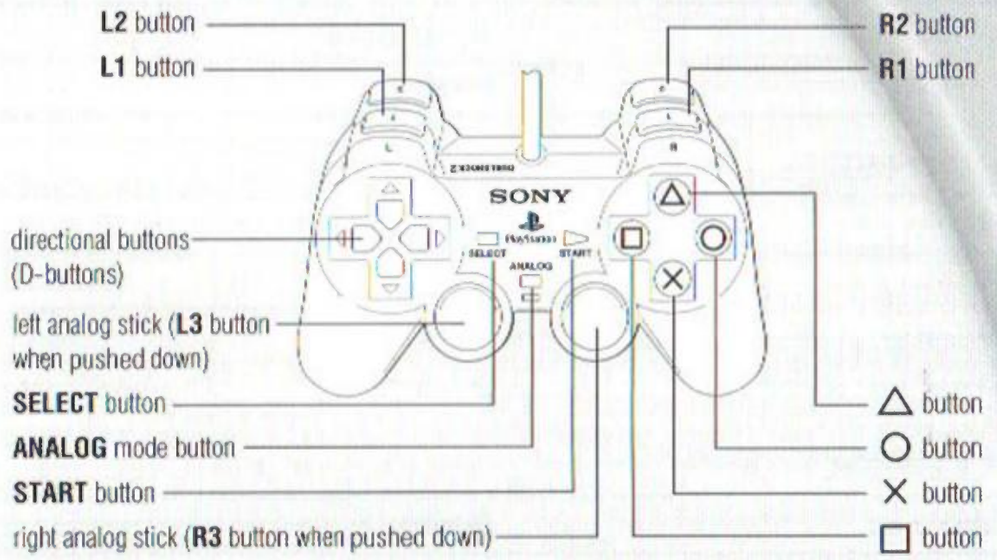
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *NCAA® March Madness™ 2004* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	D-button ⇳
Cycle choices/Move sliders	D-button ⇔
Select/Go to next screen	⊗ button
Return to previous screen	△ button

BASIC CONTROLS

Storm the court with these basic controls.

GAME CONTROLS

Move player	left analog stick
Turbo **sprint**	**R1** button

OFFENSE

Shoot	◉ button
Pass	⊗ button
Dunk/Lay-up	▣ button
Pro-Hop/Power dribble	△ button

DEFENSE

Switch players	⊗ button
Steal	▣ button
Take a charge	**R2** button
Block/Rebound	△ button

❖ In addition to these basics, *NCAA March Madness 2004* includes many other moves you control. For more detailed gameplay controls (➢ *Complete Controls* on p. 5).

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

COMPLETE CONTROLS

Once you've got the basics down, dominate your rivals by mastering the more advanced controls.

GAME CONTROLS

Move player	left analog stick
Pause game	**START** button

OFFENSE-WITH BALL

Shoot	◉ button (press and hold to jump then release to shoot; tap to fake)
Alter shot	▣ button (while in the air during a shot attempt)
Pass/Give and go	⊗ button (press and hold to pass, release to get the ball back)
Dunk/Lay-up	▣ button
Pro-Hop/Power dribble	△ button
Turbo sprint	**R1** button
Back-down defender/Protect ball	**L1** button
Alley-Oop pass (when teammate has a clear lane to the basket)	**R2** (when teammate has a clear lane to the basket)
Direct pass/Fast break	**L2** button + ▣ button, ⊗ button, ◉ button, or △ button (Tap the **L2** button to pass to closest man to basket)
Dive for ball	▣ button (only in loose ball situations)
Call timeout	**SELECT** button (must have possession of the ball)
Call a Quick Play™ (➢ p. 11)	D-button
EA SPORTS™ Freestyle Control (➢ p. 8)	right analog stick
Off-ball switch (to switch to specific player)	**R3** button + ▣ button, ⊗ button, ◉ button, or △ button

➲ To run a Give-and-Go, hold the ⊗ button when a player receives the ball and then release to make the player immediately pass the ball back.

CALL-FOR-PASS INBOUNDING

Move pass receiver	Left analog stick
Call for pass	⊗ button
Strategic player switch	D-button to switch to the best 3-point shooter, the closest man to the basket, the best free-throw shooter, or the best ball handler.
Direct player switch	**L2** button + ■ button, ⊗ button, ● button, or ▲ button

LOW POST MOVES

➲ To back your defender down, press and hold the **L1** button and choose one of the following moves:

Jump hook/Slam dunk	left analog stick toward basket + ● button to jump hook, or the ■ button to dunk
Fade away jump shot	left analog stick away from basket + ● button
Power dribble	left analog stick to side in direction you want to step + ▲ button (tap right analog stick ⇔ to pump fake)
Spin move from back down	Hold the **L1** button + left analog stick in the direction you want to spin and release the **L1** button
Up and under finger roll/Slam dunk	Drop step, pump fake then tap the left analog stick toward the basket and press the ■ button

❖ When your player's indicator pulses, he's on a hot streak. Give him the ball and let him take it to the hole.

OFFENSE—WITHOUT BALL (PLAYER LOCKED/OFF-BALL)

In Player Lock mode, you control a single position for the entire game. When you don't have the ball, use the controls listed below.

❖ Player Lock can be set in your user profile from the Select Controller screen.

