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### UCTION

u ready?

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

u ready?

he great features you've come to expect from Sega Sports are there. You've got on Mode, Tourneys, Playoffs, Franchise Mode, Season Mode, and Fantasy Mode. It's e and it's been retuned for NFL 2K2. Each team's playbook has been updated along e rosters - you'll be able to run your favorite team just like it's the real thing.

u ready?

NFL 2K, Sega stunned the competition with jaw-dropping graphics and expert game-ot content to rest on their laurels, the team has rebuilt the graphics engine for NFL nd added tons of new motion-captured animations. The AI has been sharpened to a ne edge - you'll have to be at the top of your offensive game to lead your team to the ne. Use the improved running game to pound the defense and then throw long to eedy wideouts for the score. On defense, you will have to be on the top of your too. The offense's AI will now take advantage of each quarterback's strengths so if playing against a mobile QB, you better watch for the rollout.

u ready?

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

### Are you ready?

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

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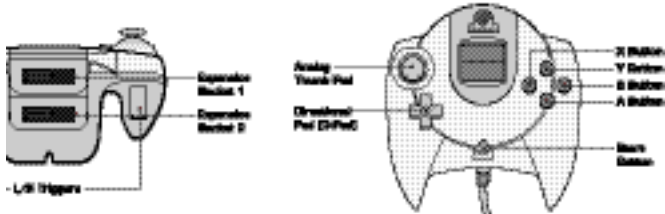
Keyboard



Memory Unit



Jump Pack
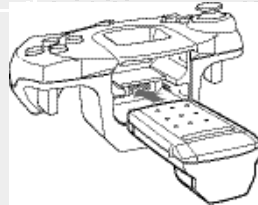
NFL 2K2 is designed with analog functionality in min
The SEGA Dreamcast analog controls provide a fulle
range of motion and add to the overall depth of the
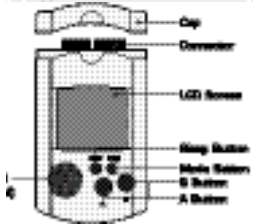game. By going to the Game Options -> Controller m
however, you can change the control scheme to use
D-Pad instead. Either way is acceptable, it's a matte
personal preference.
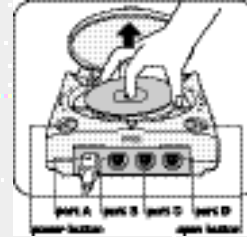
To highlight and select specific menu items, press t
Analog Stick (or D-pad) in the direction of the menu
until it highlights. If you have questions when viewing
most menus and screens, press the Y button for
Command help.

## MENU CONTROLS

| Button | Action |
|---|---|
| Analog Pad (or D-Pad) | Highlight menu options |
| A | Select / Scroll through the highlighted selectio |
| B | Cancel selection / return to previous. |
| X | Change menu focus |
| Y | Command Help Menu |

## 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.

## RAL GAMEPLAY CONTROLS

| Button | Action |
|--------|--------|
| Start (during gameplay) | Pause Menu |
| Analog Pad | Highlight formations or play sets |
| D-Pad (at line of scrimmage) | Change control of your player |

### CALLING PLAYS

| Button | Action |
|--------|--------|
| R/L | Toggle through formations |
| A | Select formation or play |
| B | View previous formations or play sets |
| X | Flip play or formation |

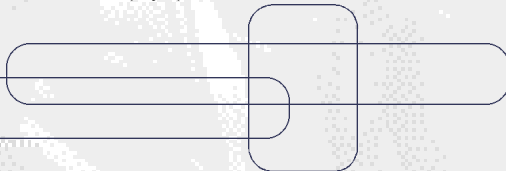You can also call plays from your VMU (see Game Options Menu on page 20.). With Play Calling, controls for selecting plays are the same as if you used the main screen. press the X Button (flip play formation) a two-way arrow icon will appear on the main to indicate a successful play flip.

