

REGISTER

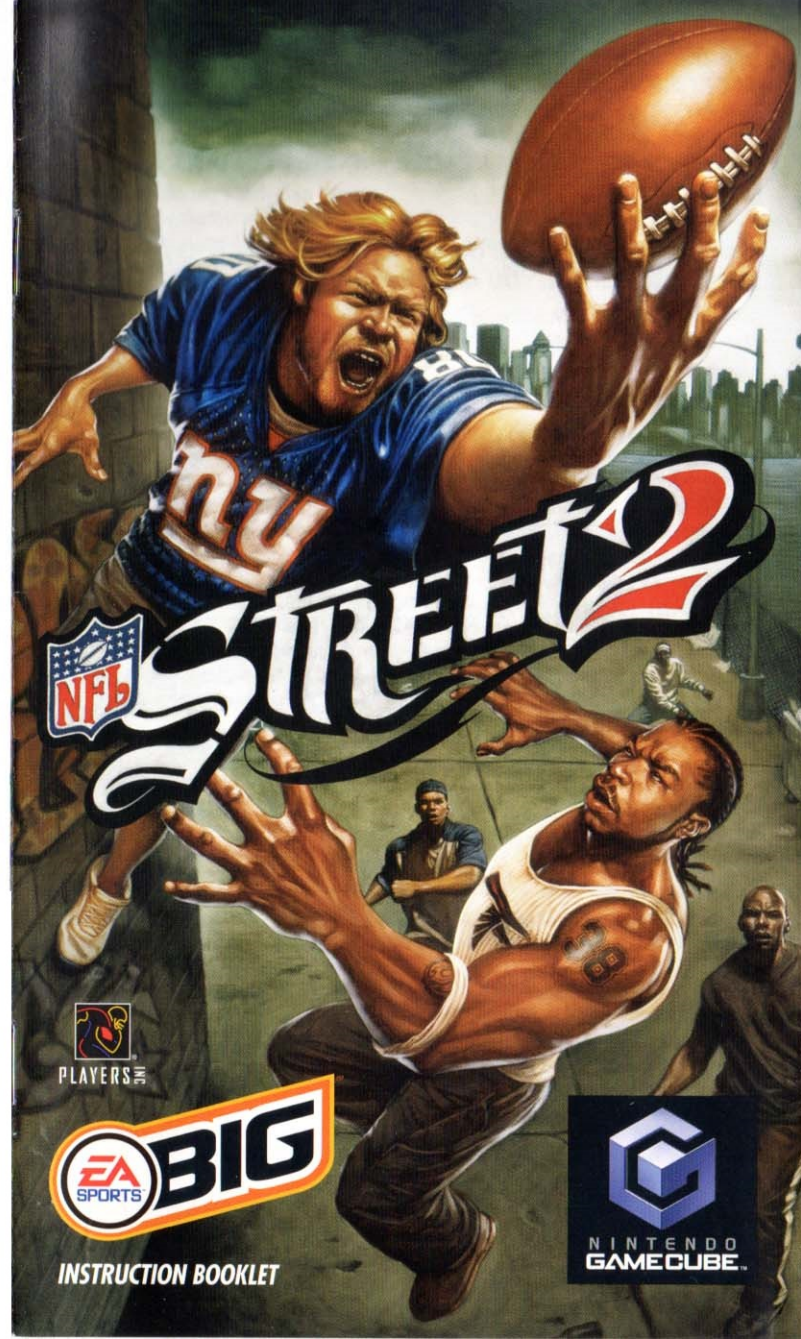
Get an exclusive cheat code and **25% off*** your next EA STORESM purchase!

