NFL 2K3

EVERYONE

CONTENT RATED BY ESRB

POWERED BY ESPN

PLAYERS INC

NFL

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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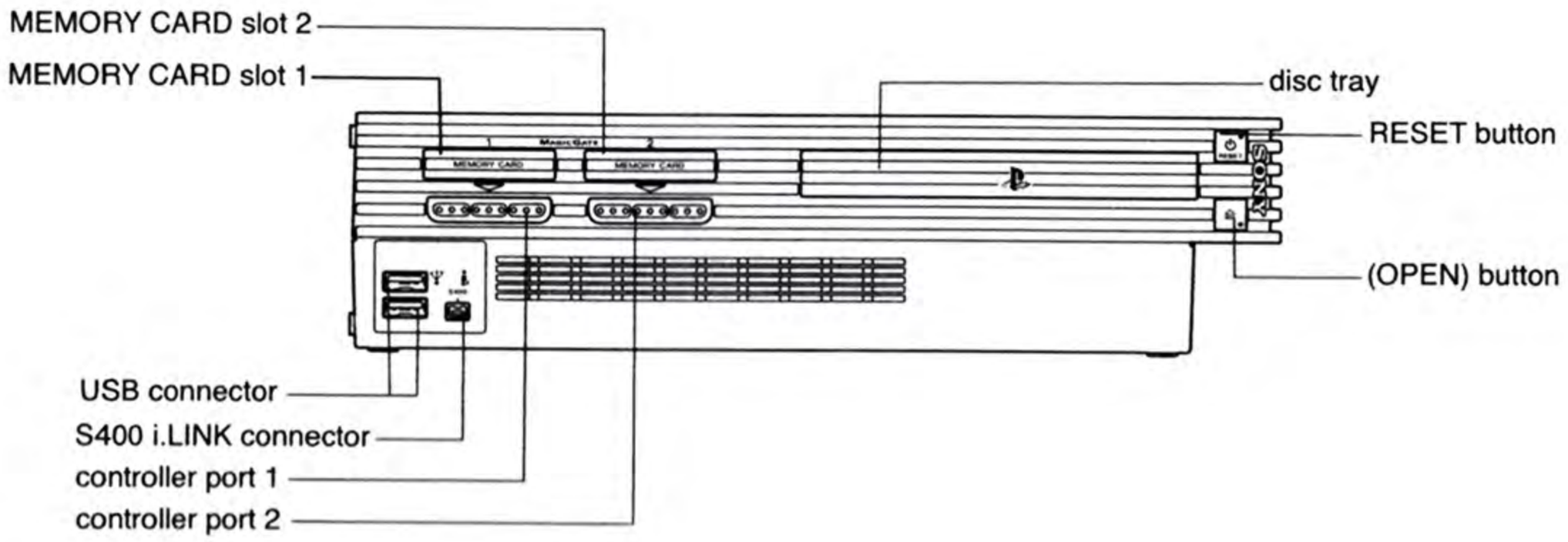
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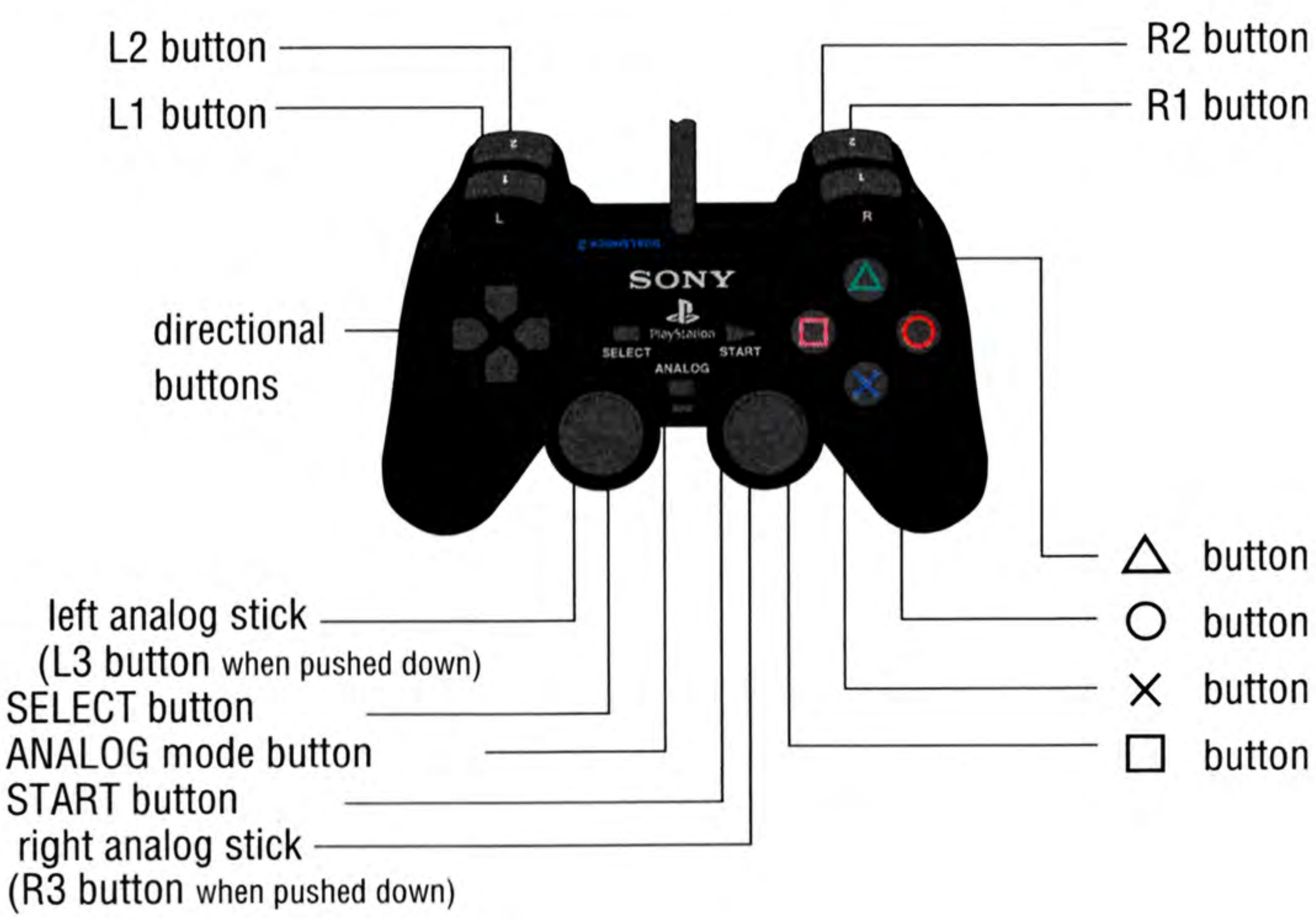
GETTING STARTED

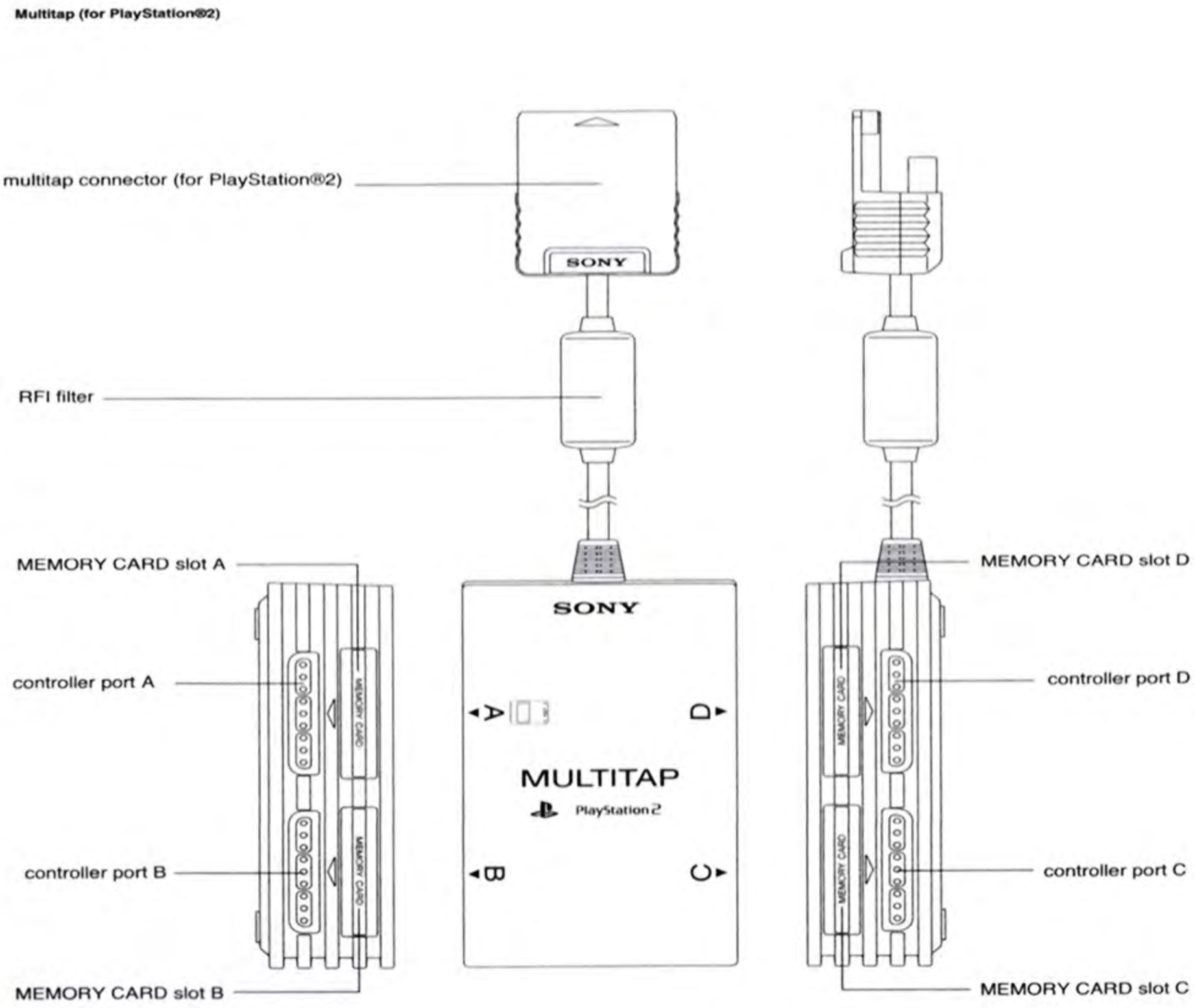


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NFL2K3 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





