coach K

College
Basketball

BY HITMEN PRODUCTIONS/CANADA

EA SPORTS.

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EA TIP Watch this space for hints and tips.

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CONTROL SUMMARY

During gameplay:

D-Pad	Move player
START	Pause game
A	Turbo mode (burst of speed)

Offense—with the ball

B	Pass (D-Pad to choose receiver)	C	Shoot (press to jump; release to shoot)

Offense—without the ball

B	Switch players (D-Pad to choose player)	C	Jump/Rebound (or make computer ball handler pass)

❏ If you don't press the D-Pad when switching players, you take control of the player with the ball (if the ball handler is human-controlled, you control the player nearest the ball).

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Defense

B	Switch to player nearest the ball (or press D-Pad to choose player)	C	Jump to rebound or block shot

Playcalling

START + A, B, or C	Call offensive or defensive play corresponding to selected button
(Hold START and press a button before releasing)	

Menu controls

D-Pad up/down	Move highlight up/down
D-Pad left/right	Change highlighted option
START	Continue
START + B	Return to previous menu
A	Change highlighted option (cycle left)
B	Select highlighted option; Toggle between home/visitor teams
C	Change highlighted option (cycle right)

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WHY COACH K?

You don't get to the NCAA tournament semifinals seven times in nine years without some serious coaching skills. So when EA SPORTS™ decided to make a college basketball game, we thought it would be a good idea to call on Mike Krzyzewski (pronounced She-shef-ski) of Duke for assistance—what Coach K doesn't know about college ball you could fit on the head of a pin.

The result of this collaboration is Coach K College Basketball, a game for all fans of college basketball. You can play it as a serious simulation, or you can play it as a not-so-simple arcade game. Coach K is designed to be as flexible as possible. For instance, you can completely control your playing philosophy and substitution patterns, or let the computer call the plays and sub players while you pound the buttons in an all-out slam-o-rama. Whatever style you prefer, you're in for some serious fun—so whaddaya waiting for? Read on!

STARTING THE GAME

1. Turn OFF the power switch on your Sega® Genesis™.
   Never insert or remove a game cartridge when the power is on.

2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.

3. Insert the Coach K College Basketball cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.

4. Turn ON the power switch. The EA SPORTS and Coach K College Basketball title screens appear. (If you don't see them, begin again at step 1.) Press any button to continue after each screen, and the Game Setup menu appears.

Note: If you're using a 6 button Controller, press the MODE button when turning on the Genesis to ensure 3 button compatibility.

Note to 4 Way Play users: Be sure to check 4 Way Play documentation for set up instructions.

SETTING UP THE GAME

GAME SETUP MENU

Use the Game Setup menu to choose the game mode, style, and difficulty you want to play. Default menu options are listed in **bold** type.

▶ D-Pad **up/down** to highlight options.

▶ D-Pad **left/right** or press **A/C** to change the highlighted option.

▶ Press **B** to go to the highlighted subpmenu (**B** is the primary action button in all menus).

▶ When gold arrows appear on the screen, you can D-Pad in the direction of the arrow to see more information/options.

▶ Press **START** to continue.

EA TIP These controls are used in all menus in Coach K College Basketball, so learn 'em here and use them everywhere.

MODE   **EXHIBITION:** Play a single game with any two teams, including championship college teams of the past.

SEASON: Start a new Season with a college team. See *Season Play* on p. 20.

TOURNAMENT: Start a new tournament with 4–32 college teams, each of which can be human- or computer-controlled. See *Tournament Play* on p. 17.

CONTINUE: Continue a Season or Tournament saved in one of the three battery-backed slots.

STYLE   **ARCADE:** Fast-paced basketball where the players never tire, get injured, or foul out. All SET RULES menu options are turned OFF.

CUSTOM: Use last SET RULES menu settings for rules and simulation options.

SIMULATION: Absolute realism. Players tire, get injured, and foul out, and you must substitute accordingly. All rules are turned ON.

LEVEL   **FRESHMAN:** The easiest level. It's easy to score and the computer team won't be too hard on you.

VARSITY: Average difficulty; the computer plays harder on defense.

ALL-AMERICAN: Welcome to the big time! It's difficult to make steals or block shots, and the computer offense and defense are cranked to the max.

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HALF   The length of a half can be set to 2, 5, **10**, 15, or 20 MIN.

RULES SETUP   Go to SET RULES menu. (See *Set Rules Menu* below.)

GAME OPTIONS   Go to SET OPTIONS menu. (See *Set Options Menu* on p. 8.)

SET RULES MENU   Use this menu to set custom rules and simulation options. Default (Arcade) settings are listed in **bold**.