Move player	left analog stick
Make computer ball handler **shoot**	● button or ■ button
Call for pass from the computer ball handler	⊗ button
Post up	**L1** button + left analog stick
Set screen	**L1** button + left analog stick
Call for Alley-Oop	**R2** button

DEFENSE

ACTION	*COMMAND*
Move player	left analog stick
Switch players	⊗ button (direction of the left analog stick chooses receiver)
Steal/Intercept pass	■ button
Take a charge	● button or **R2** button
Jump to block/rebound	▲ button
Direct Player Switch (to a specific defender)	**L2** button + ■ button, ⊗ button, ▲ button, or ▲ button
Switch to **defender closest to basket**	**L2** button (tap)
Intentional foul	**SELECT** button
Call one of eight defensive Quick Plays (➢ p. 11)	D-button (double tap for plays 5–8)
EA SPORTS™ Freestyle Control (➢ p. 8)	right analog stick

EA SPORTS™ FREESTYLE CONTROL

Every player has his own style. EA SPORTS Freestyle Control lets you express yourself with fresh moves, freaky handles, and tough D.

HOW EA SPORTS FREESTYLE CONTROL WORKS

When you move the EA SPORTS Freestyle Control (right analog stick) in any direction, your player on the court busts a Freestyle move. Making the same shape results in the same move every time.

❖ You can create combinations of Freestyle moves. Use Practice mode to build your own set of moves.

OFFENSE

EA SPORTS Freestyle Control shines on offense, where every player has a unique game. EA SPORTS Freestyle Control produces moves based on what your player is doing at any point during a game. Different moves are performed depending on which hand your player is using to control the ball.

➲ To perform a spin move, press the right analog stick ⇧.

➲ To perform a crossover, press the right analog stick ⇔ towards the ball-handler's opposite hand.

❖ EA SPORTS Freestyle Control really shines when your player receives the ball in half-court offense (the Triple Threat position).

DEFENSE

Although your player has fewer Freestyle moves on defense, he can be very effective in stopping your opponent. Take time to master the Freestyle moves for defense. Here are some basic moves to get you started:

ACTION	COMMAND
Steal	right analog stick ⇔
Defensive crouch	Hold the right analog stick ⇩
Hands up	Hold the right analog stick ⇧
Off-ball switch (to switch to specific player)	**R3** button + ■ button, ✕ button, ● button, or ▲ button

TIP: To fire up the crowd, tap the right analog stick ⇧ when playing defense.

TIP: To slap the floor, tap the right analog stick ⇩ when playing defense.

SETTING UP THE GAME

Adjust your options and settings and then hit the hardwood.

MAIN MENU

Select your game mode from the Main menu.

Head straight to the court

Select a different game mode

Access your EA SPORTS Bio and change your favorite school.

Manage your rosters or create a school/player

Adjust Game Settings, Rules, Audio Options, Camera, and your Save/Load settings

Check out EA SPORTS Extras, including cameo videos, previews of other EA SPORTS titles, and game credits

PLAY NOW

Give it all you've got in this one-time exhibition game where the only thing at stake is your school pride.

TO BEGIN A PLAY NOW GAME:

1. From the Main menu, select PLAY NOW. The School Select screen appears.
2. Choose to control either the Home or Away school.
3. Choose a different school.

➲ Press the ● button for scouting reports.

➲ Press the **R1** button to select a random school.

➲ Press the **L2** button or the **R2** button to select the next letter when scrolling through the school lists.

4. When you've decided on the schools, press the ✕ button. The Select Controller screen appears.
5. Move your controller under the school you want to play as, and then press the ✕ button. The Quick Settings screen appears.

QUICK SETTINGS SCREEN

Adjust your game settings.

➲ To adjust more detailed settings, press the **L1** button (➢ *Gameplay Settings* on p. 30).

NOTE: Default options are listed in **bold** in this manual.

GAME SPEED	Move the slider to the left for a slower game and to the right for more fast-paced action.
SKILL LEVEL	Set the skill level to JUNIOR VARSITY (easy), **VARSITY**, ALL-CONFERENCE, or ALL-AMERICAN (difficult).
CAMERA VIEW	Choose a camera angle for the game.
HALF LENGTH	Set the length of each half anywhere between 2 and 20 minutes.

NOTE: Press ◉ to watch locker room videos to get gameplay hints from some of the top college basketball coaches in the nation.

➲ When you're finished adjusting your settings, press the ⊗ button to advance to the court.

ON THE COURT

NCAA competition is fierce as rivals vie for the tournament.

GAME SCREEN

QUICK PLAY

You can direct traffic on the court with one button using the Quick Play feature.

- ❖ On offense, press the D-button to run Isolation, Post Up, Pick-and-Roll, or Basket Cut.
- ❖ On defense, press the D-button to run Man to Man, Zone, Double Team, and Full Court Press defenses.

➲ For more information, ➢ *Playbook* on p. 27.

OUT-OF-BOUNDS PLAYCALLING

Out-of-Bounds playcalling allows you to control a player on the court and call for a pass during an inbounds situation. The user can select any of the four players on the court.

PLAY	*D-BUTTON*	*RESULT*
Closest to the Basket	⇧	You control the player nearest to the basket for a last-second shot opportunity, or a quick inside score.
3-Point Shooter	⇦	You control your best 3-point shooter. Move him into a position where he can receive the inbounds pass and shoot a quick 3.
Free-Throw Shooter	⇨	Your control your best free-throw shooter.
Ball Handler	⇩	You control your best ball handler.

FREE THROWS

Use the T-Meter™ to aim the shot when your player goes to the charity stripe.

➲ To line up the shot, stop the free throw slider in the middle of the T-Meter™ by pressing the ⊗ button or the ◉ button.

PAUSE MENU

The Pause menu is the place to adjust your game settings, sub in fresh legs, call for a timeout, and more.

➲ Press the **START** button to pause the game.

