Table of Contents

NFL 2K

Thank you for purchasing Sega Sports™ NFL 2K.

You have in your hands the most detailed and realistic football simulation ever created.

The power of Sega Dreamcast brings the NFL to life as never before and challenges all your previous conceptions about sports video games. From draft to Super Bowl, from fantasy tournaments to real NFL schedules, from play creation to player creation, it's all in NFL 2K.

Now strap on your helmet and see if you can get past rookie mode. You see, we also put in the smartest, hardest-hitting AI, over 1,600 motion-captured animations, and a sophisticated, skeletal-based, real physics collision system.

This ain't your daddy's football game...this is the real NFL.
Are you strong enough?

Get out there and play! It's game time!

2

STARTING THE GAME

Power Button   Port A   Port B   Port C   Port D   Open Button
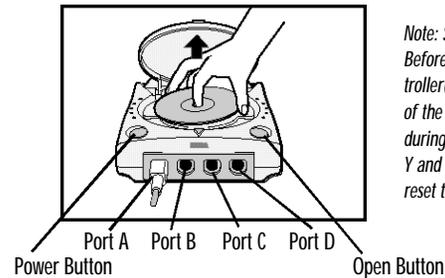
Note: Sega Sports™ NFL 2K is a one- to four-player game. Before turning the Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.

When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Dreamcast controller if you wish to use VMU Play Calling.

When using a Jump Pack™ (sold separately), insert it into Expansion Socket 2 of the Dreamcast controller. When the Jump Pack is inserted into Expansion Socket 1 of the controller, the Jump Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

Purchase additional controllers (sold separately) to play with two or more people.
The game controls are all set to their default settings. To change the control settings, see the Game Options Menu on page 13.

3

NFL 2K

CONTROL SUMMARY

Analog Thumb Pad

X Button

Y Button

B Button

A Button

Directional Pad (D-Pad)

Expansion Socket 1

R/L Triggers

Expansion Socket 2

Start Button
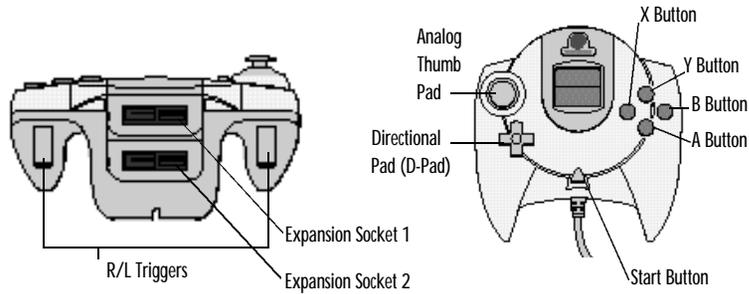
NOTE: Never touch the Analog Pad or R/L Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Visual Memory Unit (VMU)

Cap

Connector

LCD Screen

Sleep Button

Mode Button

Directional Pad (D-Pad)
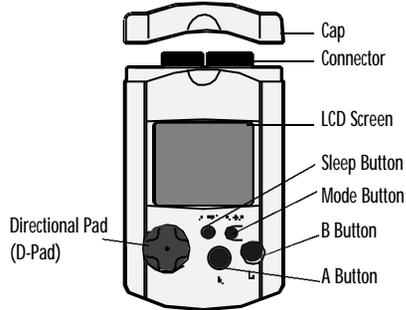
B Button

A Button

Jump Pack
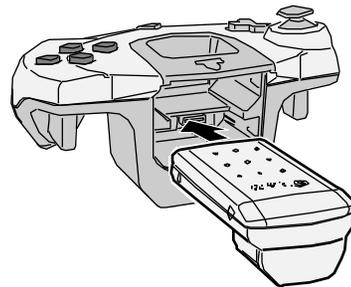
NFL 2K is a complex game with many different controls and menus. If you have questions while viewing most menus or play screens, press the Y Button for Command Help.

To highlight and select specific menu items, press the Analog Pad (or D-pad) in the direction of the menu item until it highlights.

