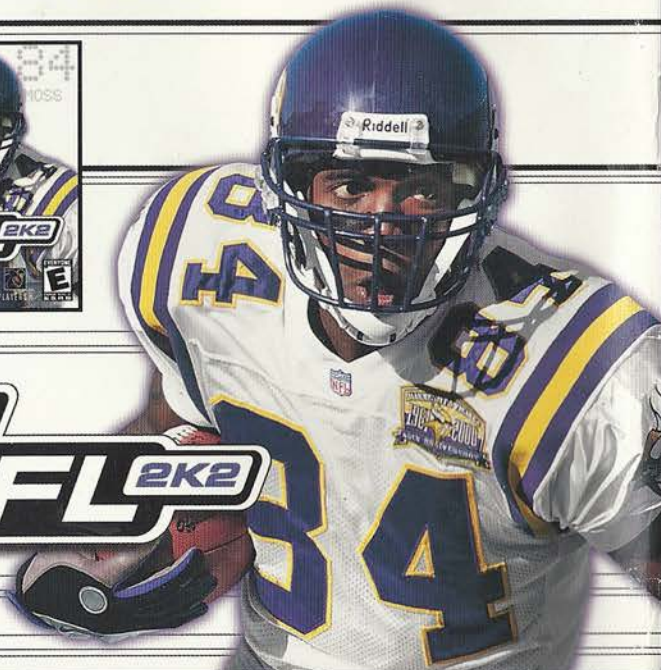


COMING SOON!

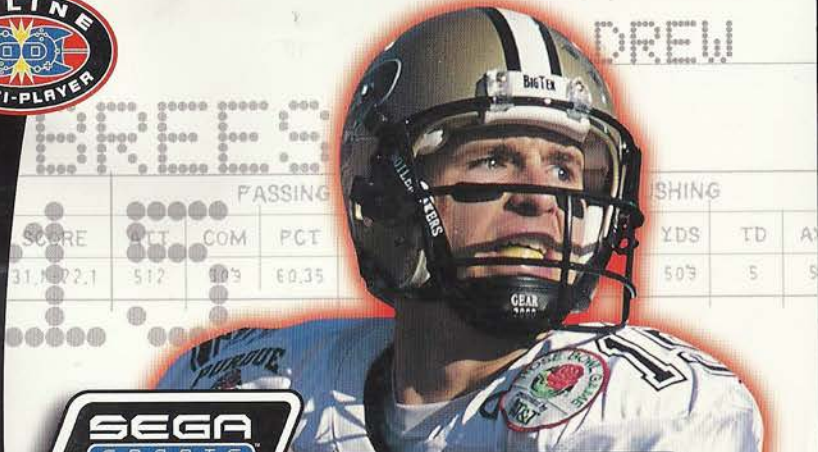


SEGA SPORTS NFL 2K2

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, and Sega Sports are either registered trademarks or trademarks of Sega Corporation. © SEGA CORPORATION, 2001. All Rights Reserved. www.sega.com. © 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League and NFL Properties. Officially Licensed product of the PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2001 PLAYERS INC.



Dreamcast™



SEGA SPORTS NCAA 2K2 COLLEGE FOOTBALL ROAD TO THE ROSE BOWL



51176

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 them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic 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 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 twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, 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 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.

OPERATING 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 temperature 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 disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA 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

Introduction	2	Drew Brees Bio	16
Starting the Game	3	Exhibition Play	20
Control Summary	3	Choosing Teams	20
Menu Control	5	Controller Assignment Screen	20
General Gameplay Controls	5	Coin Toss	20
Calling Plays	6	Selecting Your Plays	21
On Offense	7	Pause Menu	21
Before the Snap	7	Game Modes	22
Running	8	Scrimmage	22
Passing	8	Tourney	23
Running the Option	9	Season	23
Quarterback Scramble	9	Legacy	24
Maximum Passing	10	Quick Start	24
Catching a Pass	10	Tutorial	24
On Defense	11	Network Play	25
Before the Snap	11	Network Settings	26
After the Snap	11	Customize	26
Defensive Line	12	Creating a Player	26
Special Teams	13	Building a Team	26
Kicking the Ball	13	Creating your Own Plays	26
Receiving Punts and Kickoffs	13	Designing a Play	27
Replay Controls	14	Saving/Loading	27
Game Set Up	15	Credits	28
Main Menu	15		
Options Menu	18		
Game Options Menu	19		

INTRODUCTION

Introduction

Thank you for purchasing Sega Sports NCAA College Football 2K2.