DEFAULT COMMAND SUMMARY

In The Huddle

left analog stick. . Highlight package, formation, or play option
✖ button. . . . . Choose package, formation, or play
● button. . . . . Reverse formation or play
▲ button. . . . . Return to previous package or formation
L1 button. . . . . Scroll multiple packages, formations, and plays
R1 button. . . . . Scroll multiple packages, formations, and plays

OFFENSE

Prior to the Snap

✖ button. . . . . Hustle up to the line/Snap the ball
● button. . . . . Hard count
▲ button. . . . . Access audible menu
R1 button. . . . . Survey the field and button assignments

Passing Plays

left analog stick/ directional button . Control QB
✖ button. . . . . Throw to receiver ✖
■ button. . . . . Throw to receiver ■
● button. . . . . Throw to receiver ●
▲ button. . . . . Throw to receiver ▲
L1 button. . . . . Throw to receiver **L1**
R1 button. . . . . Scramble with QB
L2 button. . . . . Pump fake
R2 button. . . . . Throws ball away

Rushing Plays/Run after the Catch

left analog stick/ directional button . Run
✖ button. . . . . Repeatedly tap (Speed burst)
■ button. . . . . Dive/QB Hook slide
● button. . . . . Stutter step/Spin
▲ button. . . . . Hurdle

L1 button. . . . . Stiff-arm left
R1 button. . . . . Stiff-arm right
L2 button. . . . . Juke left
R2 button. . . . . Juke right

DEFENSE

Prior to the Snap

left analog stick/
directional button . Reposition your player
✖ button. . . . . Run up to the line
● button. . . . . Switch player
▲ button. . . . . Access audible menu
R1 button. . . . . Survey the field
L2 button. . . . . Shift down linemen left
R2 button. . . . . Shift down linemen right

After the Snap

left analog stick/
directional button . Run
✖ button. . . . . Repeatedly tap (Speed burst)
■ button. . . . . Dive Tackle
● button. . . . . Switch player
▲ button. . . . . Jump and raise hands

SPECIAL TEAMS

Kicking Team

✖ button. . . . . Activate Kick Meter/Kick the ball
▲ button. . . . . Access audible menu
R1 button. . . . . Survey the field
left analog stick/
directional button . Determine height of arc
left analog stick/
directional button . Aim kick left/right

Receiving Team

● button. . . . . Switch player
R1 button. . . . . Survey the field
left analog stick/
directional button . Move player

Complete Controls

For a more complete listing of controls, see On The Field on p. 9.

BEGIN THE GAME

1. Turn ON the MAIN POWER switch on your PlayStation®2 Game Console.
2. Make sure a DUALSHOCK®2 analog controller is plugged into the PlayStation®2 Game Console.

- If you're playing against friends, plug additional DUALSHOCK®2 analog controller into the PlayStation®2 Game Console.
- In order to save your game progress, make sure a memory card (8MB) (for PlayStation®2) is inserted into Memory Card Slot 1.

3. Insert the NFL 2K3 game disc into the disc tray.
4. The PlayStation®2 logo screen appears.

- If the PlayStation®2 logo screen does not appear, begin again at step 1.

TITLE SCREEN

Once you're up and running, the NFL 2K3 Title screen appears.

- To go directly to the Main Menu, press the **START** button (see Main Menu below).

PROGRESSIVE SCAN FOR HDTV

Users can take advantage of their HDTV this year when playing NFL 2K3 in 480p Progressive Scan.

To enable this mode:

1. Make sure the composite video cable is connected from the PlayStation®2 Game Console to the HDTV.
2. Set your HDTV to Progressive Mode (480p or DTV).
3. Turn on the PlayStation®2 Game Console and insert the NFL 2K3 disc.

4. After the intro movie ends, press and hold the ■, ✖,●, and ▲ buttons and wait until a confirmation window appears.
5. Select YES to load NFL 2K3 in 480p mode.
6. Select NO to load NFL 2K3 on a NTSC TV.

Warning: Enabling 480p progressive scan mode on a TV that does not support 480p may harm your Television!

MAIN MENU

To access Help menu controls from any game menu, press the ■ button.

Quick Game

Play a quick preseason game between any two teams. This is the fastest way to suit up and lead your team down to the field. See Playing a Quick Game on p. 8.

Game Modes

Choose one of seven unique, in-depth game modes including Franchise, Situation, Season, Playoffs, Practice, Tournament and Online. See Choosing a Game Mode on p. 19.

Options

Multiple categories of options give you the power to customize your game at all levels, from the broadcast booth to the coach's desk. See Setting Options on p. 44.

Save / Load

Everything you can customize in NFL 2K3 can be saved and accessed later if you have a memory card (8MB) (for PlayStation®2) inserted in your PlayStation®2 game console. See Saving and Loading on p. 46.

Roster Manager

Use the Roster Manager to make personnel decisions such as releasing free agents adjusting the depth chart, and editing ratings. See Managing your Roster on p. 48.

Sega Sports Challenge

The Sega Sports Challenge lets you prove how good a sports gamer you are and take on challengers from around the world. See Sega Sports Challenge on p. 50.

PLAYING A QUICK GAME

To begin a Quick game, from the Main Menu, choose QUICK GAME. The Team Select screen will appear.



SELECTING TEAMS

Choose from more than 40 teams including all 32 NFL teams, college alumni squads, NFL past teams, and NFL all-stars, and if you created any new NFL 2K3 teams, they're here too.

To select teams:

1. Move the **left analog stick** or **directional button** to move your icon to the side you wish to control during the match.
2. Press the **L1/R1** button to cycle through the teams.
   - To assign a name to your control pad, press the **L1/R1** button to scroll options. If you want to create a new user name, see Sega Sports Challenge on p. 50.
   - To enable Maximum Passing, press the ✖ button.
   - To set team options, press the ● button. You can choose from a variety of uniforms, load any team's playbook, and select the game venue from more than 45 stadiums including every NFL stadium and some fantasy fields.
3. Press the **START** button to continue. ESPN's Dan Stevens and Peter O'Keefe set up the matchup and the team captains gather at midfield for the coin toss.

ON THE FIELD

Note: The controls described in this section are defaults. For information on alternate configurations, see Setting Options on p. 44.

The Coin Toss

The visiting team has the honor of calling heads or tails before the coin toss. The winner of the coin toss chooses whether they want to kick or receive the opening kickoff. The loser chooses which goal they will defend.

- To make a choice, move the **left analog stick** or **directional button** to highlight your choice, then press the ✖ button to select.
- When both teams have made their decisions, the players run out to the field and lineup for the opening kickoff.

THE OPENING KICKOFF

Kicking Team

- In the huddle before the kickoff, Move the left analog stick to choose KICKOFF or ONSIDE KICK, then press the ✖ button to select.
- If you chose KICKOFF, Move the **left analog stick** to choose the section of the field you plan to kick to.
- When the Kick Meter appears, check the arrow to determine which direction the wind is blowing.
- Move the **left analog stick** to aim your kick, and press the ✖ button to start the Kick Meter. Press the ✖ button again to stop the meter and kick the ball. (The higher the meter when you kick the ball, the more power you put behind the kick.)
- To survey the field before the kickoff, press the **R1** button.
- To call an audible, press the ▲ button to access the audible menu, then press the button that corresponds to the audible you want to call.



- When the kick is underway, move the **left analog stick** to run toward the recipient and go for the tackle.
- To switch to the closest member of your team to the ball carrier, press the ● button.
- To get a burst of speed, repeatedly press the ✖ button.
- To dive at the ball carrier and attempt a tackle, press the ■ button.

Receiving Team

- In the huddle before the kickoff, move the **left analog stick** to choose KICK RETURN or ONSIDE KICK RETURN, then press the ✖ button to select.
- To call an audible before the kickoff, press the ▲ button to access the audible menu, then press the button that corresponds to the audible you want to call.
- The kickoff recipient will automatically run to the spot where the ball is heading and make the reception.
- To run upfield, move the **left analog stick** in the direction you want to run.
- To get a speed burst, repeatedly press the ✖ button.
- To dive forward, press the ■ button.
- To juke a defender with a stutter step, press the ● button.
- To hurdle a downed man, press the ▲ button.
- To throw a stiff-arm left/right, press the **L1/R1** button.
- To juke to the left/right, press the **L2/R2** button.

In the Huddle: Offense or Defense

To call a play:

1. Move the **left analog stick** to highlight the package you want to use, then press the ✖ button to select.

2. Move the **left analog stick** again to highlight the formation you want to set, then press the ✖ button to select.
3. Move the **left analog stick** a third time to highlight the play you want to run, then press the ✖ button to select.

- To reverse direction in which the play is run, press the ● button.
- To cancel a selection and return to the previous formation or package, press the ▲ button.
- To scroll multiple packages, formations, and plays, press the **L1/R1** button.