Menu Controls

Analog Pad (or D-pad)	Highlight menu options by pressing in desired direction.
A	Select/scroll through highlighted selection
B	Cancel selection/Return to previous screen
X	Scroll back through option selection
Y	Command Help menu (Help menus provide instant command summary for a particular game screen and can be accessed from most menu and play screens.)

General Gameplay Controls

Start (during gameplay)	Pause Menu. Please see page 16 for details.
Analog Pad (in proper direction)	Highlight formations or play sets
D-Pad (press at line of scrimmage)	Directional Swapping (quickly change control of your players)

Calling Plays

R/L Triggers	Call Plays. Toggle through formations or play sets to select
A	Select formation or play
B	View previous formations or play sets
X	Flip play formation or direction

Note: You can also call plays from your VMU (see Game Options Menu on page 13). With VMU Play Calling, controls for selecting plays are the same as if you used the main screen to select plays. 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.

4

5

NFL 2K

If you are playing a game with more than one person per team (e.g. two-on-two), either player on a team can select a play. If you are on offense, the first player to enter a play will be the quarterback. Both players can cycle through the available plays at the same time so you may need to coordinate in order to avoid confusion.

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 his/her VMU (Port A has priority over B, C, D; Port B has priority over C, D, etc).

If only one side has a VMU available, that side can select plays from the VMU; the other side will select from the television screen.

Note: If VMU Play Calling is selected and only 1 player on a team has a VMU available, the other player(s) on the team can still cycle through the that player's VMU by manipulating their own controllers and can still select plays by pressing the A Button. If seemingly random plays are being selected, make sure that only one player per team is scrolling through and selecting plays.

SEGA SPORTS TIP: For play calling assistance, don't select a play on the Play Calling screen. Instead, let NFL 2K help you out. During play calling, press the A Button once and the Coach's Pick will select a recommended formation. Press the A Button again and the Coach's Pick will select a recommended play.

ON OFFENSE (Prior To Snap)

L/R Triggers	View receivers' button assignments, player names, and fatigue levels
A	Hurry players to line of scrimmage
Y	Call up Audible Menu, press A, B, or X to select an alternate play. Press Y again to cancel

NOTE: You can customize Audibles from the Pause Menu (see page 16 for details.)

Move Analog Pad ◄ ►	Send player in motion. Players will only go in motion if the formation allows (once team is at line of scrimmage, prior to the ball being snapped)
X	Lower crowd noise (quarterback)
B	Fake snap signal

SEGA SPORTS TIP: "Special" plays are special teams plays such as kicking a field goal, kicking off or punting (or fake plays). "Clock" plays are design to enable the quarterback to either stop the clock by spiking the ball, or to eat up the play clock by dropping to one knee (a feature traditionally reserved for the end of the half or game).

SEGA SPORTS TIP: If time is running out, or if you want to catch your opponent off guard, try running a no-huddle offense. Press Y Button immediately after the completion of a play to quickly run the same play again.

Running The Ball

A	Speed Burst
L or R Trigger (left and right arm respectively)	Stiff Arm
L + R Trigger	Shoulder Charge
X	Dive
Y	Hurdle or high step
B	Spin move
D-Pad	Lateral the ball to the closest teammate behind you
Instant Energy (Power Moves)	Press A while running to fill player arrow completely, then press any special move button to perform a more powerful move.

SEGA SPORTS TIP: Instant Energy lasts for only a short period. Use it sparingly, as overuse can increase the likelihood of player fatigue.

NFL 2K

SEGA SPORTS TIP: If you do not take control of a player (either by pressing the Analog Pad or an action button), the Dreamcast will run the play for you. Once you take control of a player, that player is under your command until the play ends, or until you press the B Button to assume control of another player.

Passing The Ball

A .... Snap the ball
Tap A,B,X,Y or L/R Triggers .... Pass
D-pad after ball is snapped .... Throw ball away
R Trigger (tap) .... Pump Fake

QB Scramble

R + L Trigger .... Pump Fake
R Trigger + A .... Speed burst/Charge
R Trigger + B .... Spin move
R Trigger + X .... Dive
R Trigger + Y .... Hurdle

Note: When holding the R Trigger, the QB becomes a runner and you can use the moves as listed under Running The Ball.