## 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), player on the team can select a play. If you are on offense, the first player to enter a will be the quarterback. Be careful though, both players will be able to select the play 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.).
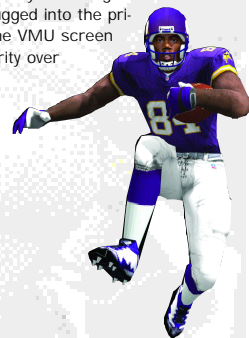
**FENSE**

### Coach's Corner: Play Calling

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

RE THE SNAP

| Button | Action |
|---|---|
| Analog Stick L/R | Send eligible receiver in motion |
| L/R | View receiver's button assignments, player names and fatigue levels. |
| A | Hurry players to the line of scrimmage / snap ball |
| Y | Call up the Audible Menu, press A, B, or X to select an alternate play. Press Y again to cancel. |
| X | Lower crowd noise (quarterback) |
| B | Fake snap signal |

### ch's Corner: No-Huddle Offense

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

## RUNNING

| Button | Action |
|---|---|
| A | Speed Burst / Power Move |
| L or R | Stiff Arm Left or Stiff Arm Right |
| L+R | Juke Move |
| X | Dive |
| Y | Hurdle or High Step |
| B | Spin Move |
| D-Pad | Lateral the ball to the closest teammate behin |
| Instant Energy | Press and hold A while running to fill the player arrow completely, then press any special move ton to perform a more powerful move. |

### Coach's Corner: Power Mov

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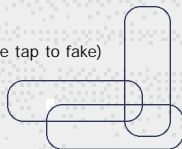Use it sparingly, as overuse can increase the likeliho
of a fumble.

## ...NG

| Button | Action |
| --- | --- |
| ...Any Button | Pass to that receiver (double tap to fake) |
| ...D-Pad | Throw the ball away |

## ...TERBACK SCRAMBLE

...e best offensive line is going to let a defender through every once in a while, so you'd ...be ready to get out of the way. Hold down the R Trigger and your QB becomes a run-...d you can scramble out of the way. Use the R Trigger with the buttons below to pull ...e power moves to evade would-be tacklers. Once you've crossed the line of scrim-...you can't pass the ball anymore, so you can let go of the R Trigger and run the play ...ormal 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 receiv-er, 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 (s... page 21). With Maximum Passing activated, you can lead your receivers to thread the ball in front of, behind and around the d... ers. To use Maximum Passing, press the Analog Stick in the dir... ment in which you want to adjust the throw. Press a little for a small ... ment; press harder for a bigger adjustment. For example, to lead the receiver, press Up ... 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 receiv... hands. Tapping the pass button lobs the ball to the receiver – that's good for lettin... 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 lea... the quarterback's hand) will result in a normal throw. Finally, holding down the butt... past the ball's release will result in a bullet pass - great for when you have to get i... 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 ... increase your chances of successfully catching the ball.

### ...ENSE

#### ...RE THE SNAP

| Button | Action |
| --- | --- |
| B or D-pad | Select a defender |
| Analog Stick | Re-position defender |
| L or R | View players (with defensive back selected) |
| L or R | Shift defensive line (with defensive lineman selected) |
| A | Hurry players to line of scrimmage |
| X (at line of scrimmage) | Pump up the crowd |
| Y | 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 tactician? 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 | Action |
| --- | --- |
| B | Take control of the defender nearest to the ball |
| A | Speed Burst |
| X | Dive / Tackle |
| Y | Jump to knock down or intercept a pass |
| L or R | Defensive Line Special Move |
| D-Pad | Swap control of your players |
| Instant Energy | Press A while running to fill the player arrow completely. Then press any special move button to form a more powerful move. |

### DEFENSIVE LINE

NFL 2K2 contains a series of special moves for the defensive linemen, including spin, 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 | Action |
| --- | --- |
| L | Perform a move to the left |
| R | 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 a... trolling. Try to use a lineman or a blitzing linebacker or safety - that way, all you have to about is getting to the QB or hitting the running back in the backfield. If you select a co... or a safety that is dropping back in coverage, you won't be able to see the man you're s... to be defending if he runs off screen. This leaves you open for big pass plays.

### L TEAMS

#### NG THE BALL

1. Set the ball trajectory and direction with the analog stick. Be sure you take into account the movement of the arrow, 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.

#### VING PUNTS AND KICKOFFS

| Button | Action |
| --- | --- |
| Analog Stick | Control return man after reception |
| D-Pad | Lateral ball after reception |
| Y (before catching ball) | Fair Catch (on 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 |

### ach's Corner: Special Teams

ving quality special teams can make a difference in the game. Pinning the oppo-
nt inside their own 5-yard line or nailing a 40+ yard field goal can be key. Make
e you work on your kicking game as well as your offense and defense.