The power of the Dreamcast brings college football to life as never before. From the creators of incredible games like NFL 2K1 and NBA 2K1 comes the quintessential college experience with NCAA 2K2.

In Season Mode, you will get to compete in the regular 2001 schedule all the way through the bowl games and the National Championship, if your team is good enough. Plus, full stats are compiled on every player so you won't be able to take any games off if you expect your star to win the Heisman Trophy.

With Legacy Mode, you will take over the responsibilities of coach and athletic director. Do you have what it takes to build a powerhouse year after year? Here is your chance to prove it.

Then there is Exhibition Mode, where you can pit any two teams against each other for a quick game. And Tutorial Mode – that's where you can learn the ins and outs of the game right on the screen. There's even a Scrimmage mode where you can practice your plays before the big game on Saturday rolls around.

Oh, and did we mention network play? NCAA 2K2 joins the impressive list of SEGA Sports titles that offer what no other console game can match – multiple players over the Internet. With up to four players per console, NCAA 2K2 is the first 8-player network college football game in history.

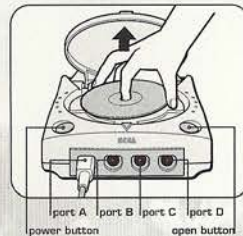
This isn't the same old college football you're used to. This is NCAA 2K2. Do you have what it takes to tame the game? Can you go online and grind it out with real, live opponents? The only way to tell is to get out of the locker room and onto the field – that's where heroes and legends are made.



STARTING THE GAME

Starting the Game

NOTE: Sega Sports™ NCAA 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.



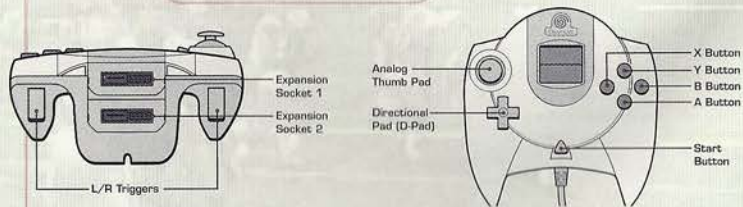
Control Summary

NCAA 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.

CONTROL SUMMARY

Control Summary



Keyboard

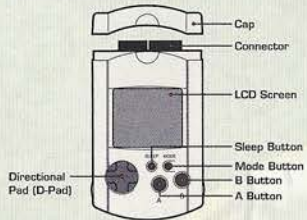
It's easy to use. Simply plug into a Dreamcast controller port.

Key spacing, size and tactile feedback same as the finest keyboards.

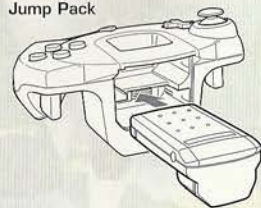
Compatible with Dreamcast internet browser.



Virtual Memory Unit



Jump Pack



CONTROL SUMMARY

Menu Controls

Button

Analog Pad (or D-Pad)

A

B

X

Y

Action

Highlight menu options

Select / Scroll through the highlighted selections.

Cancel selection / return to previous.

Change menu focus

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.

General Gameplay Controls

Button

Start (during gameplay)

Analog Pad

D-Pad (at line of scrimmage)

Action

Pause Menu

Highlight formations or play sets

Change control of your player

CONTROL SUMMARY

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

NOTE: You can also call plays from your VMU (see Game Options Menu on page 19.). 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.

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.

Coach's Corner: Bluff Mode

To hide the play you're calling, hold down the A button and keep it held down. You can then scroll through other pages of plays to hide your play. When you release the A button, it will call the play you originally selected.

ON OFFENSE

On Offense

Coach's Corner: Play Calling

Need a little help selecting a play? Then let either the offensive or defensive coordinator make the call. During play calling, press the A button once and NCAA 2K2 will select a play for you. Press the A button again to accept the selection.

BEFORE THE SNAP

Button	Action
Analog Pad L/R	Send eligible receiver in motion
L/R	View receiver's button assignments, player numbers 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

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.

ON OFFENSE

RUNNING

Button	Action
A	Speed Burst (hold A button) Power Move (tap A button)
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 behind you.
Instant Energy	Press and hold A while running to fill the player arrow completely, then press any special move button to perform a more powerful move.