Note: Once you cross the line of scrimmage, you can no longer attempt a forward pass.

Maximum Passing

For the ultimate in passing control, select Maximum Passing from the Controller Assign screen (see page 15) before starting a game. With Maximum Passing activated, you can adjust your QB's throws on the fly to lead your receivers, throw behind your receivers – anything to help get the ball past the defense. To use Maximum Passing, press the Analog Pad in the direction in which you want to modify the throw; press a little to modify a little bit, press harder for a bigger adjustment. For example, to lead the receiver, press UP on the Analog Pad. To throw behind and to the left of the receiver, press DOWN and LEFT.

Remember, to scramble and move your QB away from defensive pressure, you need to hold down the R Trigger and then move the Analog Pad to move the QB. Once you escape the pressure, release the R Trigger and then use the Analog Pad for Maximum Passing control.

SEGA TIP: The longer you hold down the pass button, the harder the pass. Tap for a lob pass; hold for a bullet pass.

Catching A Pass

B .... Select receiver nearest to the ball
X .... Dive for a pass
Y .... Jump for a pass

SEGA SPORTS TIP: 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 (Prior to Snap)

B or D-pad .... Select a defender
Analog Pad .... Reposition defender
L or R Trigger (w/non-defensive
lineman highlighted) .... View players
L or R Trigger (w/defensive
lineman highlighted) .... Shift defensive line
A .... Hurry players to line of scrimmage
X (at line of scrimmage) .... Pump up the crowd
Y .... Call audible. From Audible Menu, press X,
A, or B button to select alternate play. Press
Y again to cancel audible

Note: If you press the A Button prior to the snap, be careful that you don't speed-burst your way offsides!

NFL 2K
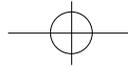
<u>**ON DEFENSE**</u> (After The Snap)

B .... Take control of defender nearest to ball
A .... Speed burst
Y .... Jump to knock down or intercept pass
X .... Dive/Tackle
L or R Trigger .... Swim move
D-pad .... Swap control of your players
Instant Energy (Power moves) .... Press A while running to fill player arrow completely, then press any special move button to perform a more powerful move.

Special Teams

Kicking The Ball

Note: Determine ball trajectory and direction first. Then select kick power and snap the ball when you have the desired amount of power.

A (fill meter for full power) .... Launch kick meter/kick the ball
Analog Pad UP .... Low kick
Analog Pad DOWN .... High kick
Analog Pad LEFT/RIGHT .... Set direction of kick

Note: You don't need to aim field goals in Rookie Mode, but you will need to on the higher difficulty levels.
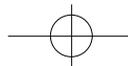
Receiving Punts and Kickoffs

Analog Pad .... Control return man after reception
D-Pad .... Lateral the ball after reception
Y (after receiver catches ball) .... Down the ball
*You must have control of your man to activate this command.
Y (before receiver catches ball) .... Fair catch (on punts only)
*You must call before the ball begins its descent.
Hold L/R .... View selected player names on both teams

Replay Controls

D-Pad – moves highlighting icon
Analog Thumb Pad UP – Pan high
Analog Thumb Pad DOWN – Pan low
Analog Thumb Pad LEFT – Pan left
Analog Thumb Pad RIGHT – Pan right
X – Zoom in
Y – Bring up Replay Menu
A – Play (real time speed)
B – Zoom out
L Shift – rewinds
R Shift – fast forwards

NOTE: L Shift and R Shift are both touch sensitive controls. The lighter you press, the slower the replay; the harder you press the faster the replay.

NFL 2K

GAME SET-UP

Main Menu
The Main Menu is where you will make all your game selections and option adjustments. The Main Menu appears after the NFL 2K title screen. Press the Start Button to bypass the intro sequence and go straight to the Main Menu.