Register online at
www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

EmuMovies



PLAYERS 3M

EA SPORTS BIG

INSTRUCTION BOOKLET

NINTENDO GAMECUBE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

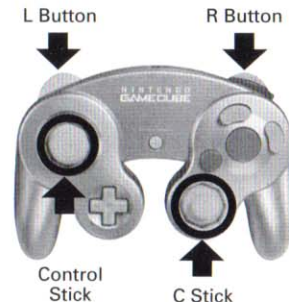
⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

GETTING STARTED	4
COMMAND REFERENCE	5
COMPLETE CONTROLS	6
SETTING UP THE GAME	7
OPTIONS	7
QUICK GAME	8
ON THE FIELD	8
GAME SCREEN	8
GAME MODES	9
PICKUP GAME	9
NEW OWN THE CITY	10
NFL CHALLENGE	10
NEW NFL GAUNTLET	11
NEW STREET EVENTS	11
HINTS AND TIPS	11
SAVING AND LOADING	11
LIMITED 90-DAY WARRANTY	12

For more info about this and other titles, check out EA SPORTS BIG™ on the web at www.easportsbig.com.

GETTING STARTED

NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *NFL STREET 2* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *NFL STREET 2* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *NFL STREET 2* title screen, press **START/PAUSE** to advance to the Main menu.

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	+Control Pad or Control Stick ↓
Change highlighted item	+Control Pad or Control Stick ↔
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

COMPLETE CONTROLS

Now nothing can keep you down—not even gravity. Elevate your game with the all-new Wall Moves.

OFFENSE



STYLE MOVES

Scoring makes you a Player. Scoring with style makes you a Baller.

Show your Style moves	L Button (hold)
Style pitch	L Button + Y Button
Style hurdle/dive	L Button + B Button
Style juke/spin	L Button + X Button
Signature Style moves	L Button + C Stick
Style pass	L Button + the A Button, B Button, or X Button

NOTE: Style makes you look good and will get you to a GameBreaker quickly, but it also makes it much easier to lose the ball. Be careful.

NEW WALL MOVES

When you're next to a wall, make the defense grasp—and gasp—for air. Run up the side of a wall to avoid a hit, rise above the defense to make a big catch, and earn huge Style Points by hitting Hot Spots (see p. 9).

Wall juke	L Button + X Button
Wall hurdle/Wall dive	L Button + B Button
Wall catch	L Button + Y Button
Wall pass	L Button + A Button, B Button, or X Button

DEFENSE



○ To strip the ball from a ball carrier when you are grappling him, press the L Button while rapidly pressing the A Button.

Defensive Power Move

○ Press the L Button + the B Button to punish the ball carrier and force a turnover. The harder you hit him, the more likely he'll lose the ball. If you miss him, you'll be completely out of the play.

AUDIBLE

Keep your opponent guessing by changing the play at the line of scrimmage. To call an audible, press the L Button at the line before the ball is snapped. Press the +Control Pad in the direction corresponding to the new offensive play or defensive scheme you want to choose.

○ On offense, go into Max Protect by pressing the L Button to call an audible, and then press the R Button. Max Protect keeps at least one running back in the backfield to block and then releases him into a pattern on a pass play. This is useful in stopping blitzes.

NEW On defense, press the L Button to call an audible, and then press the R Button to predict what type of play the offense is going to run. You boost your defensive attributes for the play by correctly predicting what the offense will do. However, if you guess incorrectly, your defensive attributes decrease for the play.

SETTING UP THE GAME

Grab your gear and make sure you bring your A game. Anything less won't cut it.

OPTIONS

There are two types of scoring systems: the traditional game where you play until a team reaches a certain score, and a Style Point Challenge where you win by earning the predetermined amount of Style Points. The Options menu is where you make that decision and many more. Each option is described on screen when highlighted.

NOTE: The Game Settings screen of the Options menu is the place to turn Rumble ON/OFF.

USER ID

Create a User ID and use it every time you play to keep track of your teams and players, rewards, and statistics.

You must have a Nintendo GameCube™ Memory Card inserted into Nintendo GameCube™ Memory Card Slot A or Memory Card Slot B to create and save a User ID.

