WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Dreamcast should read the operating manual for the software and console before operating it. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILPSY WARNING
Some small number of people are susceptible to seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitching, loss of consciousness, disorientation, or involuntary movement or convolution, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATIONAL PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperatures and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft, dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean discs.

PROJECTED TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid extended use of video games on a large-screen projection television.

SEGА DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>Introduction</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Starting the Game</td>
<td>3</td>
</tr>
<tr>
<td>Control Summary</td>
<td>4</td>
</tr>
<tr>
<td>Menu Controls</td>
<td>5</td>
</tr>
<tr>
<td>General Gameplay Controls</td>
<td>6</td>
</tr>
<tr>
<td>Calling Plays</td>
<td>6</td>
</tr>
<tr>
<td>On Offense</td>
<td>8</td>
</tr>
<tr>
<td>Before the Snap</td>
<td>8</td>
</tr>
<tr>
<td>Running</td>
<td>9</td>
</tr>
<tr>
<td>Passing</td>
<td>10</td>
</tr>
<tr>
<td>Quarterback Scramble</td>
<td>10</td>
</tr>
<tr>
<td>Maximum Passing</td>
<td>11</td>
</tr>
<tr>
<td>Catching a Pass</td>
<td>11</td>
</tr>
<tr>
<td>On Defense</td>
<td>12</td>
</tr>
<tr>
<td>Before the Snap</td>
<td>12</td>
</tr>
<tr>
<td>After the Snap</td>
<td>13</td>
</tr>
<tr>
<td>Defensive Line</td>
<td>13</td>
</tr>
<tr>
<td>Special Teams</td>
<td>14</td>
</tr>
<tr>
<td>Kicking the Ball</td>
<td>14</td>
</tr>
<tr>
<td>Receiving Points and Kicks</td>
<td>14</td>
</tr>
<tr>
<td>Replay Controls</td>
<td>15</td>
</tr>
<tr>
<td>Randy Moss Bio</td>
<td>16</td>
</tr>
</tbody>
</table>

Game Settings | 20 |
Options Menu | 19 |
Exhibition Play | 21 |
Choosing Teams | 21 |
Controller Assignment Screen | 21 |
Coin Toss | 21 |
Pause Menu | 21 |
Game Modes | 22 |
Practice | 22 |
Season | 23 |
Playoffs | 23 |
Franchise | 23 |
Fantasy | 24 |
Quick Start | 24 |
Tutorial | 24 |
Network Play | 25 |
Network Settings | 28 |
Customize | 27 |
Credits | 28 |
Notes | 32 |
INTRODUCTION

Are you ready?
The power of the Dreamcast brings professional football to life. No, this isn't just the sequel to last year's awesome football game NFL 2K1, or just the successor to the jaw-dropping NFL 2K. This year it's a whole new ball game.

Are you ready?
All of the great features you've come to expect from Sega Sports are there. You've got Exhibition Mode, Tournaments, Playoffs, Franchise Mode, Season Mode, and Fantasy Mode. It's all there and it's been updated for NFL 2K2. Each team's playbook has been updated along with the rosters - you'll be able to run your favorite team just like it's the real thing.

Are you ready?
With NFL 2K, Sega stunned the competition with jaw-dropping graphics and realistic gameplay. Not content to rest on their laurels, the team has rebuilt the graphics engine for NFL 2K2 and added tons of new motion-captured animations. The AI has been sharpened to a razor fine edge - you'll have to be at the top of your offensive game to lead your team to the end zone. Use the improved running game to pound the defense and then throw long to your speedy wideouts for the scores. On defense, you will have to be on the top of your game, too. The offense's AI will now take advantage of each quarterback's strengths so if you're playing against a mobile QB, you better watch for the rollout.

Are you ready?
Oh, and did we forget to mention Network Play? Yup, you can go online with NFL 2K2 and compete with players from around the country. But this year there's a little bit of a twist. We're going to keep track of all of your wins, losses and dropped connections. Why? To find out who the best of the best is, of course. Each time you head online make sure you check out the Top 50. Do you have enough game to crack this elite list of players?