### REPLAY CO

Need to see that play again? Want to rub it in your friend's face after the big score? T
bring up the Replay feature of NFL 2K2 from the pause menu to view the last play aga

| 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 indica-
tor directly on top of whatever target you wish to track.

ed, 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 80 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.

| Year | 1998 | 1999 | 2000 | Career |
| --- | --- | --- | --- | --- |
| Games | 16 | 16 | 16 | 48 |
| Starts | 11 | 16 | 16 | 43 |
| Receptions | 69 | 80 | 77 | 226 |
| Yards | 1313 | 1413 | 1437 | 4163 |
| Average | 19 | 17.7 | 18.7 | 18.4 |
| Long | 61 | 67 | 78 | 78 |
| TD | 17 | 11 | 15 | 43 |
| 40+ Yards | 14 | 8 | 8 | 30 |

- 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 (9) and yards (212) in a single game.
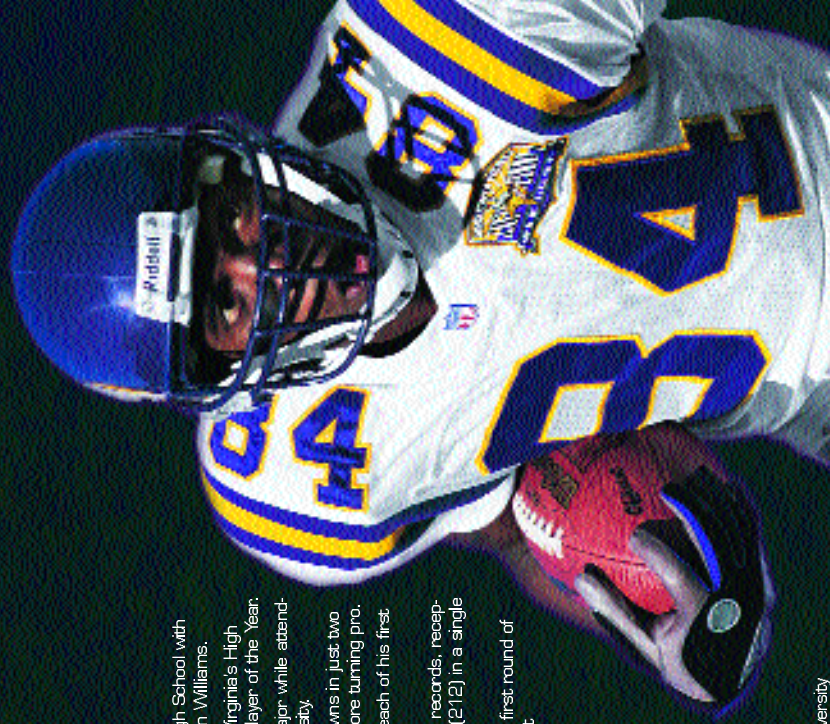- Drafted 21st in the first round of the 1998 NFL Draft

STATS:

Height: 6'4"

Weight: 204

Birthdate: 2/13/77

College: Marshall University

## ...ET UP

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

### ...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
...rom 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
cycle forward through an option selection, press X to cycle backward.

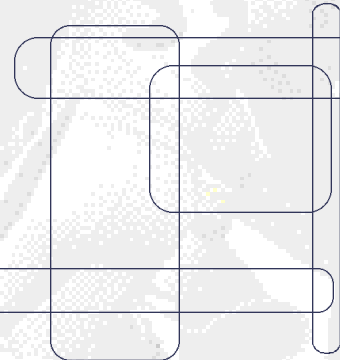| | |
|---|---|
| Weather | Time of day, temperature, precipitation, wind s... and fog. |
| Game Options | See Game Options Menu on the next page. |
| Controller | Adjust the control / button settings |
| Credits | Find out who worked on NFL 2K2 |
| Presentation | Adjust the game amenities (action replays, com... tary, sound effects, volume, etc) |
| Penaltie... | Control the frequency of any penalty. |

## OPTIONS MENU

Game Options from the Main Options Menu and adjust the following settings.

| | |
|---|---|
| Quarter Length | 1 – 15 minute quarters |
| Skill Level | Rookie, Pro, All-Pro |
| Play Calling | By formation (4-3, I 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 |
| Advanced Line Moves | 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.

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.
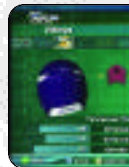
### CONTROLLER ASSIGNMENT SCREEN

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 th team you wish to command. If you wish to use Maximum Passing (and you should to g ultimate NFL 2K2 experience), press the A Button to toggle it on. When everything is the way you want, press the Start Button to advance to the game.

### COIN TOSS

Visiting team gets to call it. Winner of the toss gets to choose whether to kick or rece Loser chooses which goal to defend. Following the coin toss, the Special Teams play c screen appears.