TUTORIALS

The quickest way to get your game up to speed is by checking out the tutorials in the Game Modes menu.

QUICK GAME

This is the fastest way to get right into the game.

TO PLAY A QUICK GAME:

1. Select QUICK GAME from the Main menu.
2. On the Select Sides screen, move your Controller to the left side of the screen if you want the ball first. If you want to play defense first, move your Controller to the right.
 - Up to four players can play a multiplayer game. Only one User ID can be used per team.
3. From the Select Teams screen, choose the match-up. Press the X Button to make random selections.
4. Choose your seven players or select AUTO PICK PLAYERS to let the CPU pick your players.
5. Choose READY to start playing, or select LINEUPS to assign your players to positions on both sides of the ball (see p. 11).
6. Choose a playing field. Press the X Button to pick a random field.

ON THE FIELD

With a little practice and a lot of attitude, you'll be a legend in no time.

GAME SCREEN



NOTE: In a Style Point Challenge, each offensive possession begins with the same field position to give you plenty of room to rack up some points.

PLAYCALLING

On offense you can pick Run, Pass, and Trick plays. On defense, the three options are Stop Run, Short Pass, and Long Pass. Each of the play types has multiple pages of plays to choose from to keep the other team guessing. Press the Y Button to flip the play before choosing it. Press L Button /R Button to scroll the pages.

GAMEBREAKERS

When you earn enough Style Points, you're rewarded with a GameBreaker that you can use whenever it's available. There are two levels of GameBreakers. When you use a level 1 GameBreaker on offense each broken tackle, juke, spin, hurdle, pass, catch, and stiff arm deplete it until it's empty. If you wait until you've compiled enough Style Points to unleash a GameBreaker 2, your team automatically starts the play for you with some incredible athletic moves, which usually leads to a turnover when you're playing defense, or an easy score when you're on the offensive side of the ball.

When your opponent has an active GameBreaker, you can cancel it by activating one of your own, unless it's a GameBreaker 2. The difference between your meters determines how much GameBreaker remains.

NEW HOT SPOTS

Hot Spots are posters on the walls of various fields in *NFL STREET 2*. Throwing down a Wall Move on a Hot Spot or tackling a ball carrier into one gives you a big boost in your GameBreaker Meter and changes the Hot Spot to your team's logo. It also unlocks Legends posters that you can track in the Stats and Rewards section of the Main menu.

- Legends are available in Pick Up games once they are unlocked. Once you have unlocked all of the Legends you can select the Legends Team.

PAUSE MENU

Press **START/PAUSE** to access the Pause menu. From there you can check out and adjust your lineup, change your options, review the Controller layout, or quit the game and return to the Main menu.

GAME MODES

Challenge the best players online, create a team, and work your way out of the hood in the new Own the City mode. You can also take on the best in the NFL and much more.

PICKUP GAME

Like any old-school pickup game, you alternate picks with your opponent to choose teams. Only in *NFL STREET 2*, you're choosing from a pool of current NFL players and Legends. After you pick your seven players, set up the game as you would a Quick Game (see p. 8).

NEW OWN THE CITY

Create a player, pull together a team from your hood, and dominate the streets one field at a time. Recruit the best players from the teams you beat as you build a rep and pave your way to the ultimate showdown in the City against Xzibit's all-star team of NFL Players.

The fields you need to conquer are shown on the Own the City map. Select a field and start working your way down the list of challenges that range from Pickup games, Street Events, and team games that pit your squad against the local teams.

Each victory earns you Credits, which can be used in stores to purchase clothing, gear, tattoos, and more.

NFL CHALLENGE

Build a team and introduce your stylin' self to the NFL. Win challenges and earn Development Points that improve your squad. After completing the challenges, you move on to a Tournament where you see how you stack up against the best in the NFL.

To begin an NFL Challenge, give your team a name, choose some cool colors and a logo, and then edit your players.