Sega Sports Tip: For smart fast playcalling, simply press the ✖ button to select the suggested formation and play.

BLUFF MODE

To keep the play you are calling a secret, when playing against another human opponent. Press the ✖ button and keep it pressed down. You can then scroll through other pages of plays or formations to hide your play. When you release the ✖ button, the play you originally selected will be called.

OFFENSE

PRIOR TO THE SNAP

- To hustle your team up to the line of scrimmage, press the ✖ button.
- To "power up"your Arrow Up for special moves, like Juke, Dive, Stiff Arm, etc. press and hold the ✖ button.
- To bark out a hard count and try to get the defense offside, press the ● button. after the QB is under center.
- To view Receivers' routes before the snap, press and hold the **R1** and **L1** buttons simultaneously.

- To call an audible, press the ▲ button to access the offense audible menu, then press the button that corresponds to the audible you want to call.
- To survey the field to check defensive parings, review receiver button assignments, and assess player status, press the **R1** button.
- To snap the ball, press the ✖ button.

PASSING PLAYS

- To take control of the QB after the snap, move the left analog stick to step back or scramble out of the pocket.
- To throw to a receiver, press the button that corresponds to the receiver you want to throw to.
- To scramble with the QB, press and hold the **R1** button.
- To pump fake a pass, press the **L2** button.



RUSHING PLAYS / RUN AFTER THE CATCH

- The handoff from QB to a running back is automatic after you take the snap. As soon as the ball carrier takes the football, you take control of him.
- To run, move the **left analog stick** in the direction you want to go.
- For a speed burst, repeatedly press the ✖ button and explode through holes.
- To cover up the ball, press the ✖ button again when you have full power.
- To "power up" your Arrow Up for special moves, like power stiff arms and power break tackles, press and hold the ✖ button.
- To dive forward, press the ■ button. If you are running a QB sneak or controlling the QB across the line of scrimmage, he performs a hook slide.

- To stutter step/spin move, press the ● button. If there is no contact with a defender, you'll perform a stutter step; if there is contact, you attempt to escape with a nifty spin move.
- To hurdle over a downed man or over a potential tackler, press the ▲ button.
- To throw a stiff-arm with your left/right arm, press the **L1/R1** button.
- To juke to the left/right, press the **L2/R2** button.
- After the play, press the ▲ button to run the no-huddle play, which runs the previous play to save time on the game clock. Press the ■ button to run the no-huddle play to spike the ball, which stops the game clock.

DEFENSE

PRIOR TO THE SNAP



- To reposition your defender, move the **left analog stick** Stick in the direction you want to move him.
- If you want to switch control to another player, press the ● button.
- To "power up" your Arrow Up for special moves, like hard tackles, etc. press the ✖ button and hold.
- To rush up to the line and attempt to get an offensive lineman to flinch, press the ✖ button.
- To call an audible, press the ▲ button to access the defense audible menu, then press the button that corresponds to the audible you want to call.
- To survey the field to check receiver positioning and assess player status, press the **R1** button.
- To shift down linemen left/right to take advantage of gaps in the offensive line, press the **L2/R2** button.

AFTER THE SNAP

- To pursue the ball carrier, move the **left analog stick** in the direction of the ball carrier.
- To get a speed burst, repeatedly press the ✖ button.
- To attempt a dive tackle, or get within range of the ball carrier, press the ■ button.
- To switch to the defender closest to the ball, press the ● button.
- To jump and raise your hands in an attempt to pick off, knock down a pass or block a field goal, press the ▲ button.
- To "power up" your Arrow Up for special moves, like hard tackles, the ✖ button and hold.



SPECIAL TEAMS

To punt the ball away:

1. In the huddle, select the punt package.
2. Select the punt play. (You have fake punt plays in your playbook as well.)
3. After your team lines up in punt formation, the Kick Meter appears. Aim and kick a punt just like you would a kickoff.

To attempt a field goal:

1. In the huddle, select the field goal package.
2. Select the field goal play. (You also have fake field goal plays in your arsenal.)
3. After your team lines up for the field goal attempt, the Kick Meter appears. Aim and kick just like you would a kickoff or a punt.

Sega Sports Tip: When you are attempting a short field goal or an extra point, don't skimp on the power. You don't need a lot of leg for distance, but if you don't get the ball up high and fast, the defense will have a chance to bat it down.

Pause Menu

You can pause the game at any time to access the Pause menu or just take a break from the action.

- To pause the game, press the **START** button at any time. The Pause Menu appears.
- To return to the game from the Pause Menu, press the **START** button again.

REPLAY

Step into the broadcast booth for a few moments to run the film on the last play.

- To view the Replay Controls, press the ▲ button.



- To return to the Pause Menu from the Replay screen, press the **START** button.

Save Replay

Press the **SELECT** button to save all of your spectacular plays to a memory card (8MB) (for PlayStation®2) so you can create your own highlight reel.

TIMEOUT

Both teams begin each half of the game with three Timeouts. Take your Timeouts when you're racing against time, and you need to stop the game clock.

- To take a Timeout from the field, press the **SELECT** button between plays.

BOX SCORE

In addition to displaying the game score by quarter, the Box Score screen gives you access to complete team and individual player statistics throughout the game as well as a scoring summary that details how each score was put on the board.

GAME PLAN

Make mid-game strategy adjustments including player substitutions, injury status, defensive matchups, and selection of offensive and defensive audibles.

Substitution

If you need to make personnel changes during a game, you have two options for making substitutions: globally, through the Depth Chart, or situation specific by Package.

- To make substitutions through the Depth Chart, see Depth Chart on p. 30.

To make substitutions by Package:

1. At the Select Package screen, highlight the package you want to modify, then press the ✖ button. The Select Player screen appears.
2. Highlight the player you want to substitute out of the game, then press the ✖ button. The Select Replacement Player screen appears displaying suitable substitute players.
3. Highlight the player you want to substitute into the game, then press the ✖ button. The players swap spots.
4. Make as many substitutions as you want, then press the ▲ button to return to the Game Plan screen.

Injuries

It's an unfortunate part of the game, but as the contest progresses, player injuries may occur. The Injuries screen gives you a quick summary of all the players who are hurt and how long they are expected to be out of action.

Defensive Matchup

Defensive can be the key to winning a tough game against an opponent, so why not matchup your best players against the opposing team's best players.

- The defensive player will only cover his assigned man if he is in man coverage, not zone coverage.



Audible Manager

You have access to just three audibles when you're facing an imposing opponent on the gridiron, so you should make certain they are plays you know and execute well. With the Audible Manager, you can choose your own audibles.

To set your audibles:

1. At the Set Audibles screen, choose OFFENSE or DEFENSE to set offensive or defensive audibles.
2. Highlight the audible you want to replace and press the ✖ button. The Select Formation screen appears.
3. Highlight the formation from which you want to select a play, then press the ✖ button. The Select Play screen appears.
4. Highlight the play you want to select as you new audible and press the ✖ button. The play replaces the original audible.
5. Continue managing your audibles until you are comfortable with all three offensive and defensive audibles.

OPTIONS (See Options on p. 44).



CAMERA SELECTION

Adjust the camera for your NFL 2K3 style. Some selections are better suited for playing the game and some are better suited for coaching only. Check out all the options and find a setting that works best for you.

Camera - Choose from five broadcast camera styles: STANDARD, FAR, SIDE, ISO (angled), or BLIMP.

QB Pivot Mode - When ON, the camera pivots to follow the moves of the quarterback when he has the ball.

Runner Pivot Mode - When ON, the camera pivots to stay focused on the moves of the ball carrier.

Pass Play Zoom Out - When ON, the camera zooms out after the snap to show all eligible receivers, then zooms in when the pass is released to focus on the target receiver and the catch.

CHOOSE SIDE

You can access the Choose Side screen during a game to switch control from one team to the other or to allow newcomers to join the game in progress. The Choose Side screen functions similarly to the Team Select screen.

To choose sides:

- Move the **left analog stick** or **directional button** to move your icon to the side you wish to control during the match.
- To assign a name to your control pad, press the **L2/R2** button to scroll options. If you want to create a new user name, see Sega Sports Challenge on p. 50.
- To enable Maximum Passing, press the ✖ button .

QUIT

To quit playing the current game in progress, choose QUIT from the Pause Menu, and a series of Quit options will appear.

Cancel - Return to the Pause Menu without quitting the game.

Quit - Quit the game and return to the Main Menu.

Rematch - Quit the current game and immediately start a new game between the same two teams with the same game settings.

Simulate to End - Quit the game but have the remainder computer simulated. All individual and team stats will be compiled and recorded.

CHOOSING A GAME MODE

Choose one of seven unique, in-depth game modes including Franchise, Situation, Season, Playoffs, Practice, Tournament, and Online.



FRANCHISE

Choose a team and own it. Create your coach, and take care of front office decisions such as Free Agent wire, player scouting combines, drafts, coaxing players out of retirement. You also play the role of coach and take care of business down on the field.

- To begin playing in Franchise mode, set the Franchise options, then press the **START** button. The Team Select screen appears.
- If you set Customize League ON, the Customize League screen precedes the Team Select screen.

Preseason Games – Set ON if you want to take part in the five-week preseason or OFF to start playing on your first game of the regular season.

Trade Deadline – If you want to continue making trades and other transactions beyond the standard NFL trade deadline period, choose OFF.

Fantasy Draft Roster – To take part in a Fantasy Draft in the NFL 2K3 Franchise mode, you must set this option ON.

- The Fantasy Draft allows you to select 53 players round robin style to build your ultimate team from the best players in the league.

Customize League – With this option set to ON, you can customize the league by moving any team, or customized team, into any conference and division you wish.