Practice   Exhibition   Exhibition   Playoffs
Exhibition   Season

Options   Quickstart   Customize
Fantasy   Tutorial
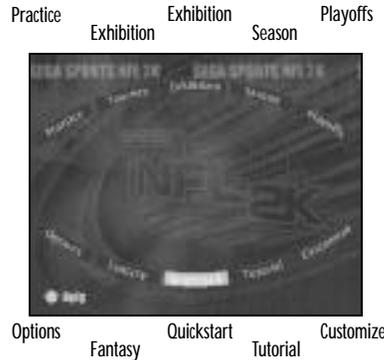
Practice .... Be sure you're ready on game day

Exhibition .... Choose your teams and take the field

Tournament .... Tackle up to 15 other teams. (See Tourney on page 17)

Season .... Make a regulation run for the Super Bowl Trophy.
(See Season on page 16)

Playoffs .... Kick off a playoff run for the Super Bowl ring

Options .... Customize the game parameters

Fantasy .... Draft and play in a season of your own design
(See Game Modes on page 16)

Quickstart .... Let the computer choose the teams and play an Exhibition game

Tutorial .... Learn as you play

Customize .... Design your plays, players, and team

OPTIONS MENU

Customize the following game set-up options prior to kickoff:

-Press A to cycle forward through an option selection; X to cycle backward.

Weather .... Time of day, temperature, precipitation, wind speed, and fog

Game Options .... Quarter length, skill level, play calling, VMU play calling, game speed, fatigue and injuries, coach mode, and Performance EQ

Controller .... Adjust the control/button settings

Codes .... Discover hidden game secrets

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 accordingly.

Quarter Length .... Play 1- to 15-minute quarters

Skill Level .... Rookie, Pro, or All-Pro

Play Calling .... By Formation (4-3, I Form, Shotgun) or By Type (Blitz, Long Pass, Short Run)

VMU Play Calling .... When ON, play formations/sets are displayed on your VMU

Game Speed .... Normal, fast, or slow

NFL 2K

Fatigue..Determine the fatigue levels which will affect players during a game

Injuries...Adjust likelihood of injuries

Coach Mode ....When ON, you pick plays and CPU executes them

Performance EQ ....Convert both teams to the same rating and skill level

SEGA SPORTS TIP: Performance EQ allows you to play every NFL team adjusted to the same rating level. With Performance EQ activated, victory will belong to the most skilled player, not the player who stacked his team with the strongest athletes.

TAKING THE FIELD (Exhibition Play)

SEGA SPORTS TIP: The "Profile" element in NFL 2K mirrors every NFL team's pre-determined style of play and play calling tendencies. Part of being successful at NFL 2K is playing to your team's strengths. If you select the Profile for a pass-happy team such as the Vikings or 49ers, your team's philosophy will be to air it out, and air it out often. However, if you prefer to grind it out on the turf, you might select the Profile of a team with a strong running philosophy, such as the Steelers or Broncos.

Choosing Teams

Home – Select the home team and playbook
Visitors – Select the away team and playbook
Stadium Location – Choose where you want to play the game
Roster – Choose Default Rosters or With Trades

Controller Assign Screen

Once you've selected the teams, the Controller Assign screen appears. Press the Analog Pad or D-pad UP/DOWN to align your controller with the team you wish to command. If you wish to use Maximum Passing (see page 8), press the A Button to toggle it ON. When you are ready to get underway, press the Start Button to advance to the game.

Note: You can play with up to four different players on either of the two teams, or join up cooperatively and play on the same team.

Coin Toss

Visiting team gets to call it. Following the coin toss, the Special Teams play calling screen appears. Winner of the toss gets to choose first possession or select a goal to defend.

On The Field

This is where all the NFL action takes place.

Selecting Your Plays (On Offense and Defense)

Champions are built on talent, teamwork and the coach's playbook. Use your play list to tackle any offensive and defensive situation. On offense, passing plays are displayed in blue, running plays are displayed in red.

Note: You can edit your playbook prior to or during the game. See Customizing Plays on page 18 for complete details.