STARTING THE GAME

Are you ready?
Pop in your disc. Get out of the locker room and onto the field. This is NFL 2K2 and this is the ultimate professional football experience. Are you ready?

NOTE: Sega Sports™ NFL 2K2 is a one to four player game. Before turning the Dreamcast Power ON, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y, and START buttons. This will cause the Dreamcast to soft reset the software and display the title screen.
CONTROL SUMMARY

NFL 2K2 is designed with analog functionality in mind. The SEGA Dreamcast analog controls provide a fuller range of motion and add to the overall depth of the game. By going to the Game Options -> Controller menu however, you can change the control scheme to use the D-Pad instead. Either way is acceptable, it’s a matter of personal preference.

To highlight and select specific menu items, press the Analog Stick (or D-pad) in the direction of the menu item until it highlights. If you have questions when viewing most menus and screens, press the Y button for Command help.

**MENU CONTROLS**

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Analog Pad (or D-Pad)</td>
<td>Highlight menu options</td>
</tr>
<tr>
<td>A</td>
<td>Select / Scroll through the highlighted selections.</td>
</tr>
<tr>
<td>B</td>
<td>Cancel selection / return to previous.</td>
</tr>
<tr>
<td>X</td>
<td>Change menu focus</td>
</tr>
<tr>
<td>Y</td>
<td>Command Help Menu</td>
</tr>
</tbody>
</table>

**Coach’s Corner: Getting Help**

If at any time you need help navigating through the menus, press Y and a help screen will help you find the way.
GENERAL GAMEPLAY CONTROLS

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start (during gameplay)</td>
<td>Pause Menu</td>
</tr>
<tr>
<td>Analog Pad</td>
<td>Highlight formations or play sets</td>
</tr>
<tr>
<td>D-Pad (at line of scrimmage)</td>
<td>Change control of your player</td>
</tr>
</tbody>
</table>

CALLING PLAYS

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>R/L</td>
<td>Toggle through formations</td>
</tr>
<tr>
<td>A</td>
<td>Select formation or play</td>
</tr>
<tr>
<td>B</td>
<td>View previous formations or play sets</td>
</tr>
<tr>
<td>X</td>
<td>Flip play or formation</td>
</tr>
</tbody>
</table>

NOTE: You can also call plays from your VMU (see Game Options Menu on page 20). With VMU Play Calling, controls for selecting plays are the same as if you used the main screen. If you press the X Button (flip play formation) a two-way arrow icon will appear on the main screen to indicate a successful play flip.

Coach’s Corner: Bluff Mode

Hey, no cheating! When you are playing against another human opponent, the last thing you want them to know is what play you are calling. To keep the information secret, press the A button and keep it held down. You can then scroll through other pages of plays or formations to hide your play. When you release the A button, it will call the play you originally selected.

When you are playing a game with more than one person per team (e.g., two-on-two), either player on the team can select a play. If you are on offense, the first player to enter a play will be the quarterback. Be careful though, both players will be able to select the play at the same time, so you will want to designate who the play-caller will be.

If you have VMU Play Calling activated, both players can cycle through the plays on the VMU. However, only the player who is plugged into the priority controller port will be able to view the plays on the VMU screen (Port A has priority over B, C, and D; Port B has priority over C and D; etc.).
**Coach's Corner: Play Calling**

Stock on what play to call? Then ask NFL 2K2 for assistance. During play calling, press the A button once and either the offensive or defensive coordinator for your team will suggest a play. Press the A button again to accept the selection.

** BEFORE THE SNAP **

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Analog Stick L/R</td>
<td>Send eligible receiver in motion</td>
</tr>
<tr>
<td>L/R</td>
<td>View receiver's button assignments, player names and fatigue levels</td>
</tr>
<tr>
<td>A</td>
<td>Hurry players to the line of scrimmage / snap ball</td>
</tr>
<tr>
<td>Y</td>
<td>Call up the Audible Menu, press A, B, or X to select an alternate play</td>
</tr>
<tr>
<td>X</td>
<td>Lower crowd noise (quarterback)</td>
</tr>
<tr>
<td>B</td>
<td>Fake snap signal</td>
</tr>
</tbody>
</table>

**Coach's Corner: Power Moves**

Instant Energy only lasts for a short period of time. Use it sparingly, as overuse can increase the likelihood of a fumble.