DEFENSIVE FOULS   This slider (**OFF** by default) sets the likelihood that defensive fouls are called. As the bar is filled, fouls are more likely to be called.

CHARGING   Set offensive foul sensitivity (**OFF** by default).

FOUL OUT   Set player foul outs from 2–8 fouls or turn **OFF**. In normal college play, players are ejected after their fifth foul, but you can adjust the number to suit your play style and period length.

OUT OF BOUNDS   Toggle out of bounds calls ON/**OFF**.

BACKCOURT   Toggle backcourt calls ON/**OFF**.

TRAVELING   Toggle traveling calls ON/**OFF**.

GOALTENDING   Toggle goaltending calls ON/**OFF**.

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3 In The Key	Toggle three second calls ON/OFF.
Shot Clock	Toggle 35 second shot clock ON/OFF.
5 Sec. Inbounding	Toggle 5 second inbound clock ON/OFF.
10 Sec. Halfcourt	Toggle 10 second halfcourt clock ON/OFF.
Injuries	Turn player injuries ON/OFF. When injuries are ON, every time a player gets knocked down there is a small chance he will be injured. An injured player is affected only during the current game.
Fatigue	Toggle player fatigue ON/OFF. When ON, players tire and you must substitute accordingly.

Set Options Menu

Set sound and control options. Default settings are listed in **bold**.

Music	Toggle the music that plays during menu screens ON/OFF (there is no music during actual gameplay).
SFX	Toggle game sound effects ON/OFF.
Crowd	Toggle crowd sound ON/OFF.
Computer Assist	Toggle COMPUTER ASSISTANCE ON/OFF. If ON the computer increases the abilities of the team that's behind to help them get back in the game.
Slow Motion Dunks	Turn automatic slow motion for spectacular slams ON/OFF.

Auto Sub Notify	Turn notification of automatic player substitutions ON/OFF.
Play Notify	Turn notification of set and playcalling ON/OFF.
Player Star	Toggle the identifier under a player's star between player POSITION or jersey NUMBER.
Shot Control	Toggle shot control between MANUAL and AUTO. In MANUAL mode, the chance the shot will go in is determined by the distance, angle, and release point of the shot. In AUTO mode, the shot's probability is determined by the player's statistics and attributes rather than player control.

TEAM SELECT SCREEN

The Team Select screen appears before every exhibition game. The visiting team is displayed on the left side of the screen, and the home team appears on the right. Team ratings appear below the team names.

☆ To toggle the highlight between the home and visitor teams, press B.

☆ To change the highlighted team, D-Pad left/right to cycle through 32 current and 8 historic college teams.

☆ To sort teams by rating, D-Pad up/down to highlight a rating. D-Pad left/right to cycle through the teams as sorted by that rating.

☆ To view Coach K's comments for the selected teams, highlight COACH K REPORT and press B. The Coach K Report screen appears.

COACH K REPORT options:

- To toggle between home and visitor teams, press any button.
- To cycle through the available teams, D-Pad **left**/**right**.
- To change the home or visitor teams to the currently selected team, press any button. The computer asks you to confirm your choice. Highlight NO (cancel) or YES (confirm), then press **START** to continue.
- Press **START** to return to the **TEAM SELECT** screen.

☆ Press **START** to continue. The **PLAYER SETUP** screen appears.

PLAYER SETUP SCREEN

D-Pad **left**/**right**
to select team

Predator

D-Pad **up**/**down** to select player names

A Controller icon for each of the Controllers can be plugged into the system appears on this screen. Up to four players may play if a 4 Way Play™ adapter is attached. In addition to selecting the team each player controls, you create and select user names to personalize your Controller so your user stats can be tracked no matter which team you control. Up to 20 user names can be stored.

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☆ To change the setting for your Controller, D-Pad **left**/**right** to position the controller symbol under either team to select that team, or in the middle to select computer control.

☆ To cycle through player names, D-Pad **up**/**down**. Press **START** to select the highlighted name.

☆ When all players have selected their user names, press **START** to continue. The pregame introduction screens appear.

To delete an existing name:

☆ Highlight a user name, and press A + C to delete that name.

To enter a new player name:

1. Highlight **START NEW** and press **START**. After all active players have pressed **START**, the **ENTER USER NAME** screen appears.

2. D-Pad to highlight a letter, and then press B to select lower case or C to select upper case.

To delete a letter, press A.

3. When you've entered the last letter, highlight DONE and press B to enter the name. The pregame introduction screens appear.

PREGAME INTRODUCTION

Before the game, the pregame introduction screens set the stage for the basketball action to follow. The **GAME INTRODUCTION** screen announces the teams and home court.

☆ Press **START** to continue. The **MATCHUPS** screen appears.