Import NCAA 2K3 Class – If you have an NCAA 2K3 class saved to a memory card (8MB) (for PlayStation®2) select ON and you can draft the players as NFL rookies.

As USER and head coach, you have the option to conduct all player transactions yourself or assign any of these responsibilities to your ASSISTANT COACH, in which case the computer makes shrewd personnel decisions for you.

Draft Players – Scout and select the best up-and-coming NFL talent.

Resign Players – Resign players whose contributions are worthy of their compensation.

Sign Draft Picks – Negotiate rookie contracts that ensure you'll keep your draft picks.

Sign Free Agents – Negotiate veteran contracts that satisfy the players and keep the team payroll under the salary cap.

OFFSEASON TASKS

At the end of NFL season, your job as the general manager is only just beginning. You need to re-sign players, check the free-agent wire, scout the combine, and draft those prospects who you think will bring your franchise to national prominence.

RETIREMENT NEGOTIATIONS

The wear and tear of multiple NFL seasons takes its toll on your players, and eventually, they'll opt to hang it up. But all is not lost. Occasionally, you can encourage one last tour of duty from franchise veterans by giving them the right kind of encouragement (read big bucks and low years). If your offer is good enough, you just might be able to keep a player around long enough for that last big Super Bowl push.

To try to talk a player out of retirement:

1. Enter the Contracts menu during the Re-Signing Period via the Front Office.
2. Press the ✖ button on a highlighted player.
3. Try altering dollar amounts and contract length. If there's a chance your player will come back to the team, you'll see his interest increase.

FREE AGENT WIRE

Every year on June 1st, the NFL opens the Free Agent flood gates, and during the 45 days leading up to the NFL Draft, teams across the league compete for players whose contracts are up. If you want to build a dynasty, nabbing the players that best suit your team's needs is a must. But, like the old saying goes, nothing in life is free, so be prepared to outbid the rest of the league to acquire the most coveted players.

1. Use the **L1/R1** buttons to toggle between positions.
2. Use the **directional button** to highlight the player you're interested in signing.
3. Press the ✖ button to make an offer.
4. Contract negations here work identically to Player Contracts in the Front Office (see page 27) with one twist. Instead of signing right away, players will hold out for the best offer they can.

On The Table:

Once you've agreed on an acceptable offer, Free Agents will add your offer to their short list. Depending on the strength of your offer and league interest, you'll compete with up to two

additional teams for the player's services. After discussing all his offers with his agent, he will eventually make a choice, so be sure to keep an eye on his other offers and keep yours as competitive as possible in light of your current cap situation.

Team Needs:

Not sure who to pursue? Swap over to your Team Needs using the **L2/R2** button and take a look at positions on your roster that could use a new influx of talent.

Free Agent Targets:

Between days, you'll be able to keep track of who you're currently bidding on via the Free Agent Target Manager. Once you're happy with all of your offers, you can call it a day, and if you play your cards right, perhaps you'll land some key pieces to your Franchise puzzle.

THE NFL COMBINE

Each year, the NFL adds to its ranks by introducing a handful of the college elite via the NFL Draft. Finding a diamond in the rough is hardly guesswork however, so once a year, top talent scouts get together to evaluate the incoming talent at the 4-day NFL Combine. Here you'll be able to spend time evaluating players and take your findings into the Draft to help you make the best decision possible.

Some teams already have their minds made up on their rookie prospects, so if you opt not to participate in the Combine, you'll still be able to enter the Draft with basic combine workout info, but if you're serious about winning, we recommend collecting as many reports as possible on players in needed positions.

To scout a player

1. Press the ✖ button to bring up scouting report types. Each report costs a number of scouting hours, and the more hours you spend, the more accurate your reports. Remember, there are only so many hours in the day, so choose your scouting targets carefully.
2. Use the **directional button** to select one of three report types:

Basic Report .....Cost: 1 Hour

Description: This report will give you a basic report on a player tendencies.

In-Depth Report.....Cost: 2 Hours

Description: A bit more advanced than a basic report, your scouts will not only give you a basic report, but a quick glance at a player's primary skills for his position.

Full Report .....Cost: 3 Hours

Description: If you really want to get a good look at a prospect, there's nothing better than a full report, which includes the most accurate basic report, as well as estimated attributes in all major categories.

Combine Scouting Manager:

At the end of each day, you'll be taken to your personal Scouting Manager, which will allow you to make any final adjustments to your schedule, so be sure to make any necessary changes before the day is done.

Team Needs:

Not sure who to scout? Swap over to your Team Needs and take a look at the positions on your roster that could use a new influx of talent.

To evaluate Team Needs during the Combine:

1. Press the **L2/R2** button to cycle between Team Needs and the Main Combine screen.
2. Upon viewing the Team Needs screen, use the **L1/R1** button to cycle through positions on the roster.
3. Use the **directional button** to cycle through existing players on your roster and view their relevant attributes.
4. Press the **SELECT** button when highlighting any player to pull up their Player Card.

THE NFL DRAFT

The NFL Draft only comes once a year, and when the big day has finally arrived, your managerial prowess will be put to the test as you make choices that will make or break the future of your franchise. Using NFL2K3's unique 3-D Draft system, all of the info you'll ever need will be right at your fingertips, putting the power of a real NFL war room at your fingertips as you search for the next blue chip star.

To navigate the NFL Draft:

1. Use the **left analog stick** to navigate spreadsheets.
2. To select a player on any menu, press the ✖ button.
3. To view a Rookie Scouting Report on a highlighted player, press the **SELECT** button.
4. The Draft is made up of four primary screens. You'll find yourself surrounded by several monitors, as well as a special PDA. To instantly change focus, press the **right analog stick** to the area you'd like to look as follows:

Main Draft Board: The default screen in the NFL Draft, here you can sort available players by position and make a selection.

Scouting Target Manager: To your right is a summary of the Draft status of players you've looked at in the NFL Combine, as well as their relevant scouting reports. Take a look here to see if the players you've been eyeing are still available.

Team Needs: To your left you'll find a roster breakdown, sortable by position (as seen in Combine, page 22), that gives you a look at your current needs, allowing you to easily find the best player to suit holes in your roster.

Draft PDA: As the Draft progresses, the Front Office will send you messages via your PDA on the top players on their Draft Board. You can take their suggestion, or go your own way.

ROOKIE SIGNINGS

Like other players on your roster, Rookies require contracts. After the Draft, pay a visit to the Front Office and take a look at their demands in Player Contracts. The sooner you sign these guys and get them into camp, the quicker your new team will start to become a unit, so try to keep the negotiations to a minimum. But keep in mind, if your Draft Choices enter the pre-season without contracts, they will become Free Agents, so be sure to make final offers before you advance.

Customize League Screen

If you set the Customize League option ON, this screen precedes the Team Select screen. At the Customize League screen, you can adjust what teams appear under which NFL conference and division.

To customize the league:

1. Move the **left analog stick** or **directional button** to highlight a team you wish to move, then press the ✖ button to access the scrolling arrows.
2. Move the **left analog stick** or **directional button** to the team you wish to swap spots with, then press the ✖ button to select. The teams switch places.
3. Repeat steps 1 and 2 until the league is set the way you want, then press the **START** button to advance. The Team Select screen appears.

Team Select Screen

At the Team Select screen, you choose one team franchise to own and operate. You can base your choice on personal favorites or stats and rankings, which are displayed for every team.

- To select a team, press the **L1/R1** button to scroll to the franchise you want, then press the **START** button to advance. The Coach Select screen appears.

Coach Select Screen

The coach you build here is the Field General who will lead your team from the sideline for the duration of your franchise. The default coach sports the likeness and name of the team's real life coach, but you can change this. In fact, you can build a coach based on you.



To build a coach:

1. Move the **left analog stick** or **directional button** to highlight First Name, then press the ✖ button to select and use the keyboard tool to enter a new first name.
2. Repeat step 1 for your coach's Last Name.

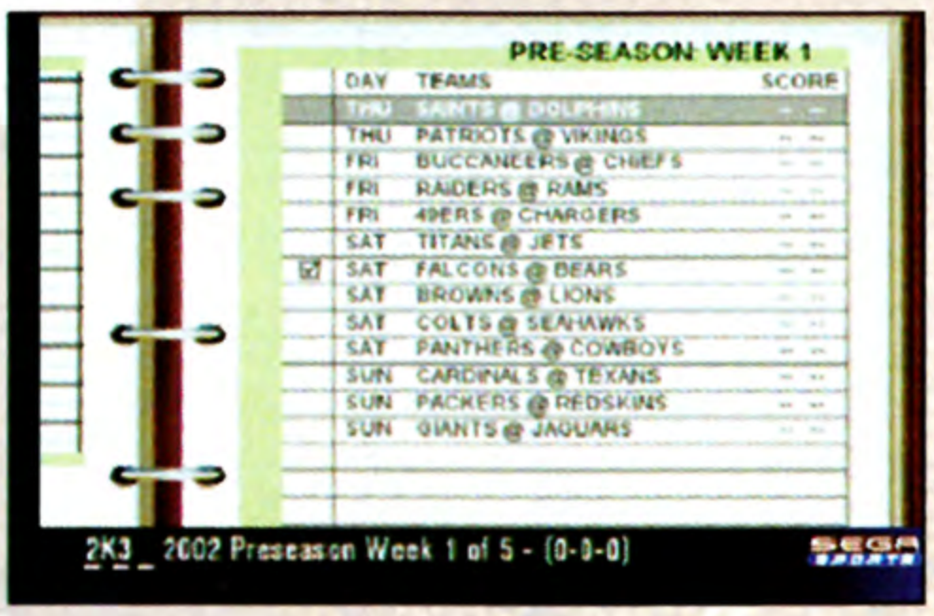
3. Move the **left analog stick** or **directional button** to highlight Coach Model, then press the ✖/● button to cycle forward/back through dozens of coach model/uniform combinations.
4. When you're satisfied with your coach, press the **START** button to advance to the Coach's Desk screen.