Coach's File: Power Moves

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

PASSING

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

ON OFFENSE

RUNNING THE OPTION

Option plays are indicated by the color yellow in your playbook (if your team can run the option, that is). On an option play, the QB will fake a handoff to the Running back and then take off left or right (depending on the play). Press the A button to pitch the ball to the option running back. Hold the A button after the snap to give the ball to the up-back.



Button	Action
A	Pitch

QUARTERBACK SCRAMBLE

Even the best offensive line is going to let a defender through from time to time. So when you feel the pressure coming, get the quarterback away with a scramble. Hold down the R Trigger and the QB becomes a runner. (Don't forget to let go of the R Trigger if you want to make a pass.) Once you cross the line of scrimmage, you can no longer make a pass, so you can let go of the R Trigger and control the QB as if you were a running back on a running play.

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

ON OFFENSE

MAXIMUM PASSING

If you want total control over your offensive results, turn on Maximum Passing by pressing the A Button on the Controller Assignment Screen (see page 20). 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 the throw. 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

There are actually three levels of passing strength in NCAA 2K2. Tapping the pass button lobs 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

On Defense

BEFORE THE SNAP

Button

B or D-pad

Analog Stick

L or R

L or R

A

X (at line of scrimmage)

Y

Action

Select a defender

Reposition defender

View players (with defensive backs or linebackers selected)

Shift defensive line (with defensive lineman selected)

Hurry 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.



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.

ON DEFENSE

DEFENSIVE LINE

NCAA 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. To execute a move, you must be engaged in a block.

Button	Action
L	Perform a move to the left
R	Perform a move to the right

Coach's Corner: Hands Free

On defense, if you do not take control of a player (either by pressing the Analog Stick or an action button), NCAA 2K2 will run the play for you. Once you take control of a player, that player is under your control until the play ends, or until you press B to control another player.

SPECIAL TEAMS

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, 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	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
Hold L or R	View selected player names on both teams

REPLAY CONTROLS

Replay Controls

Do you want to see your Heisman candidate bust through the line again? Want to see that great interception from the reverse angle? Bring up the Replay feature of NCAA 2K2 to view the last play again.

Button	Action
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	Moves 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 them throughout the entire replay. To do so, simply move the aim indicator directly on top of whatever target you wish to track.

GAME SET UP

Game Set Up



After the NCAA 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 on out to the scrimmage field for practice. Ready for the next week's game? Then head on over to Season Mode. Do you want to go online and square off against another human opponent? Then network play is your selection.

MAIN MENU

Scrimmage: Brush up on your favorite team's formations and plays.

Tourney: Set up a tournament with up to 15 other teams.

Exhibition: Select two teams and head on out to the field.

Season: Can you succeed on the road to the Rose Bowl?

Legacy: Compete year in and year out to build one of the nation's premier football programs.

Options: Change the game settings.

Quick Start: Let the computer choose the teams for a quick exhibition game.

Tutorial: Learn the game directly from NCAA 2K2.

Customize: Design your own plays, players, and teams.

Network: Sign on and play over a network connection.

Do you have what it takes to be the big man on campus? Drew Brees does. After completing his senior season, the Big Ten standout could look down at all of the records he shattered. Thanks to the help from his teammates, Drew was able to set 14 school records and make a run at two Heisman Trophies. Can you do better? Find out if you can match these impressive stats.

Stats

Season	W-L	Att	Com	Yards	TD	Int
2000 Totals (11 games)	8-3	473	286	3393	24	12
1999 Totals (12 games)	7-4	554	337	3909	25	12
1998 Totals (13 games)	9-4	569	361	3983	39	17
1997 (7 games)	-	43	19	232	0	1

PURDUE RECORDS

- Career Completions
- Career Attempts
- Career Passing Touchdowns
- Career Total Yards
- Completion percentage leader .615
- School record 12 games of 300-plus passing yards
- 1998 Attempts (game)
- 1998 Completions (game)
- 1998 Yardage (game)
- 1998 Touchdowns (game)
- 1998 Touchdowns (season)
- 1998 Completions (season)
- 1998 Attempts (season)
- 1998 Yardage (season)

BIG TEN RECORDS

- Named Big Ten Offensive Player of the Year 2000
- Big Ten Record for Career Passing Yards
- Big Ten Record for Total Yards
- Big Ten Record for Attempts
- Big Ten Record for Completions
- Only quarterback in Big Ten history with two games of 500-plus passing yards
- Big Ten Record for Season Passing Yards (3,983 in 1998)
- Big Ten Record for Season Passing Touchdowns (39 in 1998)