Player Control Arrow

Play Clock   Score

Quarter/
Time Remaining

Down/Yards-To-Go
Time Outs Left

NFL 2K
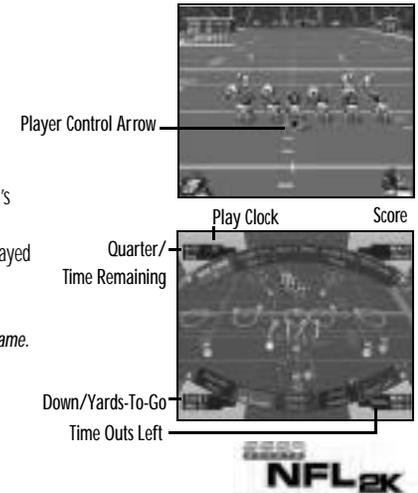
PAUSE MENU

The Pause Menu allows you to stop gameplay and call an official time out, program the game audibles, make substitutions, view the replay, change the game options and controller configuration, adjust the game camera angles, and view the current stats. The player who pauses the game controls the selection of options.

GAME MODES

From the Main Menu, you can conduct a team practice or scrimmage with another team, hold an exhibition game, launch a season, head straight to the playoffs, hold a tournament with up to 16 different teams, play in a fantasy league of your own making, or customize your own plays, players, and teams.

NOTE: Remember to press the Y Button for Help Menus at any time to help navigate through each game screen.

Season
Select Season on the Main Menu and lead your favorite team through a regulation 16-game season on a quest for the coveted Super Bowl ring.

Season Menu
Once you've selected your team(s), access the Season Menu to begin play on this week's game, or to customize your plays, players, and teams.

Practice
In the NFL, practice is key. The practice field is the place to tighten pass routes, fine tune the running game, and learn about defensive positioning and techniques. You can customize your practice session with three Practice Types:

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 stop you

Tourney
Choose to play in a New tournament with 4, 8, or 16 teams, or Load and continue a previously saved tournament. Select your teams, determine human or CPU control for each, and begin play.

Tournament Menu
The Tournament Options Menu is where you can choose to begin the Tournament, as well as view your Schedule, the Tournament Tree and Game Stats.

Playoffs
Select your team and compete in a hunt for the ultimate ring - from Wild Card to Super Bowl.
If you have what it takes, that is.

CUSTOMIZE

NFL 2K offers unprecedented power to customize the game to your own personal desires. You can design your own plays, players, and teams. Keep tally of your personal in-game records. Even review the records of other human players:

NFL 2K

Creating A Player

Build your own pro, from his face mask style to his quickness on the field.

Building A Team

Here you can create your own team, from the logo style to team colors, create your own free agent pool, trade players, sign free agents, and rearrange your depth chart.

<u>**Customizing Plays**</u>

This feature allows you to edit an existing play or create a brand new offensive or defensive play. Use the following sequence for best results: First, Import a previously saved play or create a new one.

Next, name the new play and decide if it is for Offense or Defense.

Select the formation and play type (eg. pass, pitch, hand off). When you reach the Play Create screen, you'll find three options:

Position – Select the player you'd like to edit.

Assignment – Cycle through dozens of route variations and assignments.

Modifier –- Modify the player's route to take him exactly where you'd like him to go.

Press the A Button to toggle between the many variations.

Note: If you've inserted a VMU with empty blocks, your play will be saved.

SEGA SPORTS TIP: Memorize your favorite customized plays and use them at opportune times to surprise your opponent. Delete plays that don't work well during game time.
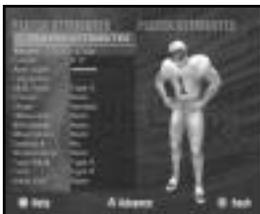
Fantasy

Build your own fantasy tournament or full fantasy league. All available players will be dropped into a giant free agent pool. You will draft to build your own customized team. Once your team is built, you can take part in a Fantasy Tournament (4-, 8-, 16-, or 31-team single elimination tournament) or play a full Fantasy League with an entire simulated season. Draft players, build your team and go!

Note: You can either draft manually or press the Start Button to have the CPU automatically complete the draft order.

SAVING/LOADING

The game automatically saves data for you after you exit a mode (Season, Playoffs, Fantasy, etc.)

Credits

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Matthew Hamre

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Chuck Batson

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Player Headshots and Stadium

Reference Material © NFL Photos

Notes

22

23

NFL 2K

Notes