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The MATCHUPS screen compares the two teams. One to three basket-balls indicate strength in each of five categories: Overall, Scoring, Rebounds, Ball Control, and Defense.

☆ Press **START** to go to the court.

THE TIP-OFF

Every game starts with a tip-off between the centers.

☆ To jump for the tip-off, press **C** when the ball is in the air.

PLAYING THE GAME

You control the man over the star. Depending on which Controller you're using, the star has a different color.

Player 1	Red star
Player 2	Blue star
Player 3	Green star
Player 4	Yellow star
Computer	Gray star

Just like the real college game, offense and defense require different skills in *Coach K College Basketball*. While the D-Pad is always used to move your player, the buttons have different functions on offense and defense.

☆ If your player is offscreen, an arrow the same color as your con-trol star points toward him from the edge of the screen. Push in the opposite direction to bring him back onscreen.

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☐ When PLAYER STAR from the SET OPTIONS menu is set to POSI-TION (the default), you can tell which player you control by the text under his star. 1G and 2G are guards, 3F and 4F are for-wards, and 5C is the center.

EA TIP When a player's star is pulsing, he's on a Hot Streak, and his shooting ratings are boosted.

OFFENSE

MOVING WITH AND WITHOUT THE BALL

☆ Press the D-Pad in the direction that you want to move. You continue to move and dribble as long as you hold down the D-Pad. When you release the D-Pad, you stop moving, but main-tain your dribble.

☆ When you start to pass or shoot the ball, you stop dribbling. Once you stop dribbling, you cannot use the D-Pad to move again, or the refs call traveling.

☆ To run faster, hold down **A** while moving. This kicks you into Turbo mode, where you may be able to catch another player from behind or drive to the bucket more effectively.

EA TIP When FATIGUE is ON, Turbo mode wears out your players in a hurry, so use it sparingly.

☆ To perform post-up moves, you must catch a pass when you are stationary in the low post area. When you face the player, he swivels on his pivot foot rather than running and dribbling. To move normally again, press **A** + D-Pad.

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PASSING

☆ To pass to the closest receiver, press **B**.

☆ To retain control of the passer (perfect for give and go plays), hold **B** until the receiver catches the ball.

☆ To pass to a specific player, use the D-pad to aim the pass while pressing **B**.

☆ To call for a pass when you don't have the ball, press **C**. If a computer-controlled player has the ball, he passes it to you. If your buddy has the ball, **C** has no effect.

☆ To throw an alley-oop pass, throw the ball to a player with a clear path to the basket. If he is in a position to jump for an alley-oop (and has the ability to make the play), an alley-oop is automatically executed.

EA TIP When passing, look for the player with his hand raised.

EA TIP Passing is the quickest way to move the ball on the court. Rotate the ball from strong to weak side, and then shoot quickly before the defenders recover.

SHOOTING

Players shoot differently depending on who and where they are. For instance, when shooting from the outside, the player will try a jump-shot. Closer in, and he may try a hook shot. Near the hoop he'll try one of a variety of layups or slams (and yes, you can break the backboard for a monster dunk).

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☆ To shoot, press and hold **C**. Release the ball at the top of your jump by releasing the button.

☆ To take a shot, tap **C**.

EA TIP You'll increase the probability of making a shot if you get your feet set before you shoot.

EA TIP If the SHOT CONTROL setting in the SET OPTIONS menu is set to MANUAL, you'll have a better chance of making your shot if you release the ball at the top of your jump.

EA TIP If you press **B** before you release **C**, you can still pass the ball after you leave your feet to shoot.

FREE THROWS

When a player goes to the free throw line, the perspective changes to a view from behind the shooter, and the T-Meter appears so you can aim your shot.

Press any button to stop the ball in the center of the meter

Left/right aim

Distance aim

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The ball moves left/right on the horizontal bar to control the left/right accuracy of your shot.

1.   Press **A**, **B**, or **C** when the ball is in the center of the bar to aim your shot.

The ball moves up/down on the vertical bar to control the distance of your free throw.

2.   Press **A**, **B**, or **C** when the ball is in the center of the vertical bar to set the distance of your shot. The player shoots the ball, and normal play resumes.

The speed the basketball travels on the bars of the T-Meter is controlled by the player's Free Throw rating—the better the rating, the slower the ball travels.

PLAYCALLING

You can assign three different sets and/or specific plays for both offense and defense from the Coaching Options menu, and then call them on the fly during the game. See Coaching Options Menu on p. 21 for instructions on selecting sets and plays.

☆   To call the set/play assigned to A, B, or C, press and hold **START**, then press **A**, **B**, or **C** and release **START**.

DEFENSE

You may be able to put points on the board, but remember, championship teams always play tough D.

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SWITCHING DEFENDERS

You can switch to the defender nearest the ball at any time, assuming he isn't controlled by another human player.