RESUME GAME	Get back in the game.
TIMEOUT	Use one of six timeouts per game.
SUBSTITUTIONS	Make substitutions to your lineup.
SETTINGS	Adjust all your game settings including Rules, Preferences, Gameplay Settings, and In-Game Settings.
SELECT CONTROLLER	Add a new player to the game or change teams.
STATS CENTRAL	Check out player, school, and user stats, or view the shot display.
PLAYBOOK	Select what Quick Play™ is assigned to which of the four D-buttons (➢ p. 11).
INSTANT REPLAY	Watch the action again.
EXIT GAME	Quit this game and return to the Main menu.

ONLINE PLAY

Go up against the best *NCAA March Madness 2004* players in the country.

IMPORTANT INFORMATION ON THE EA SPORTS™ ONLINE SERVICE, INCLUDING AVAILABILITY FOR PLAY, TERMS AND CONDITIONS, AND MEMBERSHIP AGREEMENT CAN BE FOUND AT: **http://www.easports.com/ps2legal/**.

EA RESERVES THE RIGHT TO RETIRE THE EA SPORTS ONLINE SERVICE FOR THIS PRODUCT AFTER 90-DAYS NOTICE.

NOTE: In order to play Online, you will need the following items: a network adaptor (Ethernet/Modem) (for PlayStation®2) installed, an active Internet connection via your own Internet service provider (ISP) account, and a memory card (8MB) (for PlayStation®2) with at least 256 KB free space. Prior to playing online, you will need to set up Your Network Configuration file. *NCAA March Madness 2004* includes a Network Configuration GUI for setting up this file.

NOTE: When saving and loading Your Network Configuration file, you must use MEMORY CARD slot 1.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit **www.us.playstation.com/DNAS**. In the event of the system's incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, systems failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

PLAYING BEHIND A FIREWALL

We recommend that you do not play *NCAA March Madness 2004* online behind a firewall. However, if you do wish to play behind a firewall, you must open the following port: 3658 (peer-to-peer connection).

SELECT YOUR NETWORK CONFIGURATION

Before you can begin playing online, you must select a Your Network Configuration file (found on your memory card) or create a new one through the Network Configuration GUI.

NOTE: After using the included Network Configuration GUI, the RESET button functions differently in *NCAA March Madness 2004*. To put the console into standby mode press and hold the RESET button until the LED indicator turns red.

NETWORK CONFIGURATION FILE

Scroll through the available Internet service provider settings, and select one for the upcoming Online game. The default displayed is the last configuration file saved to the memory card.

CREATE/EDIT CONFIGURATION

The Network Configuration GUI allows you to create and edit Your Network Configuration file. When selected, the game shuts itself down while the Network Configuration GUI is loaded. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

CONNECT

After selecting a Network Configuration file, connect to your Internet service provider. If the connection is successful, the *NCAA March Madness 2004* Server Login screen appears.

ACCOUNT SETUP

Before you can begin playing online, you must create a new EA Account or use an existing one.

- ➲ If you have already created a profile, select USE EXISTING EA ACCOUNT. If you have not created a profile, select CREATE NEW EA ACCOUNT to begin the process. If you want to log off and return to the previous screen, press the △ button.
- ❖ Saving your EA Account to a memory card allows you to bypass the login process the next time you log on.

USING AN EXISTING EA ACCOUNT

1. From the Game Modes menu, select PLAY ONLINE.
2. Select YOUR NETWORK CONFIGURATION file.
3. Your EA Account appears by default or you can select a different account by choosing USE EXISTING EA ACCOUNT.
   - ❖ Your EA Account only defaults once you've saved it.
4. Select an EA SPORTS Online User Name and press the ⊗ button.
   - ❖ You can have up to four EA SPORTS Online User Names. Change, delete, or create new User Names from the EA SPORTS User Name screen.

NOTE: If you have an existing screen name on any of the following services: AOL, AOL Instant Messenger (AIM), Compuserve 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account Name. Visit **http://www.ea.com/ps2-marchmadness-2004-reg** to register, then return to *NCAA March Madness 2004* on the PlayStation®2 and select USE ANOTHER EA ACCOUNT. Enter your Account Name and password to log on.

WELCOME TO *NCAA MARCH MADNESS 2004* ONLINE

PLAY NOW	Search for an online opponent with similar skills and play a ranked game with Fair Play settings enabled (➢ *Server Lobby* below).
SERVER LOBBY	Choose a room based on your location and skill level.
MEMBERSHIP AGREEMENT	Review the membership terms for participation in online play.
SERVER NEWS	Catch up on updates and maintenance to the *NCAA March Madness 2004* online servers.
EA TOURNAMENTS	Join or create an online tournament (➢ *Online Tournaments* on p. 18).
RANKING LISTS	Check your ranking in the latest ladders (➢ *Ranking Lists* on p. 18).

➲ To return to the Main menu, press the △ button.

SERVER LOBBY

From the *NCAA March Madness 2004* Server Lobby, you can select a channel based on your skill level and then find and chat with other players of similar abilities inside the channel's rooms.

❖ Junior Varsity Channel rooms are intended for novice players. Experts chat in the All American rooms.

➲ To enter a room, press the D-button ⇳ to select the channel. Then, press the D-button ⇔ to select a room. To enter the room, press the ✕ button.

➲ To create your own room, press the ■ button. Enter the name and other information of your room.

NOTE: Wins, losses, and disconnects are shown based on Exhibition games only.

EA™ MESSENGER

Instant Message, challenge, and find your buddies online. See how your buddies are doing while playing online, or send messages to other users playing EA SPORTS games. You can have up to 60 buddies in your EA Messenger.

➲ To open your EA Messenger, press the ● button.

EA SPORTS™ TALK

Talk smack to your opponents during online gameplay with all-new EA SPORTS Talk.

➲ **To activate EA SPORTS Talk:** Connect your USB-supported headset to the PlayStation®2 computer entertainment system. Once the headset is plugged in, the voice chat function is automatically activated.