COACH'S DESK

Coaching an NFL franchise is a seven-day-a-week job. While coaches may bask in the spotlight on Sundays, they spend the rest of the week on the practice field or here, at the Coach's Desk. This is where you conduct transactions, create and evaluate game plans, track player stats, and more.

CALENDAR

The Calendar lists weekly league matchups and keeps note of final scores. You can use the Calendar to confirm your next opponent and choose whether to play or simulate the game.



- To play the next game, make sure the box next to the matchup is checked, then press the **START** button. The game summary begins as the teams take the field. (See On The Field on p. 9.)
- To simulate your next game, press the ✖ button to uncheck the box next to the matchup, then press the **START** button. When you are prompted to confirm your decision, select YES.
- When all games have been played or simulated for the week, press the **START** button or the Weekly Wrapup that runs through all this week's scores and highlights. Following the wrapup program, the calendar page flips to the next week.

FRONT OFFICE

The Front Office is where player personnel decisions are made. You can negotiate contracts, initiate trades with other teams, place your players on the trading block, and field offers as they come in.

- To begin wheeling and dealing, choose a Front Office option.



Contracts

A contract determines a player's salary and how long he is committed to the team. When re-negotiating terms, you have to take into consideration how much money the franchise can afford to pay, while staying under the salary cap, and how many good years the player has left.

To re-negotiate a player's contract:

1. At the Player Contracts screen, highlight the player whose contract you wish to re-negotiate, then press the ✖ button. The Contract options appear.
2. Highlight RE-NEGOTIATE CONTRACT, then press the ✖ button. The Sign Contract screen appears.

- The Cap Room figure shows the amount of money you can afford to pay, the Wants figures show the player's salary demands, and the Interest bar represents how much interest the player has in your offer, which appears just below the bar.

3. Adjust the Salary and Contract Years until you think your offer is fair based upon the player's wants and your needs, then press the **START** button.

4. The player either accepts or declines the offer. If he accepts, an acceptance message appears then the Player Contracts screen appears. If he declines, you return to the Sign Contract screen where you can modify your offer and continue the negotiations.

To release a player to free agency:

1. At the Player Contracts screen, highlight a player you wish to drop from your roster, then press the ✖ button. The Contract options appear.
2. Highlight RELEASE TO FREE AGENCY, then press the ✖ button. The player moves from your roster to the free agent pool.

To sign a free agent to your roster:

1. At the Player Contracts screen, press the **L2/R2** button to select FREE AGENTS.
2. Highlight a player you wish to sign to your roster, then press the ✖ button and select NEGOTIATE CONTRACT from the Contract options. The Sign Contract screen appears.
3. Negotiate the free agent's new contract in the same manner you would re-negotiate a current player's contract.

To place a player on the trading block:

1. At the Player Contracts screen, highlight a player you would consider trading to another team, then press the ✖ button. The Contract options appear.
2. Highlight PLACE ON TRADING BLOCK, then press the ✖ button. The player appears on the Player Trading Block screen, although he also remains on your roster.

- If another team is interested in trading for the player at any time during the season, that team will make its interest known on this screen. (See Trading Block on p. 29 for more details.)

To begin a player trade:

1. At the Player Contracts screen, highlight a player you are ready to trade, then press the ✖ button. The Contract options appear.

2. Highlight BEGIN TRADE, then press the ✖ button. The Player Trade screen appears with that player offered for a trade. See Trades below for further details.

Trades

The players you have on your team today are not necessarily the squad that can bring home the Super Bowl trophy at the end of this season. Chances are you'll have to improve your team through player acquisitions to reach the next level.



To make player trades:

1. At the Player Trade screen, highlight a player you are ready to trade, then press the ✖ button. The player appears in your trade offer.
2. Press the **L2/R2** button to select the team you want to trade with, then highlight the player(s) you wish to trade for and press the ✖ button to add them to the offer.
   - Each team may offer up to three players or draft picks in one trade. As you set the trade, the interest bar shows the other team's interest in your offer.
   - To remove any player from the trade offer, highlight him again in the roster list and press the ✖ button.
3. When you think the offer is fair, press the **START** button, then select **YES** to make the offer. If the other team accepts the offer, the players switch teams. If the other team rejects the offer, you can modify the offer, initiate a trade with another team, or wait until later in the season and try again.

Trading Block

The Trading Block is where you display the players you think you can get along without and entertain trade offers from other teams coming to you.

To place a player on the trading block:

1. Highlight one of the three trading block slots, then press the ✖ button to select. Your team roster appears.
2. Highlight a player you would consider trading to another team, then press the ✖ button. The player appears in the trading block slot, although he also remains on your roster.

- To remove a player from the trading block, highlight him in the trading block slot, then press the ✖ button and select WITHDRAW.
- If another team is interested in trading for the player at any time during the season, that team will make its interest known on this screen.

Entertaining trade offers from other teams:

- When another team is ready to offer a trade for one of your players on the block, you are notified on the Player Trading Block screen.

1. Highlight the offer, then press the ✖ button and select VIEW DETAILS. The Player Trade screen appears displaying the complete offer.
2. Weigh the benefits and drawbacks of the offer, then press the **START** button to give an answer.
3. Select YES to accept the offer or NO to reject it.

Team Needs

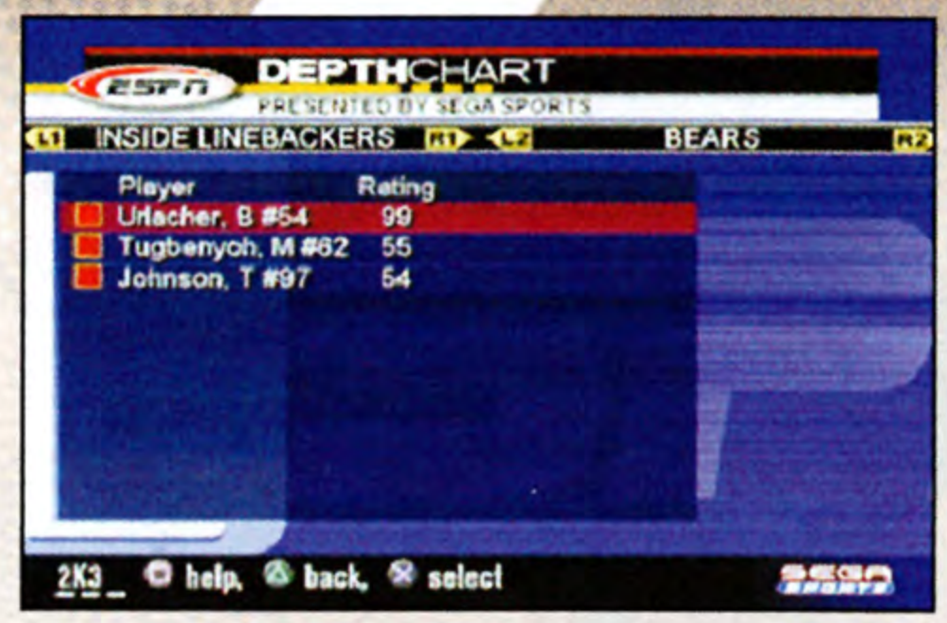
The Team Needs screen is where your team roster is broken down into player positions. Showing how many players you have and which types of players you need.

GAMEPLAN

While the decisions you make in the Front Office focus on franchise building and long-term goals, the decisions you make here focus on your next football game.

Depth Chart

Rank your players in the order in which you want them to enter the game. If your team suffered an injury, choose the replacement. If a starter is not performing to your standards, bench him and start the second-stringer. It's up to you.



To reorder players in the Depth Chart:

1. Highlight a player whose rank in the order you wish to change, then press the ✖ button to check his name.
2. Highlight the player whose position you wish to switch with the checked player, then press the ✖ button. The two players swap spots in the order.
3. Continue until you are satisfied with all your player rankings.

Injury Report

As the season progresses and player injuries amass across the league, the Injury Report gives you a quick summary of all the players who are hurt and how long they are expected to be out of action. This information will help you prepare for your next opponent.

Coach Gameplan

Every coach has a different approach to the game, and his gameplan is a direct reflection of that. Set up your gameplan the way you think the game should be played, and your team will train to become proficient in that style.

Offensive Training Focus – Determine whether your team is skilled to RUN or PASS or whether it employs a BALANCED attack.

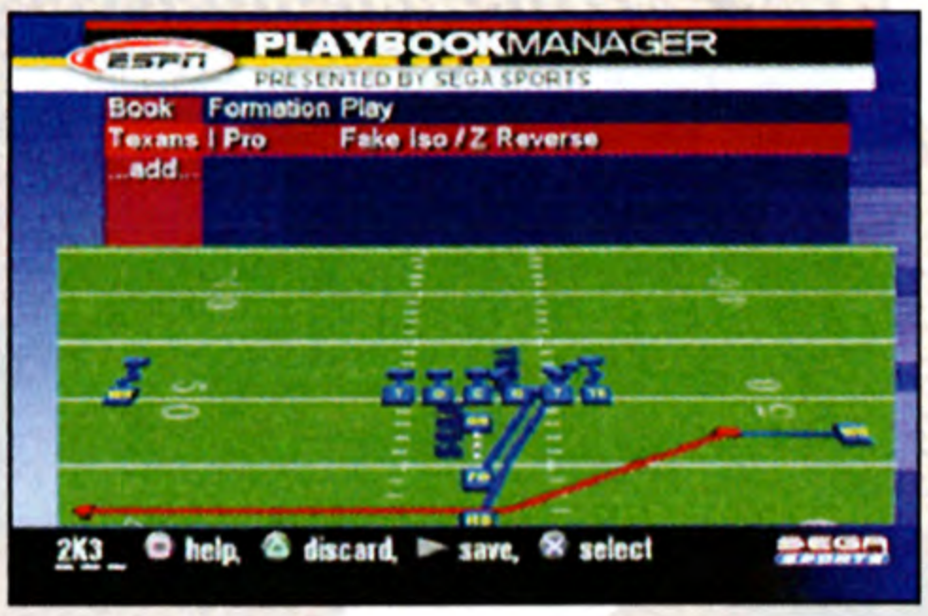
Offensive Play Call – The further you set the slider to the left, the more passing plays your team will run; the further you set it to the right, the more rushing plays.