Height: 6'1"

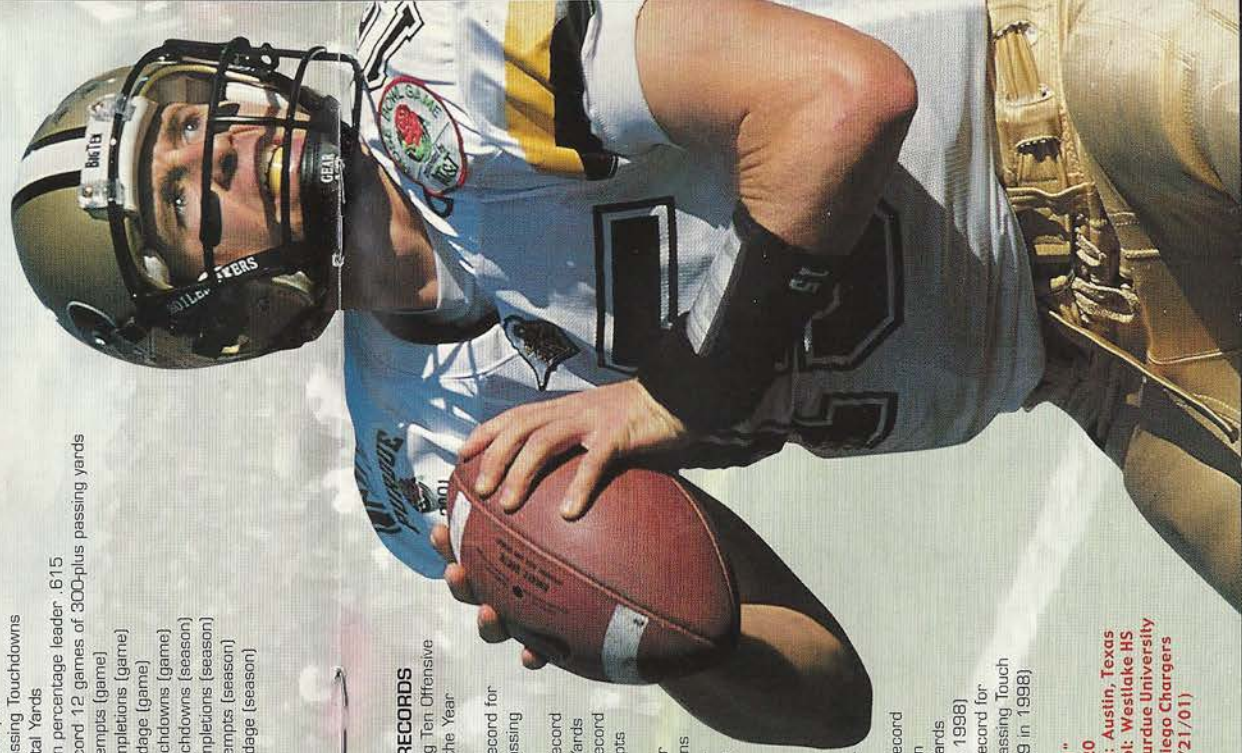
Weight: 220

Hometown: Austin, Texas

High School: Westlake HS

College: Purdue University

NFL: San Diego Chargers
(drafted 4/21/01)



GAME SET UP

OPTIONS MENU

Customize the way you want to play NCAA 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
Credits	Find out who worked on NCAA 2K2.
Presentation	Adjust the game amenities (action replays, commentary, sound effects, volume, etc.).
Penalties	Control the frequency of any penalty.

GAME SET UP

GAME OPTIONS MENU

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

Quarter Length	1 - 15 minute quarters
Skill Level	Walk-on, Starter, All-American
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, NCAA 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' ratings so you are playing on an even playing field.

EXHIBITION PLAY

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

Note: the team on the left is the visitors, and the team on the right is at home.

To make it easier to find the team you are looking for, the teams are grouped by conference. Press the X button or A to scroll through the list of conferences. Then move down (Analog stick or D-Pad) to select your team (using the X and A buttons again). For a change of pace, you can also change the playbook your team is using. Want to see what your team would look like running an option offense, then select an option school like Nebraska.

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 wish to use Maximum Passing (and you should to get the ultimate NCAA 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

The visiting team gets to call it. The winner of the toss gets to choose whether to kick or receive. The loser chooses which goal to defend. Following the coin toss, the Special Teams play calling screen appears.