➲ To mute voice chat while in the front end, press the **R3** button. Muting only applies in the front-end screens.

NOTE: EA SPORTS Talk does not support modem connections.

NOTE: EA SPORTS Talk supports the Logitech® USB Headset for PlayStation®2.

FAIR PLAY SETTINGS

Play on an even field with EA SPORTS Fair Play Settings. Cheating has been nearly eliminated and only those who complete full games are rewarded.

❖ Fair Play settings default to **ON** in Play Now and Ranked games. Settings can be changed from the Challenge User screen.

MATCH-UP ROOM

From the Match-Up Room, you can greet and meet other players or challenge someone to a game.

NOTE: *NCAA March Madness 2004* supports a USB keyboard for typing messages to the whole room or to an individual player. Whenever you bring up the on-screen keyboard in the Chat Lobby, or when chatting with an individual player, you can use a USB keyboard to type in messages.

PLAYER OPTIONS

➲ Highlight the name of another player or press the ✕ button to bring up the player options. From here you can challenge another player to a game, send/read a private message, add/remove a player to/from EA Messenger, block/unblock a player, or report abuse if you are in a chat room. Highlight the option you want, and then press the ✕ button to accept.

PLAYER CONNECTIONS

On the left portion of the screen, you see a list of players along with a bar next to each player's name. A longer bar indicates a better connection between you and the player.

PLAYER OVERVIEW

In the upper portion of the screen are general player stats. This includes the player's User Name and their wins, losses, and disconnects.

ONLINE TOURNAMENTS

Get together with some friends and create your own Online Tournaments for some unique action. Important: both you and your opponent have to be in the tournament room in order to play your tournament game. If one player is not in the room by the end of the round, then that player forfeits the game. If both players fail to show up at the end of the round, then both forfeit.

➲ To create a tournament, choose EA TOURNAMENTS. Then, select CREATE.

NAME	Enter a name for your tourney.
RANKED GAMES	Decide whether you want the tourney games to count towards players' overall stats.
SKILL LEVEL	Choose the difficulty level for each game.
HALF LENGTH	Select the length of each half: 2–20 minutes.
TEAMS	Choose the number of teams in your tournament: 4, 8, 16, 32, or 64.
ROUND LENGTH	All games must be played in three days or less per round.
UNIQUE TEAMS	Decide whether two players can use the same team.
FAIR PLAY SETTINGS	Set to YES to ensure fair online play for everyone in the tournament.
YOUR TEAM	As the host, you get to pick the first team.
PASSWORD	To close your tournament to the public, enter a password and distribute it to all of your friends.

➲ To search for a tournament, choose EA TOURNAMENTS. Then select JOIN. In the search screen, enter the parameters of your desired tournament. Then, select SEARCH.

❖ Skill Level, Quarter Length, and Fair Play settings cannot be adjusted when playing Ranked tournament games.

RANKING LISTS

In the Ranking Lists screen, you can review the top online players in a variety of statistical categories.

NOTE: Statistics are only tabulated for these rankings when a game has the Ranked Games setting set to YES.

➲ To scroll through the rankings of the current category, press the D-button ⇳.

➲ To scroll through the other categories, press the D-button ⇔.

NOTE: You must successfully complete three games before your stats appear in the Rankings list.

OTHER GAME MODES

Take your school through a Season, build a national powerhouse in Dynasty Mode™, play through an NCAA Tournament, or invite yourself to the EA SPORTS Maui Invitational.

SEASON

Play a whole season and see if you can get to the Big Dance.

TO BEGIN A SEASON:

1. From the Main menu, choose GAME MODES. The Game Modes screen appears.
2. Select SEASON. The Season Select Schools screen appears.
3. Press the **L1** button or **R1** button to cycle through conferences. When you have the conference you want, select a school from that conference. You can choose up to eight different schools.

➲ To add a Custom team (if already created), press the ◉ button.

4. Press the **START** button to advance to Season Settings. After making any adjustments, press the **START** button again to go to Season Schedule.
5. Press the D-button ⇨ to move to the non-conference schedule on the right. Press the ⊗ button to edit the game by challenging another opponent.

❖ It isn't guaranteed that a school will play you. You've got to be a worthy opponent and an attractive game for your prospective opponent.

6. When you've finished booking all of your games, press the **START** button to advance to the Season Central.

SEASON CENTRAL

Play or simulate the next game

Review your schedule

Set your coaching priorities

Edit players or reorder rosters

Adjust your game options

Use The Sporting News™ to view player, team, and Division I leader stats; view the Top 25, RPI Ratings, Conference Standings, and Tournament Watch

➲ Select PLAY GAME to play the next game in your schedule.

POST SEASON

After the last game of the season, the Conference Championship Week screen appears.

- ❖ You can play or simulate any of your team's games in the Conference Championship.
- ❖ When all user-controlled schools have been eliminated, you have the option to see tournament tree results or exit to the Main menu.

After the Conference Championship is over, the NCAA Tournament screen appears if your team has qualified.

- ❖ You can play or simulate any of your team's games in the tournament.
- ❖ When all user-controlled schools have been eliminated, you have the option to see tournament tree results or exit to the Main menu.

DYNASTY MODE™

Use coaching, scheduling, recruiting, and gameplay strategies to develop your school into a national powerhouse.

TO BEGIN A DYNASTY MODE™ GAME:

1. From the Game Modes menu, select DYNASTY Mode™. The Dynasty Select screen appears.
2. Continue as you would to set up a Season mode (➢ p. 19).

- ❖ You can only select one team to take into Dynasty Mode.

DYNASTY SETTINGS

This screen lets you choose a name for your coach, decide the length of your dynasty, whether players can be injured or leave early for the pros, and more.