### SELECTING YOUR PLAYS

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

...Menu

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

### Game Modes

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

...TICE

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

## Game Modes

| | |
|---|---|
| Randomize Offense | Set what type of offensive formation the CPU can call |
| Offense Play Type | Set Offense to practice Pass, Run or Both |
| Randomize Down | Select the play situation |
| Defensive Play | Pick a specific Defensive play to practice agains... |
| Offensive Play | Pick a specific Offensive play to practice agains... |

### TOURNEY
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 to... ment that you are running.

### SEASON
Take your team through the regular season schedule. Compete for a playoff berth aga... the best of the league. The three division champions and three wild cards make the pl... from each conference. Do you have what it takes to make it all the way to the Super B...

### PLAYOFFS
Do you want to skip the regular season and go straight to the playoffs? This is your ch... You'll start out with a view of the playoff brackets. As you win each game, you'll move ... closer to the Super Bowl. You can let the CPU simulate any game in the playoff bracke... 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 se... But it's at the end of the season where Franchise Mode is different. After the postsea... complete, you will have to make decisions about your team. Players will retire, contrac... be up and free agents will have to be signed, and then there is the college draft. Keep... mind the salary cap as you guide your team from season to season.

ASY

your chance to draft your own team and play out a regular NFL season. Compete
31 CPU and/or human opponents. Make sure you draft your team with depth in
ou never know when the starter is going to go down and his backup will have to step
you don't feel like drafting into the later rounds, let the computer take over once you
he core of your team set.

K START

2 will pick two teams at random for a quick exhibition game.

RIAL

right from NFL 2K2. The game will guide you with on-screen help boxes as you learn
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 butto
      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. F
      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)
      press the A button. Follow the same steps for entering your backup dial up n
      ber as in step a.

3. Entering a Screen Name

   a. When prompted with "Do you have an existing Screen Name?", use the D-Pa
      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 b
      to go to the keyboard entry screen. Your Screen Name must be at least 6 c
      ters long with a maximum of 16.

   c. Use the D-Pad or Analog stick to highlight "Screen Name Password" and pre
      A button to go to the keyboard entry screen. Your password must be at leas
      characters long with a maximum of 16.

d. Optional: Use the D-Pad 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.

e you are online

Now that you've logged on, you now can check out all of 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, Loses, 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 scrimmage and challenge games online.

## RK SETTINGS

| Setting | Function |
| --- | --- |
| User Name | Your login name for getting on the network |
| Password | account password |
| Phone Number | umber you dial to get online with |
| Handle | name for while you're online |

NFL 2K2 lets you customize it all. You can design your own p
players and teams. You can even keep tally of your personal i
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 w
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 powe
house program?

### Creating your Own Plays

This feature allows you to edit an existing play or create a brand new one. Got a play t
always worked when you were playing with your friends out on the field? Draw it up he
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, Dy
etc), if you have a VMU with enough room, that is!

## CONCEPTS

...ngineer
...eekins

...or of Technology
...alter

...al Intelligence Engineer
... Lee

...ers
...arson
...amre
...nes
...e
...e Yang
...Roberts
...nderwood

... Engineers
... Batson
...sen
...Hagen

...ector
...rysdale

... Model
...el
...Nong

Player Model cont.
Desha Chanhdara
John Lee

Player Animation Director
Alvin Cardona

Player Animation
Joel Flory
Anton Dawson
Ji Ahn

Stadiums
David Lee
Hsing Wen Hsu

Cinematic Sequences
Hsing Wen Hsu
John Lee

Front End / Overlays
David Northcutt

Audio Director
Brian Luzietti

Sound Designer
Larry Peacock

Dialog Editor
J. Mateo Baker

Motion Capture Director
Matt Karnes

Motion Captur e
Rich Nelson
Gavin McCall

Executive Producer
Greg Thomas

Project Manager
Jeff Thomas

Assistant Project Managers
Rustin Lee
Abe Navarro
Brandon Justice

Director of Quality Assurance
Chien Yu

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Audio Script Consultant
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Voice Over
Terry McGovern as Dan Stevens
Jay Styne as Peter O'Keefe
Elaine Clark - as Michelle Weshphal
Doug Dull - as the PA Announcer
Tim White - as the Referee

Player Voices
Brian "Street Frog" Grenier
Rockne "Rock" Tarkington
Jason Gaines
Brian Shute
Nick Navos
Nick Doplemore
Joe Horde

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### F AMERICA

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Testers cont.
Jake Covert
Mike DelaCruz
John Diamonon
Benjie Galvez
Robert Hernandez
Jenric Herrera
Art Liboon
Eric Ling
Mike Lowe
Joe Mora
Blair Sondker
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Angela Santos – Project Manager
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