** Coach's Corner: No-Huddle Offense **

Time running out? Need to score quick? Want to try catching the defense off guard? Then try running the no-huddle offense. Press the Y button immediately after completion of the play to quickly run the same play again. You can always call an audible once you've gotten your team set at the line, you just need to hurry them back to get the play off quickly.

**RUNNING**

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Speed Burst / Power Move</td>
</tr>
<tr>
<td>L or R</td>
<td>Stiff Arm Left or</td>
</tr>
<tr>
<td></td>
<td>Stiff Arm Right</td>
</tr>
<tr>
<td>L+R</td>
<td>Juke Move</td>
</tr>
<tr>
<td>X</td>
<td>Dive</td>
</tr>
<tr>
<td>Y</td>
<td>Hurdle or High Step</td>
</tr>
<tr>
<td>B</td>
<td>Spin Move</td>
</tr>
<tr>
<td>D-Pad</td>
<td>Lateral the ball to the closest teammate behind you. Press and hold A while running to fill the player arrow completely, then press any special move button to perform a more powerful move.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Instant Energy</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>84</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Coach's Corner: Play Calling</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stock on what play to call?</td>
</tr>
<tr>
<td>Then ask NFL 2K2 for assistance. During play calling, press the A button once and either the offensive or defensive coordinator for your team will suggest a play. Press the A button again to accept the selection.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BEFORE THE SNAP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Button</td>
</tr>
<tr>
<td>Analog Stick L/R</td>
</tr>
<tr>
<td>L/R</td>
</tr>
<tr>
<td>A</td>
</tr>
<tr>
<td>Y</td>
</tr>
<tr>
<td>X</td>
</tr>
<tr>
<td>B</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Coach's Corner: No-Huddle Offense</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time running out? Need to score quick? Want to try catching the defense off guard? Then try running the no-huddle offense. Press the Y button immediately after completion of the play to quickly run the same play again. You can always call an audible once you've gotten your team set at the line, you just need to hurry them back to get the play off quickly.</td>
</tr>
</tbody>
</table>
PASSING
Button | Action
Any Button | Pass to that receiver (double tap to fake)
D-Pad | Throw the ball away

QUARTERBACK SCRUMBLE
Even the best offensive line is going to let a defender through every once in a while, so you'd better be ready to get out of the way. Hold down the R Trigger and your QB becomes a runner and you can scramble out of the way. Use the R Trigger with the buttons below to pull off some power moves to evade would-be tacklers. Once you've crossed the line of scrimmage, you can't pass the ball anymore, so you can let go of the R Trigger and run the play like a normal running back would.

Button | Action
R+L | Juke Move
R+A | Speed Burst / Power Move
R+B | Spin Move
R+X | Slide / Dive
R+Y | Hurdle

Coach's Corner: Throwing on the run
Sometimes the defense will bite on a QB scramble and the cornerbacks will come up to try and tackle him. But as long as you are behind the line of scrimmage, you can still pass the ball. So, if you see a cornerback leave his receiver, let go of the R Trigger and pass the ball.

MAXIMUM PASSING
If you want total control over your offensive results, turn on Maximum Passing from the Controller Assignment Screen (see page 21). With Maximum Passing activated, you can lead your receivers to thread the ball in front of, behind and around the defenders. To use Maximum Passing, press the Analog Stick in the direction in which you want to adjust. Press a little for a small adjustment; press harder for a bigger adjustment. For example, to lead the receiver, press up on the Analog Stick. To throw behind and to the left of a receiver, press Down and Left.

Coach's Corner: Passing
With Maximum Passing you've got total control over getting the ball into the receivers' hands. Tapping the pass button lobes the ball to the receiver – that's good for letting a receiver run underneath it, but gives time for the defenders to close on the ball. Holding the pass button down longer (making sure to release it before the ball leaves the quarterback's hand) will result in a normal throw. Finally, holding down the button past the ball's release will result in a bullet pass - great for when you have to get it to the receiver quickly.