EXHIBITION PLAY

SELECTING YOUR PLAYS

The National Championship is built around the talents of the student athlete, teamwork, and the coach's playbook. 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, running plays are displayed in red, and option plays are displayed in yellow.

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

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 NCAA 2K2 has to offer.

SCRIMMAGE

Practice makes perfect. Head on 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 three 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.
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 against.
Offensive Play	Pick a specific offensive play to practice against.

GAME MODES

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 that you are using.

SEASON

Take your team through the regular season schedule. If your team does well enough you will get invited to a postseason bowl game. And if you are ranked high enough, you could even wind up competing for the National Championship.

Coach's Corner: The Heisman

College Football's premier award is the Heisman Trophy – and what would NCAA 2K2 be without handing out this impressive piece of hardware. You'll have to be on your game week in and week out to win the hearts of the voters, so never let up – pile on the stats.

GAME MODES

LEGACY

Legacy 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 Legacy Mode is different. After the post season is complete, you will have to go out and recruit new players to come to your program. You have five weeks to recruit players and five meetings per week to do it. Can you convince the top talent to play football at your school? A lot of things will go into a player's decision – geography, past performance, what bowl game you got invited to, etc.

When recruiting is done, you will move to the spring practice season. Here you will be able to decide what your team will work on and how to better improve your team by boosting the strength, speed and endurance numbers of all of your players.

QUICK START

NCAA 2K2 will pick two teams at random for a quick exhibition game.

TUTORIAL

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

Network Play

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.

NETWORK PLAY

- 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 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.

4. Once you're online

Now that you've logged on, you now can check out all of the online features in NCAA 2K2. Ever wanted to know who the best of the best is? NCAA 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.

NETWORK SETTINGS

Network Settings

Setting	Function
User Name	Your login name for getting on the network
Password	Your account password
Phone Number	The number you dial to get online with
Handle	A nickname for while you're online

Customize

NCAA 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?

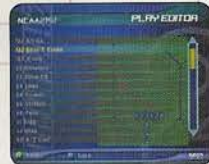
Creating your Own Plays

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.

CUSTOMIZE

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 name (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, Legacy, etc), if you have a VMU with enough room, that is!

CREDITS

Visual Concepts

NCAA2K2

Executive Producer

Greg Thomas

Project Manager

Vu Thai Dang

Quality Assurance Manager

Chien Yu

QA Lead Tester

Mark Washington

QA Testers

Christopher Baker

Dan Gildengorin

Brad Lovelace

Bryan Pappas

Damon Perdue

David Winslow

Special Thanks

Alvin Cardona

Wayne Herman

Jenn Baker

Richard Yee

Jorge Rodriguez

David Northcutt

Andy Ashcraft

Joel Flory

NFL2K1

Lead Engineers

Tim Walter

Chris Larson

Artificial Intelligence Engineers

Shawn Lee

Mark Horsley

Engineers

Matt Hamre

Nick Jones

Mark Roberts

Gary Arnold

Alex Lee

Bob Alexander

Scott Patterson

Tim Meekins

Matt Underwood

Andrew Marninson

Library Engineers

Chuck Batson

Ivar Olsen

Tool Engineers:

Joshua Lee

Brian Hughes

Artists

Fred Wong

David Lee

Joel Flory

Quinn Kaneka

Leandro Penalzo

CREDITS

Avalanche Software

Programmers

Rob Nelson

Paul Blagay

Tad Sakashita

Matt Parrish

Joe Barnes

Artists

Jeff Bunker

Dallin Haws

Jeff Hendershot

Danny Keys

Alex Olmos

Brian Christensen

Jeremy Wood

Tony Jones

Mike Thompson

Mike May

Chad Johnson

Joe Percival

Marcus Fisher

Jeremy Saunders

Rodney Olmos

Chris Sharp

Ryan Lawrence

Lieh Mohan

Cody Jones

Project Manager

Bill VanOverbeck

Artists cont.

Hsing-Wen Hsu

Joyce Rietveld

Steve Paris

Nelson Wang

Roy Tse

Matt Crysdale

Audio Director

Brian Luzietti

Sound Designer

Larry Peacock

Dialog Editor

J. Mateo Baker

Motion Capture Director

Matt Karnes

Motion Capture

Luc Lagarde

Rich Nelson

Executive Producer

Greg Thomas

Project Manager

Jeff Thomas

Assistant Project Manager

Rustin Lee

CREDITS

Assistant Manager

Camila Ebert

Production Asst.