Defensive Training Focus – Select whether your team defends better against the PASS or the RUN or choose to have a BALANCED defense.

Defensive Play Call – The further the slider is to the left, the more pass defense plays your team will run; the further it is to the right, the more run defense plays.

PLAYBOOK MANAGER

With the Playbook Manager, you can create a custom playbook for your franchise made up of all your favorite plays from any team in NFL 2K3.



To add plays to the Playbook Manager:

1. At the Playbook Manager screen, highlight ADD, then press the ✖/● button to cycle forward/back through all the teams.
2. When you get to the team whose play you want, move the **left analog stick** or **directional button** to the Formation column, then press the ✖/● button to cycle through that team's formation options.
3. When you get to the formation you want, move the **left analog stick** or **directional button** to the Play column, then press the ✖/● button to cycle to the play you want to add to your playbook.
4. Highlight ADD again and repeat until you have all the plays you want.

- To delete a play you no longer want, highlight it, then press the ✖ button and select YES to confirm.
- To discard playbook, press the ▲ button and select Yes to confirm.

5. When you are satisfied with your playbook, press the **START** button.

- You can use the playbook without saving it to a memory card, but you will lose it as soon as you power down your PlayStation®2 game console.

Coach's Card

The Coach's Card tracks the performance of the franchise's coach and records stats in nine categories with a clear emphasis on winning and results.

Assistant Coach Duties

The options that appear on the Assistant Coach Duties screen are the same as the Franchise options you set at the Game Modes screen. This screen lets you revisit your settings and make adjustments if you wish.

STATISTICS

If you like sports, then you love stats, and we've provided enough here to keep you occupied until it's time to begin preparing for your next game.

Team Stats – Check out how your team's performance on the field compares with any other team throughout the season.

Player Stats – View individual player stats for your franchise or any other team in the league. Stats are compiled after each game and are broken down into seven position-based categories.

League Leaders – The League Leaders page ranks the top players in the league by the compiled season stats in all the standard categories.

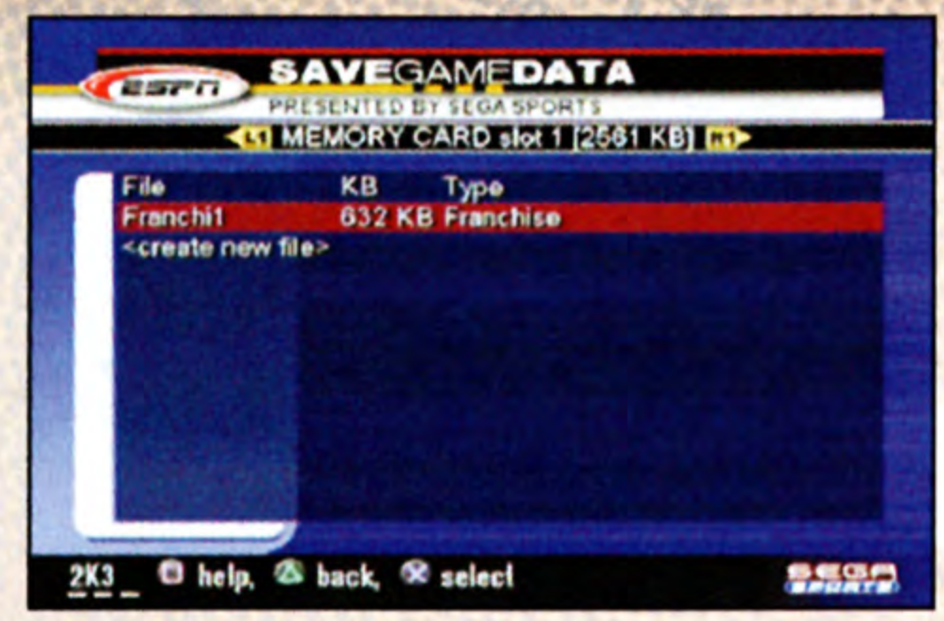
Rookie Watch – Rookie Watch follows the league's rookies through their first season and posts their performance on the gridiron.

Team Standings – The Team Standings screen posts the season records of every team and displays their current divisional standings.

Pro Bowl Votes – Pro-Bowl voting takes place at the end of the season, and the results will be posted here. The players who receive the most votes are invited to play in the NFL's all-star game.

OPTIONS

See Options on p. 44.



SAVE

If you have a memory card (8MB) (for PlayStation®2) inserted to your PlayStation®2 game console, you can save your Franchise progress at any time. (see page 46)

QUIT

Quit playing. If you have not saved your game progress, you are prompted to do so. After confirming your decision, the Main Menu appears.

SEASON

If you have what it takes to go all the way, you can lead your favorite NFL team through an entire season, from Preseason to the Super Bowl!

- To begin playing in Season mode, set the Season options, then press the **START** button. The Team Select screen appears.
- If you set Customize League ON, the Customize League screen precedes the Team Select screen.

Customize League Screen – (See page. 24)

Preseason Games – Set ON/OFF. (See Franchise on p. 19)

Trade Deadline – Set ON/OFF. (See Franchise on p. 20)

Fantasy Draft Roster – Set ON/OFF. (See Franchise on p. 20)

Customize League – Set ON/OFF. (See Franchise on p. 20)

Team Select Screen

At the Team Select screen, you choose one team to lead throughout the season.

- To select a team, press the **L1/R1** button to scroll to the franchise you want, then press the **START** button to advance. The Season screen appears.

Season Screen

The Season screen is your hub for information on what's happening with your team and around the league. It is also your command center for accessing your matches and setting gameplay options.

SCHEDULE

The Schedule lists weekly league matchups and keeps note of final scores. You can use the Schedule to view upcoming opponents and select whether to play or simulate any game.

- To play your team's next game, make sure the box next to the matchup is checked, then press the **START** button. The pre-game introduction and key players begin as the teams take the field. (See On The Field on p. 9)
- To simulate your next game, uncheck the box next to the matchup, then press the **START** button. When you are prompted to confirm your decision, select YES.
- In NFL 2K3, you have the opportunity to play every game of the playoffs. If your selected team did not make it into the playoffs, simply check the box next to any matchup you wish to play and when it comes up in the schedule, you'll take the field.
- When all games have been played or simulated for the week, press **START** for the weekly wrapup that runs through all this week's scores and highlights.

STATS

As soon as the first games of the season are played, the Stats option appears on the Season screen. The options on the Statistics screen are identical to those in Franchise mode (p. 33).

ROSTER (see pages 47-49)

To assign a free agent to your roster:

1. At the Roster screen, press the **L2/R2** button. to select FREE AGENTS.
2. Highlight a player you wish to assign to your roster, then press the ✖ button and select ASSIGN TO TEAM from the Roster options. The Select Team directory appears.

3. Highlight the team whose roster you wish to assign the player to, then press the ✖ button. The player moves from the free agent pool to the roster.

To assign a player to another team:

1. At the Roster screen, highlight the player you wish to assign to another team, then press the ✖ button. The Roster options appear.
2. Highlight ASSIGN TO ANOTHER TEAM, then press the ✖ button. The Select Team directory appears.
3. Highlight the team whose roster you wish to assign the player to, then press the ✖ button. The player moves from your roster to the other team's roster.

To edit a player's attributes:

- A player's attributes are the numbers in all the columns to the right of the player's number column (#). Each player has 30 editable attributes.

1. At the roster screen, highlight the player whose attributes you wish to edit and the column of the attribute you wish to edit, then press the ✖ button. The Roster options appear.
2. Highlight EDIT ATTRIBUTE, then press the ✖ button. The keyboard tool appears.
3. Use the numbers on the keyboard to enter a new attribute (between 0-99). The new number appears under the attribute column on the Roster screen.
4. Repeat these steps to edit multiple attributes or attributes for other players.

GAME PLAN (see pages 30-31)

You can choose a game plan and stick with it for the duration of the season, or you can reassess your game plan each week and tailor it for your next opponent.

Options (See Game Options on p. 44)

Save If you have a memory card (8MB) (for PlayStation®2) inserted into your PlayStation®2 game console, you can save your Season progress at any time.

Quit Quit playing. If you have not saved your game progress, you are prompted to do so. After confirming your decision, the Main Menu appears.

PLAYOFFS

Begin playing NFL 2K3 at the most exciting point in the season – the Playoffs! The full season is simulated, with complete scores and stats recorded for every team and player, and the 16 best squads emerge for the post season tournament.

- To begin playing in Playoffs mode, set the Playoffs options, then press the **START** button. The Team Select screen appears.
- If you set Customize League ON, the Customize League screen precedes the Team Select screen.

Fantasy Draft Roster – Set ON/OFF. (See Franchise on p. 20)

Customize League – Set ON/OFF. (See Franchise on p. 20)

Customize League Screen Set ON/OFF. (See page 24)

Team Select Screen

At the Team Select screen, select a team you think will make it to the post season. Remember, the season is simulated, so you won't have any control over whether or not your team makes the Playoffs.