CATCHING A PASS
Button | Action
B | Select receiver nearest the ball
X | Dive for pass
Y | Jump for pass

Note: When catching a pass, it is not necessary to press an action button, but doing so will increase your chances of successfully catching the ball.
**On Defense**

**Before the Snap**

- **Button**
  - B or D-pad
  - Analog Stick
  - L or R
- **Action**
  - Select a defender
  - Re-position defender
  - View players (with defensive back selected)
  - Shift defensive line (with defensive lineman selected)
  - Hunch players to line of scrimmage
  - Pump up the crowd
  - Call audible. From the Audible Menu, press A, B, or X to select alternate play. Press Y again to cancel audible.

---

**Coach's Corner: Hands Free**

Would you rather be the strategist or the tactics? On defense you don't have to take control over the players - you can let the killer AI take care of it if you want. Just make sure you don't touch the controller (either moving the analog stick or pressing a button) and the AI will do the rest. If you do touch the controller, it's up to you - you will be in control of one of the 11 players on defense.

---

**AFTER THE SNAP**

**Button**

- B
- A
- X
- Y
- L or R
- D-pad
- Instant Energy

**Action**

- Take control of the defender nearest to the ball
- Speed Burst
- Dive / Tackle
- Jump to knock down or intercept a pass
- Defensive Line Special Move
- Swap control of your players
- Press A while running to fill the player arrow completely. Then press any special move button to perform a more powerful move.

---

**Defensive Line**

NFL 2K2 contains a series of special moves for the defensive linemen, including spin, club, under and swim moves. Depending on a player's position and attributes, one of the moves will be performed when the special move button is pressed.

**Button**

- L
- R

**Action**

- Perform a move to the left
- Perform a move to the right

*Note, you have to be engaged by a blocker to execute a special move.

---

**Coach's Corner: Using The Right Player**

Before the snap, you can use the D-pad or the B button to select which defender you are controlling. Try to use a lineman or a blitzing linebacker or safety - that way, all you have to worry about is getting to the QB or hitting the running back in the backfield. If you select a cornerback or a safety that is dropping back in coverage, you won't be able to see the man you're supposed to be defending if he runs off screen. This leaves you open for big pass plays.
**Special Teams**

**Kicking the Ball**
1. Set the ball trajectory and direction with the analog stick. Be sure you take into account the movement of the arrow, as it will drift if you let go of the analog stick.
2. Press A to snap the ball / start the play.
3. Press A again to stop the power meter as close to the top as possible for a booming kick.

**Receiving Punts and Kickoffs**
- **Button**
  - Analog Stick: Control return man after reception
  - D-Pad: Lateral ball after reception
  - Y (before catching ball): Fair Catch (for punts only)
  - Y (after catching ball): Down the ball (in the end zone only)
  - Hold L or R: View selected player names on both teams

**Coach’s Corner: Special Teams**
Having quality special teams can make a difference in the game. Pinning the opponent inside their own 5-yard line or nailing a 40+ yard field goal can be key. Make sure you work on your kicking game as well as your offense and defense.

**Replay Controls**

**Need to see that play again? Want to rub it in your friend’s face after the big score? Then bring up the Replay feature of NFL 2K2 from the pause menu to view the last play again:**
- A: Play at real-time speed
- B: Zoom Out
- X: Zoom In
- Y: Replay Panel ON / OFF
- L: Rewind (analog)
- R: Fast Forward (analog)
- D-Pad: Move aim indicator
- Analog Stick Up: Pan High
- Analog Stick Down: Pan Low
- Analog Stick Left: Pan Left
- Analog Stick Right: Pan Right

**Note:** While moving the aim indicator, you can also “lock on” to any player to follow him throughout the entire replay. To do so, simply move the aim indicator directly on top of whatever target you wish to track.
Randy Moss Bio

When the Minnesota Vikings need a big play they know who to turn to - No. 84, Randy Moss. The defense knows it too, but there's nothing they can do to stop him. Over the defenders, under the defenders, one-handed, two-handed, forwards or backwards, all the QB has to do is get the ball near him and Moss will come down with it. In 1998, the rookie sensation from Marshall University caught 69 passes for 1313 yards. Ok, nobody knew how good he was - the defense would catch up to him in his second season, right? Wrong. His encore performance was 90 catches for 1413 yards. He topped that in year three with 77 catches for 1437 yards. What will year four hold? Find out in your season on NFL 2K2 and watch him on television each week.