☆   To take control of the defender closest to the ball (between the ball and basket), press **B**.

☆   To take control of a specific defender, D-pad in the direction of the defender and press **B**.

EA TIP   Even when playing a zone defense, your first rule should be to stop the ball. To stop easy penetration, get a man in front of the ball handler before he reaches the top of the key.

STEALS

When you're close to the ball handler, your player automatically tries to reach in and steal the ball.

☆   To try to steal the ball from an opponent, position yourself in front of the offensive player.

You have to be close to the man with the ball to pull off a steal, but don't get too aggressive, or you may get whistled for a foul.

EA TIP   You can make more steals if you double-team the player with the ball.

SHOT BLOCKING AND REBOUNDING

Just as players shoot differently in different situations on offense, defensive players react differently when they jump on defense. If you jump near a player who's shooting, your player tries to block the shot.

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If you jump up a ball coming off the rim, your player tries to pull in the rebound.

★ To jump to reject a shot or work the glass, press **C**.

PAUSE MENU

The Pause menu appears whenever you press **START** during a game. You must pause the game to call a time out, make a substitution, or choose from other menu options. The TIME OUT and SUBSTITUTION options are not always available—for instance, you can only make a substitution when the play clock is stopped. When options are grayed out, they cannot be selected.

INSTANT REPLAY

When you need to see that backboard-shattering alley-oop one more time, you can replay the last few seconds of game action—backwards, forwards, reverse-angle, you got it.

★ To go to the REPLAY screen while the game is paused, highlight REPLAY on the Pause menu and press **B**. An overlay displaying the game clock and the button functions appears at the bottom of the screen.

Tap **left/right** to move by frame

Hold **up/down** to fast forward/rewind

Press **C** to play forward

Press **A** for reverse play

★ To move the center of the REPLAY screen to lock onto a player or the ball, hold **B** and D-Pad in any direction.

★ To toggle between normal and reverse angle, press **A** + **B**.

TIME OUTS

You must have possession of the ball to call a time out. The number of time outs remaining is listed after TIME OUT in the Pause menu. You get 5 time outs per game. (If you call a time out after your 5 are exhausted, a technical foul is called and the other team shoots a free throw—but the clock is stopped.)

★ Highlight TIME OUT from the Pause menu and press **B**. The SUBSTITUTION option becomes available, and your team is charged with a time out.

SUBSTITUTION

You can make player substitutions when the play clock is stopped between periods, during a time out, or after a violation such as a foul

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or out of bounds has been called. When the clock is running, the SUBSTITUTION option isn't available.

1. When the clock is stopped, select SUBSTITUTION from the PAUSE menu. The SUBSTITUTION screen appears. The 5 players currently in the game are listed in the screen.

☆ To cycle between game stats, player ratings, and 1993-94 stats, press A/C.

☆ To cycle through the available statistics/ratings for the players, D-Pad left/right.

2. To substitute for a player, D-Pad up/down to highlight the player, press B. A screen listing the available bench players appears.

3. D-Pad up/down to highlight a player, and press B to insert that player into the lineup. If you decide not to make a substitution, press START to return to the PAUSE menu.

EA TIP Track the STAMINA rating of players throughout the game—when a player's bar turns orange or red, sub for him as soon as possible.

STATISTICS MENU

PLAYER STATS
Go to PLAYER STATS screen to view statistics for the players in the game. The team you control is shown by default; press B to switch to the other team. To cycle between rating and stat types, press A/C. Note that you can view the

STAMINA rating for each player from this screen, so you can check their fatigue factor even if the clock isn't stopped.

TEAM STATS
Go to TEAM STATS screen to view both teams' statistics for the current game.

USER STATS
Go to USER STATS screen to view stats (sorted by Controller) for all human players participating in the current game. To cycle between CURRENT GAME, career HISTORY AVG., and career HISTORY TOTAL stats, press A/C.

COACHING OPTIONS MENU

Coach K College Basketball gives you complete coaching flexibility. By default, the computer calls offensive and defensive plays and sets automatically (based on the real-life tendencies of each team), but you can select your own plays and sets and call them on the fly.

OFFENSIVE PLAYS
Go to OFFENSIVE PLAYS screen to set playcalling and offensive strategy. You can let the computer automatically choose sets and plays, or you can choose 3 sets/plays to call during the action.

AUTO SWITCH
Toggle Auto Switching Y/N. When set to Y, the computer chooses offensive sets and plays automatically (but you can still call your own plays when you want). When set to N, you call all your plays manually, and any play or set you call is run until you call another.

EA SPORTS (top left logo)

K (top right logo)

CRASH BOARDS   Go after offensive rebounds aggressively if Y, and get back on defense if N.