- To select a team, press the **L1/R1** button to scroll to the franchise you want, then press the **START** button to advance. Season simulation begins; when simulation is complete, the Playoffs screen appears.

Playoffs Screen

The Playoff screen is your hub for information on what's happening with your team and around the league. It is also your command center for accessing your matches and setting gameplay options.

SCHEDULE (see pages 35)

TREE

The Playoff Tree displays the post season matchups in a traditional bracketed format. As the single-elimination Playoff games are completed, final scores are posted on the tree and the winner moves on to the next branch.

- To scroll the Playoff Tree forward/back, move the **left analog stick** or **directional button**.

STATS

During the season simulation, complete game stats are generated and compiled for each team and player. The options on the Statistics screen are identical to those in Franchise mode (p. 33).

ROSTER

The roster screen displays every player on your team along with detailed ratings in more than 30 categories. From the roster screen, you can also view the rosters of any other team, edit ratings, and perform minor transactions. (See Roster on p. 35.)

GAME PLAN

You can choose a game plan and stick with it for the duration of the playoffs, or you can reassess your game plan each week and tailor it for your next opponent. (see pages 30-31).

OPTIONS (See Options on p. 44.)

SAVE

If you have a memory card (8MB) (for PlayStation®2) inserted to your PlayStation®2 game console, you can save your Playoffs progress at any time. (see pages 46-47)

QUIT

Quit playing. If you have not saved your game progress, you are prompted to do so. After confirming your decision, the Main Menu appears.

TOURNAMENT

Create your own single-elimination NFL Tournament featuring 4, 8, or 16 teams. You have full control over which teams are invited to the Tournament, and you can play as many of the tourney games as you want.

- To begin playing in Tournament mode, set the Tournament options, then press the **START** button. The Tournament Setup screen appears.

Number of Teams – Choose the number of teams that will participate at the outset of the Tournament: 4, 8, or 16.

Fantasy Draft Roster – Set ON/OFF. (See Franchise on p. 20)

Tournament Setup Screen

At the Tournament Setup screen, you can invite any teams you want to participate in your Tournament. The team names that appear on the setup screen initially are defaults that are easily replaced.

To customize the tournament setup:

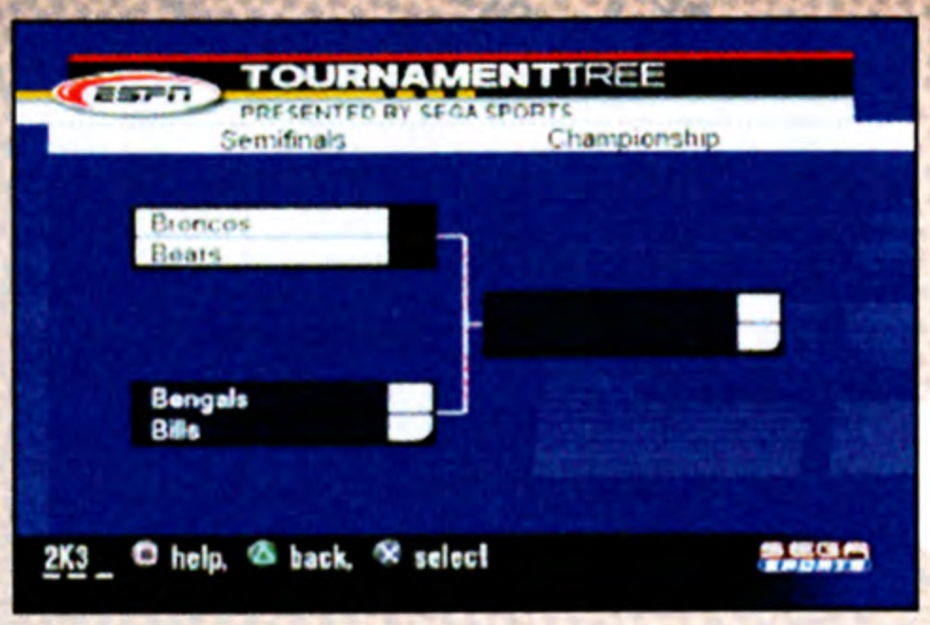
1. Move the **left analog stick** or **directional button** to highlight a team you wish to replace, then press the ✖/● button to cycle through teams that are not currently in the Tournament.
2. Repeat until the Tournament is set the way you want.

- In order to be eligible to play a team's games, you must assign a name to the team at the Tournament Setup screen.
- To assign a name to a team, highlight the team, then move the **left analog stick** or **directional button** to highlight the Player column, press the ✖ button, and use the keyboard tool to enter your name.

3. When you are satisfied with the Tournament setup, press the **START** button to advance. The Tournament screen appears.

Tournament Screen

The Tournament screen is your hub for information on what's happening around the tourney. It also acts as your command center for accessing your matches and setting gameplay options.



STATS

As soon as the first games of the Tournament are played or simulated, the Stats option appears on the Tournament screen. The options on the Statistics screen are identical to those in Franchise mode (p. 33).

PLAY GAME

The Play Game screen displays the Tournament matchups on a playoff tree with the number of rounds determined by the amount of teams in the Tournament. As games are played or simulated, final scores are posted on the playoff tree and the winning team moves on to the next branch.

To play your team's next game:

1. Highlight the matchup, then press the **START** button. The Controller Assign screen appears.
2. Assign a controller to your team, then press the **START** button. The game summary begins as the teams take the field. (See On The Field on p. 9.)

Note: You must assign a name to a team in order to play its games.

- To simulate games for unassigned teams, highlight the matchups, then press the **START** button and choose YES when prompted. The games are simulated and the final scores appear.

OPTIONS

See Options on p. 44.

ROSTER

The roster screen displays every player for each team along with detailed ratings in more than 30 categories. From the roster screen, you can also view the rosters of any other team, edit ratings, and perform minor transactions. (See Roster on p. 35.)

SETUP

At any time during the Tournament, you can return to the Setup screen and assign names to unassigned teams. Use this to control another team if your primary team gets knocked out of the tourney.

SAVE

If you have a memory card (8MB) (for PlayStation®2) inserted to your PlayStation®2 game console, you can save your Tournament progress at any time. (see page 46)

QUIT

Quit playing. If you have not saved your game progress, you are prompted to do so. After confirming your decision, the Main Menu appears.

Exhibition

Play a preseason game between any two teams. This is the fastest way to suit up and lead your team down to the field. (See Playing a Quick Game on p. 8.)

PRACTICE

It can be difficult to master the moves of the gridiron when you're constantly clashing in heated battles with NFL powerhouses. Practice mode gives you a chance to work on the basics of the game in an environment you control.

- To begin playing in Practice mode, set the Practice options, then press the **START** button. The Team Select screen appears.

Practice Type – Choose OFFENSE ONLY to work on your timing, SPECIAL MOVE to try out controls in a one-on-one setting, or FULL SCRIMMAGE to practice in a real game situation.

Scrimmage Line – Set the line of scrimmage for the drill at any 10-yard marker.

Randomize Defense – When OFF, you face the same defensive play over and over; when ON, you play a more varied scrimmage.

Randomize Offense – When OFF, you defend against the same offensive play over and over; when ON, you face multiple plays.

Team Select Screen

Select the team you wish to practice with, and if you are practicing in full scrimmage mode, select your opponent as well. For complete details, see Selecting Teams on p. 8.

- Once you select your teams, loading screen appears and the teams are placed on the field. (See On The Field on p. 9.)

SITUATION

In Situation mode, you set up a game scenario, then enter the game at that point and play the remainder of the contest. For example, you can set up a situation in which your team is down by two points with :45 remaining in the fourth quarter, and you have to drive 60 yards in order to get into field goal range to try for the win.



- To begin playing in Situation mode, set the Situation options, then press the **START** button. The Team Select screen appears.

Home Score – Set the home team's score from 0-120.

Away Score – Set the visiting team's score from 0-120.

Possession – Choose who will start with the ball: HOME or AWAY.

Home Timeouts – Set the number of timeouts remaining for the home team from 0-3.

Away Timeouts – Set the number of timeouts remaining for the visiting team from 0-3.

Quarter – Start the situation in any of the regulation quarters or FIRST or SECOND OVERTIME period.

Time Remaining – The amount of time left in the quarter. You can set the time in five-second increments, but the maximum is based on the quarter length you select at the Game Options screen.

Current Down – Set the situation to start on FIRST, SECOND, THIRD, or FOURTH DOWN or with a KICKOFF.

Line of Scrimmage – Place the ball anywhere on the field, from the HOME GOAL LINE to the AWAY GOAL LINE.

Yards to Go – Choose the amount of yardage needed for a first down, from INCHES to 99 YARDS.

Kicked First – Indicate which team would have kicked off at the start of the game. This will determine who kicks at the half if required.

Team Select Screen

Select the teams you want to take part in the Situation drill. For complete details, see Selecting Teams on p. 8.

- Once you select your teams, the game summary begins as the teams take the field. (See On The Field on p. 9.)

ONLINE

Tired of playing by yourself? Then, try out our new Multi-player Online Mode! This year we included Internet gaming in NFL 2K3 which will allow you to challenge anyone around the country.

To start a Multi-player Online game:

Select Game Modes from the Main Menu and press the **R1** or **L1** button to cycle the list of game modes to select Online. Press the ✖ button to load your network configurations and then press **START** to Login.

Select a region in which you would like to play and then enter a lobby to begin your challenge.

Load Network Configurations

Press the ✖ button to load your Network Configuration from the memory card. (Press the **START** button to log in once your network configuration is loaded.)

Manage Network Configurations

You may manage your network configuration at anytime by selecting the Manage Your Network Configurations option. (Please make sure you have your network configuration disc provided by your hardware vendor.)