<table>
<thead>
<tr>
<th>Year</th>
<th>1998</th>
<th>1999</th>
<th>2000</th>
<th>Career</th>
</tr>
</thead>
<tbody>
<tr>
<td>Games</td>
<td>16</td>
<td>16</td>
<td>16</td>
<td>48</td>
</tr>
<tr>
<td>Starts</td>
<td>11</td>
<td>16</td>
<td>16</td>
<td>43</td>
</tr>
<tr>
<td>Receptions</td>
<td>69</td>
<td>80</td>
<td>77</td>
<td>226</td>
</tr>
<tr>
<td>Yards</td>
<td>1313</td>
<td>1413</td>
<td>1437</td>
<td>4163</td>
</tr>
<tr>
<td>Average</td>
<td>19</td>
<td>17.7</td>
<td>18.7</td>
<td>18.4</td>
</tr>
<tr>
<td>Long</td>
<td>61</td>
<td>67</td>
<td>78</td>
<td>78</td>
</tr>
<tr>
<td>TD</td>
<td>17</td>
<td>11</td>
<td>15</td>
<td>43</td>
</tr>
<tr>
<td>40+ Yards</td>
<td>14</td>
<td>8</td>
<td>8</td>
<td>30</td>
</tr>
</tbody>
</table>

- Went to Dupont High School with NBA standout Jason Williams.
- Twice selected as Virginia’s High School Basketball Player of the Year.
- Was a Business Major while attending Marshall University.
- Scored 53 touchdowns in just two college seasons before turning pro.
- NFL Pro Bowler in each of his first three seasons.
- Holds two Pro Bowl records, receptions (191) and yards (2112) in a single game.
- Drafted 21st in the first round of the 1998 NFL Draft.

STATS:
- Height: 6'4"
- Weight: 204 lbs
- Birthdate: 6/13/77
- College: Marshall University
- Hometown: Point, West Virginia
GAME SET UP

After the NFL 2K2 title screen has appeared, press Start to see the main menu screen. From here, you can jump to any one of your favorite game modes. Need to brush up on your game? Head out to the practice field to run the plays in your playbook. Ready for next week’s game? Then head on over to Exhibition, Season, Tourney, Playoff or Network Mode to get into the game.

MAIN MENU

Practice: Brush up on your favorite team's formations and plays.
Tourney: Set up a tournament with 4, 8 or 16 teams.
Exhibition: Select two teams and head on out to the field.
Season: Are you ready to take your team all the way to the Super Bowl?
Franchise: Take over the job of general manager and coach as you guide your team from season to season. You will have to cut and sign players, draft college kids, and manage the salary cap in your quest to build a dynasty.
Options: Change the game settings.
Quick Start: Let the computer choose the teams for a quick exhibition game.
Tutorial: Learn the game directly from NFL 2K2. This is perfect for new players as onscreen menus will guide you through the game.
Customize: Design your own plays, players, and teams.
Network: Sign on and play over a network connection.

OPTIONS MENU

Customize the way you want to play NFL 2K2 prior to kick off with this menu. Press A to cycle forward through an option selection, press X to cycle backward.

Weather: Time of day, temperature, precipitation, wind speed and fog.
Game Options: See Game Options Menu on the next page.
Controller: Adjust the control / button settings.
Drills: Find out who worked on NFL 2K2.
Presentation: Adjust the game amenities (action replays, commentary, sound effects, volume, etc.)
Penalties: Control the frequency of any penalty.
GAME OPTIONS MENU
Select Game Options from the Main Options Menu and adjust the following settings.