- Modify your team at any time by selecting MODIFY TEAMS from the Main menu.

ATTRIBUTES

Development points don't come easily, so make sure you spend them wisely. Here are the ten player attributes:

Passing	The speed and accuracy of passes
Speed	How fast a player runs
Blocking	Run- and pass-blocking ability
Catching	Pass and pitch catching ability
O-Moves	The ability to use the walls and perform juke, spin, and cut moves during receiver routes
Run Power	Ability to break tackles
Tackling	Tackling ability and the accuracy of pursuit angles
Coverage	Defensive coverage skills and reaction to the ball on passes, which leads to interceptions
D-Moves	Ability to get through, around, and by blockers
Jumping	Ability to make jumping catches and interceptions

NOTE: The only way to increase your attributes beyond the normal max of Level 20 is by equipping Impact Gear. Unlock Impact Gear by completing challenges.

CHALLENGE MODE

Before entering the Tournament, you need to complete a series of unique challenges on every field. You're only allowed a certain number of days to prepare, so use them wisely. You can earn rewards for your team including Development Points, Impact Gear, and a chance to add NFL players to your squad. The tougher the challenge, the bigger the reward.

NEW NFL GAUNTLET

It's you against the entire NFL in the Gauntlet. Pick your team, and then call out every squad in the league, one by one.

NEW STREET EVENTS

From 4-on-4 showdowns to the every-man-for-himself battle zone known as Crush the Carrier, use the six new Street Events to perfect your skills.

HINTS AND TIPS

- To bluff your opponent when you pick a play, press the X Button to select a play, then keep scrolling. Press the A Button to exit the Playcall screen. The last play you pressed the X Button on is the play selected.
- To keep teammates on the same page during a cooperative game, when the team captain selects a play, the teammate's Controller Rumbles to indicate the selected play.

PLAYER DEVELOPMENT TIPS

- When choosing players, keep in mind that everybody plays both sides of the ball. It's hard to find great all-around players. For example, a giant offensive lineman might be useful in pass protection, but his lack of speed could be a liability on defense.
- Make sure players have the right attributes for their positions. For example, quarterbacks need solid passing skills; wide receivers and defensive backs should have good speed, agility, and coverage; and linemen need both blocking (for offense) and D-Moves (for defense). It also helps to make all your players good tacklers since everyone plays defense.
- Keep in mind that height and weight are crucial to player development. A skinny lineman will get pushed around in the trenches, and a short wide receiver will get out jumped by taller DBs.

SAVING AND LOADING

You are able to save your progress and a customized set of options to your Memory Card. To enable Auto Save or to save and load files, select SAVE/LOAD from the Options menu. Then follow the on-screen instructions.

You must have a Memory Card inserted into Memory Card Slot A or Memory Card Slot B to be able to use Auto Load and Auto Save.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

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

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

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

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

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

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

EA WARRANTY CONTACT INFO

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

Phone: (850) 828-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

NOTICE

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

TECHNICAL SUPPORT--If you need technical assistance with this product, call us at (850) 828-4322. No hints or codes are available from (850) 828-4322.

TECHNICAL SUPPORT CONTACT INFO

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

Mailing Address: Electronic Arts Technical Support

P.O. Box 9025

Redwood City CA 94063-9025

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

In Australia, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the United Kingdom, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-6 PM. If you are under 18 years of age parental consent required.

© 2004 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. © 2004 NFL Properties LLC. Team names/logos are trademarks of the teams indicated. All other NFL-related trademarks are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2004 PLAYERS INC. THX is a trademark or registered trademark of THX Ltd. All rights reserved. All other trademarks are the property of their respective owners. EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.



A THX Certified Game is your assurance of consistent and optimal sound and picture performance. This game title was developed in a studio that meets THX's stringent reference standards for acoustical and visual performance, letting you enjoy the best in sound and picture playback.

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department. The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