DYNASTY SCHEDULE

Edit your non-conference schedule.

➲ Select your schedule as you would in Season mode (➢ p.19)

TRAINING CAMP

You can decide to put your players through a training camp before the season begins to whip them into shape.

TO PUT YOUR TEAM THROUGH TRAINING CAMP:

1. Select Enter Training Camp from the screen. The Training Time screen appears.

➲ To sim the training camp or skip it entirely, choose either option on the March Madness screen.

2. Highlight one of the options, and then press the D-button ⇔ to assign training time.
3. When you've used up 100 percent of your teams time, press the **START** button. The results of your training appear.
4. Press the **START** button to move on to Dynasty Central.

DYNASTY CENTRAL

Begin your dynasty right away, check your schedule, and control all the aspects of your dynasty in Dynasty Central.

- ❖ Select Next Game to play the next game on your schedule.
- ❖ For more information about School Management, ➢ p. 28.
- ❖ For more information about My NCAA®, ➢ p. 25.
- ❖ For more information about Options, ➢ p. 30.

COACH OPTIONS

Make all your coaching decisions in this section.

TIP: Change your coach's settings, adjust his coaching style, and read his report card to find out what he needs to improve upon.

TIP: Increase your team's chances of winning by using points for training sessions and hiring assistant coaches.

SPORTING NEWS™

Here's the place to check out the stats. In addition to all the statistics, you can view awards and the record books.

INJURIES

Play the hero and come back from a game-ending injury to save the day for your team. Medical Reports are only a recommendation-put an injured player back in the game when the stakes are high.

- ❖ An injured player is denoted with a red cross or bandage in-game and in Reorder Rosters.
- ❖ An injury can go from Playable to Unplayable after prolonged stress.

POST-SEASON

The post-season begins exactly as it does in a Season mode game (➢ p. 19). After the Championship game, the Dynasty Main menu screen appears again.

➲ Select PROCEED TO OFFSEASON to advance to continue your dynasty.

OFFSEASON

There are five components to the offseason. Be sure to complete each item in order because you can't go back to if you skip it or once you've already passed it.

LEAVING/CUT PLAYERS

Players leave your program when they graduate or if they enter the NBA draft. Be sure to note which positions you're losing a player from so you can concentrate on filling the slot when you begin recruiting.

ROUNDBALL CLASSIC

Play with the best 20 high school seniors at the beginning of each offseason. Determine if you'd like to recruit any of these EA SPORTS All-Americans to your school or just have fun playing with the country's best players.

RECRUITING

Evaluate high school talent and make some offers to players you want on your squad.

1. From the Recruit Reports screen, highlight the recruit you want to contact and press the ⊗ button. The Recruit Player pop-up appears.

➲ To view more information about a particular recruit, press the ◉ button.

2. Choose the type(s) of contact you want to make and press the ⊗ button.

❖ Your recruiting points vary depending on your team each week. Recruits value your points differently depending on your school's success and their potential playing time.

❖ Players whose names are displayed in red are interested in attending your school. You have contacted players whose names are displayed in green.

➲ To view your returning players and New Prospects, press the ▣ button.

3. After you've selected the type(s) of contact you want to make, select CONTINUE to the Recruit Reports screen.
4. Continue selecting contacts until you have used all of your recruiting points and then press the **START** button to begin that week of recruiting.
5. Continue recruiting through all five weeks. When you're finished recruiting, press the **START** button to return to the Off Season menu.

➲ To simulate recruiting at any time, advance to the next task and press the **START** button or the ⊗ button.

OFFSEASON TRAINING RESULTS

Take a look at how much time the players have spent working on their games in the offseason. Find out if they've been shooting jumpers every day, hitting the gym, or perfecting their handles. Have they been sweating in the offseason to prepare for the National Championship run in March?

REDSHIRT REORDER

Redshirt a promising player to let him improve, and reorder your roster.

➲ Press the ◉ button. Press the ◉ button again to redshirt a player or re-activate him.

❖ A redshirted player is inactive for the entire season.

➲ To **reorder** your roster, highlight the player/slot that you want to change and press the ⊗ button. Then highlight the player who you want to move into that slot and press the ⊗ button.

➲ When you're finished redshirting and reordering your roster, press the **START** button to return to the Off Season menu.

END OFFSEASON

After all the offseason activities have been completed, start the next season of your Dynasty.

➲ Choose Begin Season. The Customize Schedule screen appears. Continue as you would in Season (➢ p. 19) or as you did during your first season of the dynasty.

MASCOT GAME

Even the mascots have a chance to show who's best on the court.

TO BEGIN A MASCOT GAME:

1. From the Game Modes menu, choose MASCOT GAME. The Select Mascot screen appears.
2. Select the home and away teams. Continue as you would in a Play Now game (➢ p. 9).

RIVALRY GAME

This is the best way to experience the most heated rivalries in college basketball.

TO BEGIN A RIVALRY GAME:

1. From the Game Modes menu, choose RIVALRY GAME. The Select Rivals screen appears

➲ To switch sides, press the ◉ button.

2. Select a rivalry. Continue as you would in a Play Now game (➢ p. 9).

TOURNAMENTS

Skip the regular season and jump into the madness of the NCAA Tournament, the EA SPORTS Maui Invitational, or even a Frat Party tournament.

NCAA® TOURNAMENT

Let the madness begin.

TO START AN NCAA TOURNAMENT:

1. From the Game Modes menu, choose TOURNAMENTS. The Tournament Main menu appears.
2. Select NCAA® Tournament.
3. Press the **L1** button and **R1** button to scroll through the brackets.
4. Press the D-button to select the teams for the tournament.
5. Press the ⊗ button to choose your playable teams. Press the **START** button to advance to Tournament Settings.
6. Once you have set your settings, press the **START** button to go to Tournament Central.