OFFENSIVE SETS AND PLAYS

Eleven offensive sets are available in Coach K College Basketball, and each set contains from 3–8 plays.

Animated play diagram

☆ To highlight an offensive set, D-Pad up/down.

☆ To cycle through the plays for the highlighted set, D-Pad left/right.

As you select plays, the animated diagram on the right displays the motion of the players and the ball. In the diagram:

1	Point Guard	2	Shooting Guard
3	Small Forward	4	Power Forward
5	Center	6	Player with the ball

The first play in each set has an "(A)" for automatic after it. When an Automatic play is selected, the computer randomly chooses a play from the offensive set when that set is called, and then keeps calling plays

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from that set until another set or play is called. If you select a specific play (i.e., any play other than "(A)"), that play is run until you select another. See *Defensive Sets* on p. 24 for a description of the available sets.

☆ To select the highlighted set/play and assign it to a button, press **A**, **B**, or **C**. The selected play is assigned to that button, and any other play assigned to that button is cleared.

DEFENSIVE SETS

Go to Defensive Sets screen to select defensive sets and options.

☆ **AUTO SWITCH**   When set to Y, the computer selects defensive sets automatically. When set to N, any defensive set you call is maintained until you call a different set.

☆ **DEF PRESSURE**   Select L (low), M (med), or H (high) defensive pressure. Higher pressure may lead to more steals, but also more fouls.

DEFENSIVE SETS

Fourteen (14) defensive sets are available, including man-to-man, zone, and trapping sets. The clipboard appears on the right side of the screen shows the alignment for the highlighted set. Sets are selected in the same manner as offensive sets, except that there are no individual plays—only basic sets. See *Defensive Sets* on p. 37 for a description of the available sets.

DEFENSIVE MATCHUPS

Go to Defensive Matchups screen to set who your players guard in a man-to-man defense (in a zone defense, they guard areas of the court rather than specific players).

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☆ To select the highlighted player; press **B**.

☆ To change the opponent the selected player guards, D-Pad **up** down to highlight the opponent you want to guard, and press **B** again. The player who was guarding the opponent you selected now guards the original man.

☆ To set double-teaming to YES or **NO** for the selected player, D-Pad **left** right. When set to YES, the computer-controlled defensive players try to double-team the player when he gets the ball.

SUBSTITUTIONS

Toggle between AUTO (computer subs players when tired and calls time outs when necessary) or MANUAL (you must make substitutions yourself).

SETUP MENU

The SETUP menu lets you jump to the various options menus or quit the game in progress.

RULES SETUP	Go to SET RULES menu to change rules and simulation options. See *Set Rules Menu* on p. 7.
GAME OPTIONS	Go to SET OPTIONS menu. See *Set Options Menu* on p. 8.
PLAYER SETUP	Change controller options (but not your user name). *See Player Setup Screen* on p. 10.
QUIT GAME	Go to QUIT GAME menu. Highlight QUIT GAME and press **B** to quit the game; highlight CANCEL

to return to the PLAY OPTIONS menu. In Season or Tournament mode, you have the option to quit the entire season or tournament as well as the current game. Stats for the game in progress aren't stored if you quit.

INFRACTIONS

When the refs catch an infraction on the court, they blow the whistle to stop play, and the violation is displayed onscreen.

FOULS

Offensive players get to take free throws as follows:

☆ When a non-shooting foul is committed after there are 7 or more team fouls in a half, the fouled player gets a one and one opportunity at the foul line (if he makes the first shot, he gets a second shot). After 10 team fouls in a half, the fouled player gets 2 free throws.

☆ When a player is fouled in the act of shooting, he goes to the line. If his field goal attempt was good, he gets one free throw; if it wasn't good, he gets two free throws (three if he was fouled during a three-point attempt).

☆ After a flagrant foul, the offense gets 2 free throws plus possession of the ball.

END OF THE HALF/GAME

END OF THE HALF: After the score is displayed, press **START**, and the HALFTIME REPORT screen appears. Press **B** to activate the highlighted option. When you're ready to continue, press **START**.

POINTS IN THE PAINT   View a graphic showing the distribution of made/missed shots in the key. D-Pad **left/right** to cycle displaying Made/Missed, Missed, and Made shots; press **B** to toggle between the two screens.

INSIDE SHOOTING   View graphic of shots from inside the three-point line.

3 POINT SHOOTING   View graphic of three-point shot distribution.

LEADING SCORERS   View stats for the leading scorer on each team.

STATISTICS   Go to STATISTICS menu. Highlight PLAYER STATS, TEAM STATS, or USER STATS and press **B** to go to the appropriate stat screen (see *Statistics Menu* on p. 20 for descriptions of each screen).