Scott Yoho
Stokes Aitken
Craig Abo
Jim Jung
Jason Humphrey

Design

John Blackburn
Andy Matsukawa
Chris Shen
Derek Newman

Audio

Paul Webb
Jeff Oxborrow

Motion Capture Talent

Stokes Aitken
Bernard Bendinger
Eric Cuka
Absolom Jefferson

Motion Capture Talent

Joe Williamsen
Mike Thompson

Script

Rob Thomas

Player Data

John Hadley

Playbooks

Sportvision

Playcalling Data

Stats Inc.
'Victor Shaw'
Greg Wrubell
'Ted Mingo'
Allen Handy

'The Ref'

Bill VanOverbeck

'Other Voices'

Marcus Fisher
Stokes Aitken
Mike May

Band Director

Shannon B. Roberts

'The Band'

Evan Bateman
Lou Campbell
Lori Clark
Steven Corey
Robert C. Dobson
Neil Hendriksen
Kevin Hilman
Doug James
Reed LeCheminant
Ryun Louie
Mike McCawley
Tiffany McCleary

CREDITS

'The Band' cont.

Ryan Shepherd
Jennifer Steed
Warren Trulson
Amber Tuckness

Special Thanks

Andy Waligowski
Craig Jonas
Brian Luzietti
Matt Karnes
Jody Anthis
Bud Richardson
Shawn Lee
Stephen Blagay
Carole Blagay
Jon Blagay
Gary Stenning
Del Stenning
FMV Music
Shannon Roberts
Extreme Production Music
FMV Video
Goal Productions

Sega of America

Product Manager

Stacey Kerr

Associate Product Manager

Michael Rhinehart

Licensing

Jane Thompson
Robert Leffler

Creative Services

Bob Schonfisch - Director
Angela Santos - Project Manager
Vicki Morawietz - Manual Designer

Manual

Keith M. Kolmos

Special Thanks

Pat Battle - Collegiate Licensing Company
Andrew Waligowski - Collegiate Licensing Company
Dave Kirkpatrick - Collegiate Licensing Company
Anna Wilkinson - Collegiate Licensing Company
Peter Moore
Chris Gilbert
Joe Culley
John Golden

NCAA Football 2K2 Fight Song Credits

Georgia Institute of Technology
"Ramblin' Wreck from GT"
Indiana University at Bloomington
"Indiana, Our Indiana"
Iowa State University
"Iowa State Fights"

CREDITS

NCAA Football 2K2 Fight Song Credits cont.

Kansas State University
"Wildcat Victory"
University of Michigan
"The Victors March"
North Carolina State University
"Army Caissons Song"
Northwestern University
"Go U Northwestern"
University of Notre Dame
"Notre Dame Victory March"
University of Oklahoma
"Boomer Sooner"
University of Oregon
"Mighty Oregon"
Pennsylvania State University
"Fight on State"
Pittsburgh State University
"Hail to Pitt"
Southern Methodist University
"She'll be Comin' Round the Mountain"
Syracuse University
"Down the Field"
University of Tennessee
"Fight Vols Fight"
University of Virginia
"The Good Old Song"
University of Wisconsin-Madison
"On Wisconsin"

Sega.com

Producer

Art Datangel

Assistant Producer

Nic Azizian

Systems Administrator

Douglas Land

Server Ops

Guillermo Castilla

Eric Fehr

QA Manager

Lance Nelson

QA Analysts

Darren Nagtalan

Jason Nolen

Leland Ware

Cliff Wilhelm

Eric Wilhelm

***THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN SEGA DREAMCAST SOFTWARE MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!**

Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Dreamcast GD-ROM shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective GD-ROM or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site http://www.sega.com/customer_service
- e-mail support@sega.com
- 800 number 1-800-USA-SEGA
- Instructions en français, téléphoner au: 1-800-872-7342.

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, and Sega Sports are registered trademarks or trademarks of Sega Corporation. © SEGA CORPORATION, 2001. All Rights Reserved. www.sega.com The "Officially Licensed Collegiate Products" label is the exclusive property of the Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, bowls, and conference are the exclusive property of the respective institutions. Heisman Memorial Trophy and likeness of the actual trophy are registered service marks owned by the Downtown Athletic Club under registration numbers 936,853 and 935,852 respectively. Heisman and Heisman Trophy Award are service marks owned by the Downtown Athletic Club of New York City, Inc. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions, or Sega Dreamcast systems. Product covered under one or more U.S. Patents: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; 6,102,800 Re. 35,839; Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.