➲ To restore the teams to the default selections, press the ▣ button.

7. Select Next Game to begin a user-controlled game. The Controller Select screen appears. Continue as you would in a Play Now game (➢ p. 9).

❖ Once all user schools have been eliminated, you have the option of exiting the tournament or seeing how it plays out.

EA SPORTS MAUI INVITATIONAL

Step up and take your place at the EA SPORTS Maui Invitational.

TO START AN EA SPORTS MAUI INVITATIONAL:

1. From the GAME MODES menu, choose TOURNAMENTS, then select MAUI INVITATIONAL and press the ⊗ button. The Maui Invitational Setup screen appears.
2. Press the D-button ⇳ to highlight a school and press the ⊗ button to select USER CONTROLLED. When you have selected all the schools you want to control, press the **START** button to advance to Maui Invitational Settings.

➲ To change the invitees, press the D-button ⇔ to customize the tournament.

3. After changing your settings, press the **START** button to advance to Maui Invitational Central.
4. Select Next Game. Press ⊗ button again to begin a user-controlled game.
5. The Controller Select screen appears. Continue as you would in a Play Now game (➢ p. 9).

FRAT PARTY

Set up an eight team tournament in Frat Party mode.

1. From the GAME MODES menu, choose TOURNAMENT, then select FRAT PARTY and press the ⊗ button. The Frat Party Setup screen appears.
2. Continue setting up the tournament as you would the EA SPORTS Maui Invitaional (➢ above).

PRACTICE

Use this area to hone your skills on the court without any opposition on the floor.

TO PRACTICE:

1. From the Game Modes menu, select PRACTICE.
2. Press the **L1** button or **R1** button to select the team you want to practice with.
3. Select which player you want to use.
4. The Controller Select screen appears. Continue as you would in a Play Now game.

MY NCAA®

Take control of your NCAA experience and reap the benefits of playing multiple EA SPORTS titles in the My NCAA® section.

EA SPORTS™ BIO

EA SPORTS Bio rewards you for playing EA SPORTS titles. Your EA SPORTS Bio, a file shared between EA SPORTS games via your memory card (8MB) (for PlayStaion®2), tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

❖ The first time you select EA SPORTS Bio from the My NCAA® screen, with a memory card in MEMORY CARD slot 1, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level.

EA SPORTS™ GAMER LEVELS

When you first create your EA SPORTS Bio, you start out as a Level 1 gamer. There are multiple ways that you can earn credit toward a promotion to the next level.

EA SPORTS TITLES PLAYED

Every EA SPORTS title that you add to your EA SPORTS resume gets you more credit toward the next level gamer. Play more products and you'll earn a higher rating.

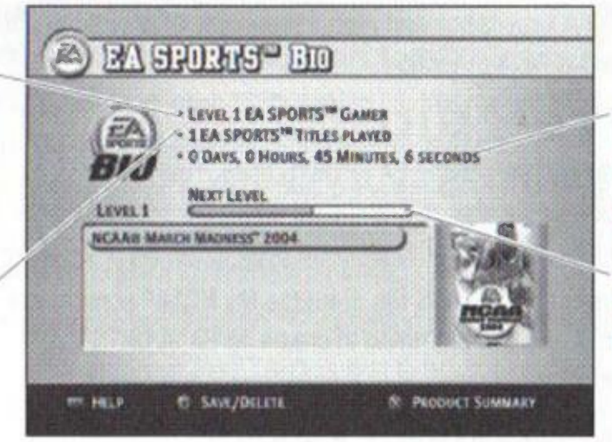
GAME TIME

And you thought you'd never get recognized or rewarded for all the time you put in on EA SPORTS titles. Finally you get rewarded for all your loyalty and devotion to EA SPORTS.

NUMBER OF GAMES PLAYED

Every game you play and complete gives you credit toward the next level. In addition, winning games gives you additional bonus points toward your level.

PRODUCT LISTING SCREEN



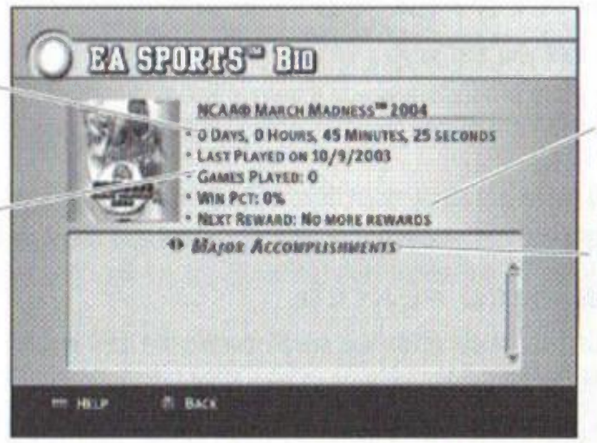
Your gamer level is based on the number of EA SPORTS titles played, hours logged, and your accomplishments

Number of *all* EA SPORTS titles played

Total combined hours logged for each EA SPORTS title included in your Bio

Shows how close you are to moving on to the next gamer level

PRODUCT SUMMARY SCREEN



Total time spent playing the selected title

Number of games played for this title

Level needed to unlock next reward

Toggle Major and Recent Accomplishments

ACCOMPLISHMENTS

In each EA SPORTS game, there are certain accomplishments that you can achieve. These accomplishments vary by title.

- When you achieve an accomplishment, a prompt appears asking if you want to save this accomplishment to your EA SPORTS Bio.

MAJOR ACCOMPLISHMENTS

This list shows the five highest-ranking accomplishments.