INSTANT REPLAY   View Instant Replay of the last few seconds of the half.

END OF THE GAME: After the final buzzer, the final score is displayed.

☆   Press **START**, and the GAME SUMMARY screen appears, with the same options as the HALFTIME REPORT screen. Press **START** when you're ready to continue.

After a multiplayer game, the PLAYER OF THE GAME screen rewards the human player with the best stats. (Like you really need an incentive when it comes to schooling your buddies.)

SEASON PLAY

You can take a team through an entire season in Coach K College Basketball. Three memory slots for saving season and tournament series are provided, so you can save and resume your season.

Statistics are tallied and saved for every player throughout the season. You can view these stats from the PLAYER STATS screen.

STARTING A SEASON

1.   From the GAME SETUP menu, select SEASON for the MODE option.

2.   Set up the remaining options, then press **START**. The TEAM SELECT screen appears.

To continue a saved Season:

1.   From the GAME SETUP menu, select CONTINUE for the MODE option. Press **START** to continue, and the CONTINUE SERIES screen appears.

2.   D-Pad **up/down** to highlight one of the three memory slots. Press any button, and you return to the position at which the season was saved.

SEASON TEAM SELECT SCREEN

In Season mode, the TEAM SELECT screen allows you to choose the team you'll control through the season and choose the number of games in the season.

1. D-Pad **left/right** to select from the 32 available teams. Ratings for the selected team are displayed below the team name and logo.

☆ To sort the teams by rating, D-Pad **up/down** to highlight a rating. D-Pad **left/right** to cycle through the teams as sorted by that rating.

☆ To view Coach's comments for the selected team, highlight COACH K REPORT and press **B**.

2. Press **START** to continue. The *Tournament Type* screen appears.

3. Highlight the number of teams you want for your postseason tournament (4, 8, 16, or 32).

4. Press any button to continue. The BEGIN SEASON screen appears.

5. To select one of the three memory slots, D-Pad **up/down** to highlight a slot, and then press any button to select that slot. The TEAM SCHEDULE screen appears.

TEAM SCHEDULE SCREEN

Use this screen to play or simulate games throughout your team's season, and view standings and statistics. Note that some stat screens only appear after a season game has been played.

Date

Options

Opponent

☆ To move through your team's schedule by day, D-Pad **left/right**.

☆ To highlight options from the menu, D-Pad **up/down**.

☆ To activate the highlighted option, press **B**.

☆ To jump to the next scheduled game, press **START**.

PLAY GAME   Play the currently highlighted game. You can only play or simulate the next game; you cannot skip any unplayed games. Gameplay proceeds as normal, except that additional TOP 25 POLL and TEAM RANKING screens are available from the STATISTICS menu.

SIMULATE   The computer uses statistical ratings to simulate the currently highlighted game. The results of the game appear beneath the logo of the opposing team.

TOP 25 POLL   View a coaches' poll of the current team rankings. Your team is highlighted in gold.

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RANKINGS	View team rankings by statistical category for the top ten teams. If your team isn't in the top ten, it appears at the bottom of the list with its current ranking.
☆	To page through the categories, D-Pad left/right.
TEAM STATS	View current team stats. Your team appears in the right column. Stats for your next opponent appear in the left column.
☆	To cycle the team displayed in the right column, D-Pad left/right.
PLYR STATS	Go to PLAYER STATS screen to view Season stats for the players on your team.
COACH K	Go to the COACH K REPORT screen for an up-to-date overview of your team's rankings by stat category. This option becomes available a few games into the season.
☆	To cycle alphabetically through the other teams, press A/C.
☆	To return to your team's rankings, press B.

Note: It takes 2–3 weeks (4 games) for the rankings to take effect.

CALENDAR	View the season schedule by day.
☆	To page through the league schedule by day, D-Pad left/right (to move by month, press A/C).

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NEXT/PREV MONTH	Jump forward/back one month in the season schedule.
EXIT	Exit and save the current season.

AFTER THE GAME

After a Season game, the endgame screens appear as normal. Press **START** to continue, and you return to the TEAM SCHEDULE screen.

End of the Season

When the season ends the TOURNAMENT option appears on the TEAM SCHEDULE menu.

☆ Highlight TOURNAMENT and press **B** to advance to the TOURNAMENT TREE screen. If you made the tournament, see *Starting a Tournament* below. If you didn't make the tournament, the TOURNAMENT TREE is displayed to show the tournament results. Press **START** to advance to the GAME SETUP screen.

TOURNAMENT PLAY

You can create your own tournament excitement any time you want in *Coach K College Basketball*. Advance with a team in Season play and try to make the tournament, or set up your own custom tournaments using any teams.