Quarter Length: 1 - 15 minutes quarters
Skill Level: Rookie, Pro, All-Pro
Play Calling: By formation (4-3, 1 Form, Shotgun, etc) or by Type (Blitz, Long Pass, Short Pass)
VMU Play Calling: On / Off
Game Speed: Slow, Normal, or Fast
Fatigue: On or Off
Injuries: On or Off
Coach Mode: On or Off (when On, you pick the play, NFL 2K2 handles the rest)
Performance EQ: On or Off (when On, both teams will have the same skill level)

Coach's Corner: Performance EQ
Performance EQ will balance two teams stats so you are playing on an even playing field.

EXHIBITION PLAY

Now that you've got all of the basics down, let's head on out to the field and throw the pigskin around. Here's the flow of all the menus and screens you see as you set up an Exhibition game.

CHOOSING TEAMS
Use the analog stick to move your controller icon to either the team on the left (visitors) or the team on the right (home team). Then use the L and R triggers to scroll through the list of all the teams available in NFL 2K2.

CONTROLLER ASSIGNMENT SCREEN
Once you've selected the teams, the Controller Assignment screen appears. Press the analog stick or D-Pad LEFT / RIGHT to align your controller with the team you wish to command. If you want to use Maximum Passing (and you should to get the ultimate NFL 2K2 experience), press the A Button to toggle it on. When everything is set the way you want, press the Start Button to advance to the game.

COIN TOSS
Vetlaging team gets to call it. Winner of the toss gets to choose whether to kick or receive. Loser chooses which goal to defend. Following the coin toss, the Special Teams play calling screen appears.

SELECTING YOUR PLAYS
If you want to get to the Super Bowl, you'll have to have three key ingredients: talent, teamwork, and execution. This isn't old school AI where you could call the same plays over and over again. To win, you are going to have to mix up your plays on offense and defense. Play to your team's strengths. If you have great cornerbacks, you can gamble more with blitzes and man-to-man coverage. If you have a great running back, then pound the ball out on the ground. For the offensive playbook, passing plays are displayed in blue and running plays are displayed in red.
Pause Menu

The Pause Menu allows you to stop gameplay and call a time out, select your audibles, make substitutions, view the replay, change the game options and controller configuration, adjust the game camera angles, and view the current stats. When you are playing with more than one person, the player who pressed the Start Button to enter the Pause Menu has control of selecting all of the above options.

Game Modes

From the Main Menu, you've got a ton of choices. Here is a quick description of all of the different game modes that NFL 2K2 has to offer.

Practice
Practice makes perfect. Head over to the practice field to learn the formations and plays of your favorite team. Fine tune the running game, learn the timing of your passing routes, and find your defensive positioning. Once you're into Scrimmage Mode, you have a number of different styles of practice.

- Special Move Practice
  - Get a feel for the controller and how to perform special moves
- Full Scrimmage
  - Line up against another team
- Offense Only
  - Work out the kinks in your offense without a defense to get in the way
- Scrimmage Line
  - Where you will be starting the play
- Direction of Play
  - North (up the screen) / South (down the screen)
- Randomize Defense
  - Set what type of defensive formation the CPU can call

Tournament
Choose either to play in a new tournament or load a previously saved one. Select your teams and determine human or CPU control for each team of the 4,8, or 16-team tournament that you are running.

Season
Take your team through the regular season schedule. Compete for a playoff berth against the best of the league. The three division champions and three wild cards make the playoffs from each conference. Do you have what it takes to make it all the way to the Super Bowl?

Playoffs
Do you want to skip the regular season and go straight to the playoffs? This is your chance. You'll start out with a view of the playoff brackets. As you win each game, you'll move a step closer to the Super Bowl. You can let the CPU simulate any game in the playoff bracket, but be careful, this is a do or die chance. If your team loses, you're out of the playoffs and watching the rest of the games from the sidelines.