RECENT ACCOMPLISHMENTS

This list shows the most recent accomplishments, sorted by date.

NOTE: *NCAA March Madness 2004* only supports the EA SPORTS Bio in MEMORY CARD slot 1 and 1-A.

PLAYBOOK

With Quick Plays and Team Strategies, you can dominate the court with a touch of a button.

OFFENSIVE QUICK PLAYS

Offensive Quick Plays allow you to call different plays on the fly by pressing the D-button. Set the four Quick Plays for each team in this section.

TIP: The highlighted play is illustrated for you on the court to the right of the screen.

DEFENSIVE QUICK PLAYS

You can also set eight Quick Plays for defense by choosing them on this screen.

➲ Select Single Tap to set Quick Plays 1–4, and Double Tap to set Quick Plays 5–8.

TEAM STRATEGY

This screen allows you to set the overall offensive schemes against man and zone defenses.

FAVORITE SCHOOL

Select your favorite school on this screen.

SCHOOL MANAGEMENT

Manage school rosters or create your own NCAA school.

CREATE/EDIT SCHOOL

Create up to ten new NCAA schools and see if you can get them into the Final Four.

TO CREATE A NEW SCHOOL:

1. Select SCHOOL MANAGEMENT from the Main menu.
2. Select Create/Edit School.
3. Select New School. The Customize Team screen appears.
4. Decide on all the attributes of the new school including team colors, location, and even the fight song.
5. Press the **START** button. The Customize Stadium screen appears.
6. Choose all the details of your new stadium from the logos on the floor to the color of the three-point arc. When you're done, press the **START** button.

   The Customize Uniform screen appears.
7. Design your uniform 15 customizable options, and then press the **START** button.

❖ You may edit any of your created schools by choosing them in the Custom Team List screen.

CREATE PLAYER

Add your dream collegiate athletes to your new school, or a current NCAA® school.

TO CREATE A NEW PLAYER:

1. Select School Management from the Main menu.
2. Select Create Player. The first of seven Create Player screens appears.
3. Pick a school for you player, and then choose all the details of your new player from head to toe from hundreds of available attributes. When you're done with each screen, press the **START** button to proceed to the next one.

EDIT PLAYER

Use this to edit the players you've created.

TO EDIT A CREATED PLAYER:

1. From the Edit Player screen, select the team of the player to edit, and then select the player.
2. Highlight the player category you want to edit, and then press the ⊗ button.
3. When finished, select DONE.
4. Players can also be edited from the Created Players List, and from the Reorder Rosters screen.

CREATED PLAYERS LIST

View the entire list of created players. You can have up to 25 created players at any time.

REORDER ROSTERS

This screen lets you reorganize rosters.

- Press the **L1** button or the **R1** button to cycle through schools.
- Press the ■ button to restore rosters to the originals.
- Press the △ button to cancel your edits and return to the Roster Manager menu.

OPTIONS

Adjust your game settings, rules, audio options, camera views, and save and load settings.

❖ Most of the settings are self explanatory. Those that require explanation are listed below.

RULES

Adjust the frequency of foul calls, which rules you must follow, or turn them all of for a no-holds-barred competition.

➲ Press the ● button to return to the default settings.

PREFERENCES

Use the sliders to choose your sound and camera preferences, as well as how the players are identified on the court.

GAMEPLAY SETTINGS

This is the place to fine-tune your settings.

➲ Press the **L1** button or **R1** button to switch between the gameplay settings for the Global, User, and CPU.

IN-GAME SETTINGS

SKILL LEVEL	Set your skill level to JUNIOR VARSITY, **VARSITY**, ALL-CONFERENCE or ALL-AMERICAN. The difficulty increases with each level.
HALF LENGTH	Set the half length from 2 to 20 minutes. The default is **10** minutes.
SIM HALF LENGTH	Set the half length for simulated games from 2 to **20** minutes.
INJURIES	When **ON**, players can become injured and must be substituted accordingly.
FATIGUE BAR	When ON, an on-screen display shows how fatigued the players are.
CPU ASSISTANCE	When ON, the trailing school's abilities are boosted.
SHOT CONTROL	When set to **USER**, you control when the player releases the ball during a jump shot. CPU controlled shots automatically determine when the player releases the ball.

LOAD/SAVE

Save your Dynasty or Season progress, settings, or rosters; load a saved game, rosters, or settings; or delete a file from your memory card.

NOTE: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

LOAD SAVED GAME/ROSTERS/USER PROFILE

TO LOAD A SAVED GAME OR ROSTER:

1. Select LOAD SAVED GAME, LOAD ROSTERS, or USER PROFILE from the LOAD/SAVE menu.
2. Select the saved game, roster, or user profile you want to load.

➲ Enter a name for a new roster.

➲ Press the ● button to access the list of previously created rosters.

SAVE SEASON/ROSTER/USER PROFILE

TO SAVE A SEASON:

1. Select SAVE SEASON, ROSTER, or USER PROFILE from the LOAD/SAVE menu.
2. Press the ⊗ button to bring up a virtual keyboard, and then type the name of the new season, roster, or user profile.
3. Highlight Done and press the ⊗ button.

DELETE FILE

TO DELETE A FILE:

1. Select SAVE DELETE FILE from the LOAD/SAVE menu.
2. Highlight the file you want to delete and press the ⊗ button.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for $15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-mail and Website: http://techsupport.ea.com
Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

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

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

NEED A HINT? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-329-HINT (4468). $1.99 per minute.

In CANADA, dial 900-451-4873. $1.99 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

EA TECH SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: http://techsupport.ea.com

Mailing Address:
Electronic Arts Technical Support
P.O. Box 9025
Redwood City Ca 94063-9025

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

In **Australia**, contact:

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

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.