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STARTING A TOURNAMENT

From the GAME SETUP menu: When you start a new tournament from the GAME SETUP menu, you can choose the teams that play in the series, as well as which teams are human-controlled.

1. From the GAME SETUP menu, select TOURNAMENT from the MODE option.

2. Press START to continue. The TOURNAMENT TYPE screen appears.

3. Highlight the number of teams you want for your postseason tournament (4, 8, 16, or 32).

4. Press any button to continue. The BEGIN TOURNAMENT screen appears.

5. Highlight a memory slot and press any button to select that slot. The TOURNAMENT TREE appears.

From Season play: Select TOURNAMENT from the TEAM SCHEDULE screen to advance to the TOURNAMENT TREE after the end of the season—if you made the tournament, your team is highlighted to indicate that it is human-controlled. The tournament proceeds as normal, except that you cannot change the teams or human control options.

To continue a saved Tournament series: Select CONTINUE from the GAME SETUP menu and then select TOURNAMENT from the CONTINUE SERIES screen.

THE TOURNAMENT TREE

Teams for selected matchup appear at the top of the screen

Press B to toggle human control on/off for highlighted team

Press A/C to cycle through teams

☆ To highlight a team in black, D-Pad in any direction.

☆ To toggle the human control star on and off for the highlighted team, press B. Games involving controlled teams are played; other games are simulated.

☆ To change the team in the highlighted slot before the Tournament begins, press A/C to cycle through teams. A team can appear in more than one Tournament slot.

Note: If duplicate teams are selected, Team Stats are not tracked during the Tournament.

☆ To advance to the next scheduled Tournament game, press START. Gameplay proceeds, and gameplay proceeds as normal, except that additional TOP 25 POLL and TEAM RANKINGS screens are available from the STATISTICS menu after the first game of the Tournament.

END OF THE GAME

After a Tournament game, the endgame screens appear as normal.

☆ Press START to continue, and the TOURNAMENT TREE screen appears.

END OF THE ROUND

☆ If you win your game, the procedure is the same as any other game, except when you return to the TOURNAMENT TREE your team is moved to the next bracket, where you face a new opponent.

☆ If you lose a round, you return to the TOURNAMENT TREE screen to see the final Tournament results. Press START to advance to the TEAM STATS and GAME SETUP screens.

END OF THE TOURNAMENT

☆ If you win the tournament, you return to the TOURNAMENT TREE screen to see the final Tournament results after the postgame screens. Press START to advance to the Tournament Win screen, and then the TEAM STATS and GAME SETUP screens.

SETS AND PLAYS

OFFENSIVE SETS

Follow the play diagram animations in the OFFENSIVE SETS menu to execute the play. Computer-controlled players move as outlined on the diagram, but you must control the actions of the ball handler.

EA TIP The plays and sets are guidelines, but the players aren't robots—you make the play happen. We've drawn the X's and O's, but it's up to you to orchestrate your team.

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BOX

The constant slashing, cutting and screening of this offense is geared to get the ball inside to your best players. The post players will set screens to free themselves inside or free the other players on the wings. The perimeter players must be good passers and work hard to get open.

INSIDE TRIANGLE

This set gives you a great inside attack, and allows you to take advantage of mismatches if you have a bigger team. It allows for excellent rebounding position and inside play, and the movement by the inside players creates good post position for the big man inside.

SIDELINE TRIANGLE

The Sideline Triangle creates excellent perimeter movement as well as good spacing to take advantage of your inside strength. Constant movement, screening, and cutting make this offense difficult to defend, but offensive rebounding is noted because of the loose spacing. If you're patient, you're sure to get an open shot or an open seal in the post.

MOTION

This offense provides good floor balance and lots of player movement, which allows you to play to your team's strength. Proper spacing and motion will give you good one-on-one opportunities or open shots. If you're predictable with your movement, however, defenses will shut you down.

UCLA HIGHPOST

This longtime favorite covers just about every option you need—a low post seal, a cutter, a screen for shooters, and opportunities for all the players due to the outstanding spacing. This offense is predictable, but when properly executed still works as well as it did for its originator, the legendary Coach Wooden.

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THREE POINT

If you've got the shooters, you can score points in a hurry with this set, which is set up to get you the open three. The three-point shot helps break down a zone by forcing the other team to extend their defense. It also leads to long rebounds and an up-tempo game for your opponent.

DOUBLE HIGH

This offense temporarily takes your post players away from the hoop, where they set screens for the perimeter players and/or each other. After setting screens, the post players slash to the low post. They must be able to shoot in this offense, and due to their poor rebounding position, they need to crash the boards to get any rebounds. The offense's strength lies in creating jump shots for your perimeter players off of screens.
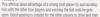
WHEEL

The Wheel offense is effective for teams with quick perimeter players. In order to succeed, though, you need excellent cutters and screeners who can break down defenders one-on-one. You also need proper floor balance and post players with good rebounding skills, as the post players may not be near the basket when a shot is taken. This offense creates open shots and/or players in good scoring position.