Franchise
Franchise Mode is a lot like Season Mode. You pick your team and go through a full season. But it's at the end of the season where Franchise Mode is different. After the postseason is complete, you will have to make decisions about your team. Players will retire, contracts will be up and free agents will have to be signed, and then there is the college draft. Keep in mind the salary cap as you guide your team from season to season.
FANTASY
This is your chance to draft your own team and play out a regular NFL season. Compete against 31 CPU and/or human opponents. Make sure you draft your team with depth in mind. You never know when the starter is going to go down and his backup will have to step in. If you don’t feel like drafting into the later rounds, let the computer take over once you have the core of your team set.

QUICK START
NFL 2K2 will pick two teams at random for a quick exhibition game.

TUTORIAL
Learn right from NFL 2K2. The game will guide you with on-screen help boxes as you learn how to play NFL 2K2. This is a great way for new players to learn from the best.

1. Select "Network" on the main menu and press the A button.

2. Network Login Details
   a. Use the D-Pad or Analog stick to highlight "User Name" and press the A button to go to the keyboard entry screen. Use a Dreamcast keyboard or controller to enter your User Name/Login. The D-Pad or Analog Stick will move the cursor on the keyboard while the A button will select a key. The Enter Key or Start button will advance from the keyboard entry screen once the username has been entered.
   b. Use the D-Pad or Analog stick to highlight "Password" and press the A button. Follow the same steps for entering your password as in step a.
   c. Use the D-Pad or Analog stick to highlight "Phone" and press the A button. Follow the same steps for entering your primary dial up number as in step a.
   d. Optional. Use the D-Pad or Analog stick to highlight "Backup Phone (Optional)" and press the A button. Follow the same steps for entering your backup dial up number as in step a.

3. Entering a Screen Name
   a. When prompted with "Do you have an existing Screen Name?", use the D-Pad or Analog stick and press the A button to select "No".
   b. Use the D-Pad or Analog stick to highlight "Screen Name" and press the A button to go to the keyboard entry screen. Your Screen Name must be at least 6 characters long with a maximum of 16.
   c. Use the D-Pad or Analog stick to highlight "Screen Name Password" and press the A button to go to the keyboard entry screen. Your password must be at least 6 characters long with a maximum of 16.
d. Optional: Use the DPad or Analog stick to highlight "State (Optional)" and press the A button to go to the keyboard entry screen. Enter the name of the state in which you are located.

4. Once you are online
Now that you've logged on, you can now check out all the online features in NFL 2K2. Ever wanted to know who the best of the best is? NFL 2K2 keeps track of all your stats (Wins, Losses, and Drops) and ranks the players. The Top 50 can be viewed so you will know who the best is. You can also participate in scrimmages and challenge games online.

Network Settings

<table>
<thead>
<tr>
<th>Setting</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>User Name</td>
<td>Your login name for getting on the network</td>
</tr>
<tr>
<td>Password</td>
<td>Your account password</td>
</tr>
<tr>
<td>Phone Number</td>
<td>The number you dial to get online with</td>
</tr>
<tr>
<td>Handle</td>
<td>A nickname for while you're online</td>
</tr>
</tbody>
</table>

NFL 2K2 lets you customize it all. You can design your own plays, players and teams. You can even keep tally of your personal in-game records and review the records of other human players.

Creating a Player
Build your own top prospect. Adjust everything about him, from his face mask all the way down to the kind of shoes he wears!

Building a Team
This allows you to create an entire team of players of your liking. Can you build a powerhouse program?

Creating Your Own Plays
This feature allows you to edit an existing play or create a brand new one. Got a play that always worked when you were playing with your friends out on the field? Draw it up here and see how the CPU will deal with it.

Designing a Play
1. Import a previously saved play or create a new one
2. Name the play
3. Decide whether it's an offensive or defensive play
4. Select the formation and play type (i.e. pass, pitch, option)
5. Select the position you'd like to edit
6. Cycle through the dozens of route variations and assignments
7. Modify the player's route to take him exactly where you'd like him to go

Saving/Loading
The game automatically saves data for you after you exit a mode (Season, Tourney, Dynasty, etc), if you have a VMU with enough room, that is!
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- web site: http://www.sega.com/customer_service
- e-mail: support@sega.com
- 800 number: 1-800-USA-SEGA
- Instructions en français, téléphonez au: 1-800-972-7392.

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