This product contains Font Software licensed from Agfa Monotype Corporation and its suppliers, which may not be distributed, copied, reformatted, reverse engineered, or decompiled for any purpose. You may transfer the Font Software as part of the product to a third party provided that (i) the third party agrees to all the terms of this agreement and (ii) you have destroyed all copies of the Font Software in your custody or control, including any installed in your computer, immediately upon transferring such product. The Font Software is also protected by copyright and any copying or distribution of the Font Software, with or without the product, constitutes both copyright infringement and a theft of valuable property. You acquire no right, title or interest in the Font Software except the personal right to use such software, consistent with this agreement, as part of the product when installed in your computer. All rights reserved.

To see Agfa Monotype's complete Font software End User License Agreement please go to their website **www.agfamonotype.com**.

RSA BSAFE® SSL-C and Crypto-C software from RSA security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

Development tools and related technology provided under license from Logitech. © 2003 Logitech. All rights reserved.

Software and documentation © 2003 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS, and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, and conferences are the exclusive property of the respective institutions. NCAA, the NCAA logo, and March Madness are trademarks or registered trademarks of the National Collegiate Athletic Association. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

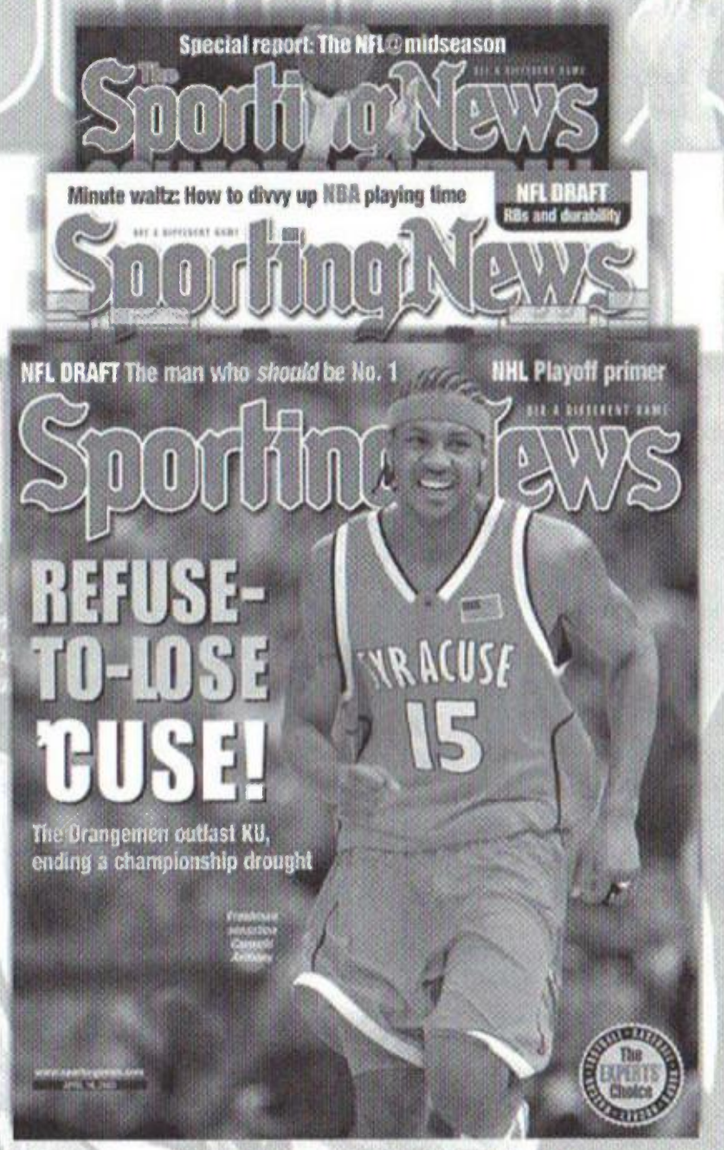
Package Cover Photography: Getty Images and Icon Sports Media

EA SPORTS
NCAA
MARCH MADNESS
2004

PROOF OF PURCHASE
NCAA® MARCH MADNESS™ 2004
1467405

0 14633 14674 5

COLLEGE BASKETBALL 52-WEEKS A YEAR!



Okay, college basketball freaks! If you're looking for the absolute best hoops coverage all year long, then check out Sporting News magazine. With expert commentary provided weekly by senior writer Mike DeCourcy, Sporting News provides the most comprehensive analysis and coverage of college hoops today!

SportingNews

Go to SportingNews.com/magazine or call 800-777-6785

As seen in NCAA March Madness 2004

JOIN THE EA SPORTS™ NATION

EA SPORTS NCAA MARCH MADNESS 2004

SIGN UP NOW TO BE A PART OF THE EA SPORTS™ NATION— THE MOST COMPREHENSIVE AND COMPETITIVE COMMUNITY OF ONLINE GAMERS AVAILABLE TODAY.

- The most people playing the best games.
- A complete community with online stat tracking, leader boards, and news.
- Special events and tournaments let you showcase your skills and win prizes.
- Check out www.easportsnation.com to see who's online and monitor your progress.

EA SPORTS NCAA FOOTBALL 2004

EA SPORTS MADDEN 2004

EA SPORTS NASCAR THUNDER 2004

EA SPORTS NHL 2004

EA SPORTS TIGER WOODS PGA TOUR 2004

EA SPORTS NBA LIVE 2004

EA SPORTS FIFA SOCCER 2004

EA SPORTS NCAA MARCH MADNESS 2004

EA SPORTS MVP BASEBALL 2004

easportsnation.com

© 2003 Electronic Arts Inc. All rights reserved. All trademarks are the property of their respective owners and used with permission.