FLEX

The Flex set creates excellent movement, with all five players playing each of the five positions on offense. Strong cuts and good screens are essential for creating open shots and wearing down the defense. The Flex will bring big defenders away from the basket and may create mismatches, but be sure you have shooters who can hit the fifteen foot jumper to succeed with this offense.

4 AROUND 1

This offense takes advantage of a strong post player by surrounding him with the other four players and working the ball until he gets open. Good spacing is created for the other players to drive and then dish inside or kick the ball back out for a three.

ISOLATION

Isolation is a great offense for getting the ball to a dominant player, a hot player, or someone guarded by a weak defender. By isolating a player one-on-one, you can take advantage of your strengths and your opponent's weaknesses. However, good defensive teams will double-team and rotate players to compensate for the isolation you've set up.

DEFENSIVE SETS

FULL COURT

In a Full Court Press you play pressure man-to-man defense over the entire court. Try to deny the inbound play, and then if the ball is inbounded, get all over the ball handler. If your team doesn't have excellent conditioning and quickness, you'll give up easy scores. Use this defense when you're trying to get back into a game—it can create turnovers and quick points for your team.

3/4 COURT

In this man-to-man defense, your players pick up their man at the opponent's three-point line and use pressure to force the offense to work to get the ball over the halfcourt line. As with Full Court, your players need to be quick and in shape to avoid giving up easy scores. Use this set to change the tempo of the game or if you're behind and need to create turnovers.

HALF TRAP

Two defenders try to 'trap' the ball handler at half court and force him to give up the ball to someone else, while the other defenders try to shut down the passing lanes. This gives the defense a chance for a turnover, as well as taking the ball out of the hands of the primary ball handler. However, you risk giving up easy shots if the ball handler beats the trap.

EA TIP To create more steals, try setting DEF PRESSURE to H (high) when using a trapping defense.

HALF COURT

In this pressure defense, defenders pick up their man at the half court line, forcing the other team to start their offense far away from the basket. This defense will hurt you if you can't contain the ball handler, and is also weak for rebounding purposes.

QUARTER COURT

Your team retreats quickly to play tough man-to-man defense inside the three-point line. This is an excellent defense for defending teams that fast break. It's probably the most widely-used defense in college ball, and different teams play it with different degrees of intensity depending on their style or defensive ability.

MAN TO MAN

When this set is called, the computer automatically selects from the five man-to-man sets.

3-2 ZONE

In this zone defense, three players guard the perimeter, leaving two players to defend close to the hoop. This is very effective at stopping three-point

shooters, but is weak at defending down low and rebounding. Use this zone if you must play a zone against a team with good outside shooting but poor inside play.

2-3 ZONE

This zone defense provides strong back line defense and rebounding, but is weak when it comes to defending shooters on the wings. The top two defenders really have to work to deny open shots. Use this zone if your opponent has poor shooters and a strong inside game.

2-3 ZONE EXT.

The Extended 2-3 Zone or Match Up defense is similar to the 2-3 except that the back line usually sends its ball-side forward to contest shots, denying open shots but leaving the basket more vulnerable. The guards must rotate down to help rebound. This defense allows you to play a zone, but still match up and pressure the offense.

BOX PLUS 1

This defense plays the other team's best player (or hot player) man-to-man while the other four players set up in a 2-2 box zone and challenge the other players to break the zone. This defense helps stop great players, but won't usually hold up for a long period of time.

1-3-1 ZONE

This defense is strong at the point and wing positions, where teams tend to place their shooters. It also guards the high post and basket well, but its weakness is the baseline jumper. Make sure you rotate quickly, as the weakside wings must help the low post defenders rebound as well as defend the basket.

1-2-1-1 TRAP

This full court defense can be used to get back into a game or challenge the ball handling and decision-making of the opponent's ball handlers. It attacks and traps the first pass. If you play for a steal or turnover on the first pass, retreat quickly to prevent an easy basket. This set takes some time to set up—try it after a made free throw.

1-2-2 TRAP

The goal of this set is to get the ball out of the point guard's hands. The ball is forced to the sideline, where you can trap along the side. You can slow down a fast breaking team by forcing them to think about breaking the press instead of running. Use this set to help change the tempo of a game.

2-2-1-1 TRAP

This zone press is ideal for slowing teams down—it's more of a retreating zone press than an attacking press. The goal is not to force turnovers but to use up the shot clock by forcing the offense to make cross-court passes to advance the ball past half court.

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