SETTING OPTIONS

The Options screen features six different options categories that give you total control over your game.

Difficulty Settings

Difficulty – Set the skill level and intensity of computer players: PRO, ROOKIE, CUSTOM, ALL PRO.

Gameplay Sliders

If you set the Difficulty option to CUSTOM at the Game Options screen, you can customize NFL 2K3 game difficulty by increasing or decreasing the difficulty in these nine categories. Move the sliders by pressing and holding either the ✖ or ● buttons. Slide to the right to increase difficulty, or to the left to decrease difficulty.

Game Options

Game Options cover a broad list of factors that significantly impact the game on the field. You can change the slider by pressing the ✖/● buttons.

Quarter Length – You can adjust quarter length in one-minute increments from 1-15 MINUTES. By default, quarters are 5 MINUTES long.

Play Calling – Choose PACKAGE to call package, formation, and play or FORMATION to call only formations and plays.

Game Speed – Set the player movement and overall pace of the game SLOW, NORMAL, or FAST.

Fatigue – Set player fatigue ON or OFF. When ON, player condition should factor into your play selection and execution.

Advanced Line Moves – Set this option ON for more control of the defensive linemen at the line of scrimmage, such as swim moves and spins.

Injuries – When ON, players are susceptible to injuries that could keep them out for a few plays or several weeks.

Coach Mode – When ON, your in game control is limited to calling plays, and your players automatically execute on the field.

Performance EQ – When ON, the two teams are balanced to keep games competitive and give either side an equal chance at winning, regardless of how high or low they are rated.

Weather

Weather options have a direct effect on the game. Rain and snow mean wet footballs and more fumbles, and wind can wreak havoc with your kicking game.

Time Of Day – AFTERNOON, DAY, or NIGHT.

Temperature – Set the temperature in five-degree increments from 0-100 Fahrenheit. The default temperature is 65 degrees.

Precipitation – Move the slider to the right to increase the amount of precipitation. If the temperature is below 40 degrees, precipitation means snow.

Wind Speed – Move the slider to the right to increase wind speed. Wind impacts punting and kicking and can decrease visibility in rain and snow.

Controller Setup

In addition to the default controller setup, NFL 2K3 offers two alternate configurations. Choose the setup that fits best with your game.

Presentation

Presentation options let you control the sights and sounds of the game that add to the overall NFL atmosphere.

Player Indicator Text – Determine whether players are labeled on the field by NAME, NUMBER & POSITION, or NONE.

Action Replays – When ON, replays are shown automatically following great plays to highlight the action.

Overlays – When ON, images of players and their stats are displayed to recognize a superior effort.

Celebrations – When ON, players celebrate in the end zone following scores and in the backfield following sacks.

Sports Ticker™ – The Sports Ticker displays other scores from around the league across the bottom of the screen. Set ON or OFF.

Vibration – When ON, your control pad vibrates in your hands when the player you control absorbs a big hit.

Sound – If your TV monitor supports stereo sound, you can set this option to STEREO for a more realistic audio experience.

Audio Presentation – Choose one of four pre-set audio presentations. Notice that the audio sliders adjust to create the desired audio effect.

Audio Sliders – If you want to customize the audio presentation, you can adjust the audio sliders in any combination. Move the slider to the right to increase or to the left to decrease volume.

Menu Music Type – Choose from 28 different music options to be played while menu screens are displayed.

Penalties

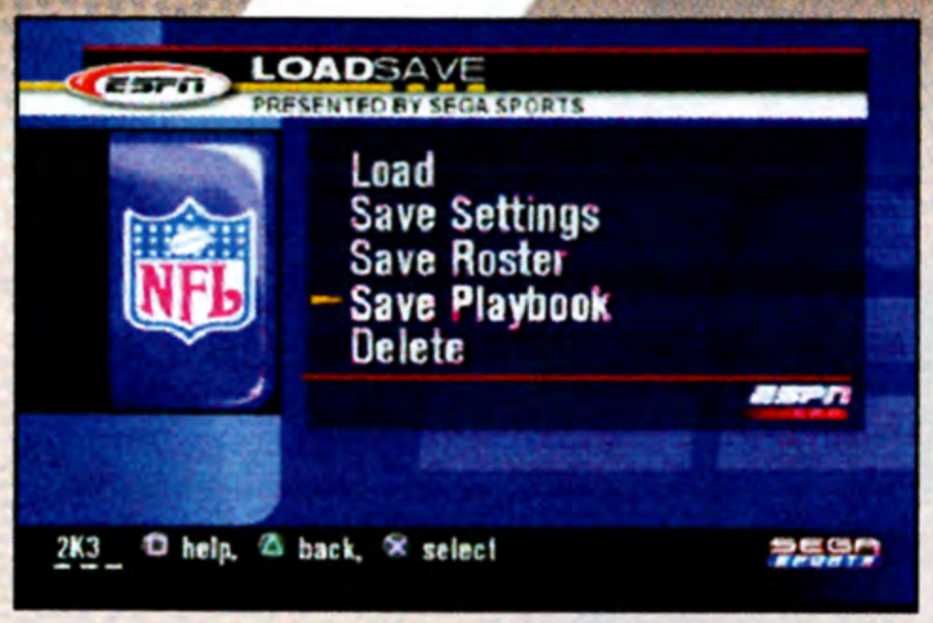
Some penalty violations are black and white and others are up to the discretion of the referee. The Penalty Settings screen gives you the power to control how every type of penalty is called on the field.

On/Off Penalties – Set these penalties ON if you want the referee to call them during the game or OFF if you want them ignored.

Variable Degree Penalties – Adjust the sliders to set the discretion of the referee. Move the sliders to the right for more frequent calls or to the left for less frequent calls.

SAVING AND LOADING

At the Load Save screen, you can save your settings, rosters, and playbooks or access the Load screen to resume any games you have saved in progress.



Load

Go to the Load screen to access any game files you have saved to your memory card and continue playing NFL 2K3.

- To load a file, from the Load screen, highlight the file you want to load, then press the ✖ button. You return to your game at the last point you saved.

Save Settings

If you have a memory card inserted into your PlayStation®2 game console, you can save your options settings at any time.

- To save your settings, from the Save Settings screen, create a new file, then use the keyboard tool to enter a name.

Save Roster

If you have a memory card inserted to your PlayStation®2 game console, you can save your roster changes at any time.

- To save your roster, from the Save Roster screen, create a new file, then use the keyboard tool to enter a name.

Save Playbook

If you have a memory card inserted into your PlayStation®2 game console, you can save your playbook changes settings at any time.

- To save your playbook, from the Save Playbook screen, create a new file, then use the keyboard tool to enter a name.

Delete

Free up some space on your memory card by deleting NFL2K3 files you no longer want.

- To delete a file, from the Delete screen, highlight the file you want to delete, then press the ✖ button. When prompted to confirm, select YES.

MANAGING YOUR ROSTER

Free agency, assign another player to team, edit player attributes, depth chart (see pages 20-30)

Create Player

At the Create Player screen, you can create and suit up players to add to the free agency pool. These fantasy players can then be assigned to any NFL 2K3 team.

To create a new player:

1. At the Player Create screen, highlight FIRST INITIAL, then press the ✖ button. The keyboard tool appears. Enter a first initial for your player.
2. Highlight LAST NAME, then press the ✖ button. The keyboard tool appears. Enter a last name for your player.
3. Highlight POSITION, then press the ✖/● button to cycle to the position you want.
4. Highlight JERSEY NUMBER, then press the ✖/● button to select a number and press **START** to accept. The Player Appearance screen appears.
5. At the Player Appearance screen, highlight each of the appearance options and press the ✖/● button to cycle the choices until the player has the look you want, then press the **START** button to accept. The Player Attributes screen appears.
6. At the Player Attributes screen, you can redistribute attribute points by highlighting an attribute you think is too high and pressing the ● button to reduce the number and create available points, then highlight an attribute you think is too low, and press the ✖ button to increase it with available points.

- Each player position has three pre-set type of players at each position to base your created player on. You can adjust the player attributes to create a super athlete.



- To cycle through the three player attribute sets, press the **L2/R2** button.

7. When you are satisfied with your player's attribute settings, press the **START** button. The completed player is added to the free agent pool.

Create Team

Create a new team and stack it with the best players from the league or any super athletes you created and added to the free agency pool.



To create a new team:

1. At the Team Create screen, highlight CITY, then press the ✖ button. The keyboard tool appears. Enter a home city for your team.
2. Highlight TEAM NAME, then press the ✖ button. The keyboard tool appears. Enter a name for your team.
3. Highlight SHORT NAME, then press the ✖ button. The keyboard tool appears. Enter a three-character name, which appears on in-game score overlays.
4. Highlight UNIFORM, then press the ✖/● button to cycle to the original uniform style you want.
5. Highlight COACH FIRST NAME, then press the ✖ button. The keyboard tool appears. Enter a first name for your coach.
6. Highlight COACH LAST NAME, then press the ✖ button. The keyboard tool appears. Enter a last name for your coach, then press the **START** button to accept. The Team Create Sign Players screen appears.
7. At the Team Create Sign Player screen, highlight your favorite players from any team, then press the ✖ button to add them to your new team's roster.
8. When you are satisfied with your new team's roster, press the **START** button. The completed team is added to the NFL 2K3 lineup.

Playbook Manager (see pages 32)

Online Download

Connect online to download updated rosters, as the real NFL season progresses.

SEGA SPORTS CHALLENGE

"SEGA Sports Challenge" (ssc) is an exciting new mode of play that lets you take the competition to the next level. SSC allows you to record your statistics, then see where you rank amongst the worlds best, via an online ranking system located at www.segasports.com. If you have what it takes, there are plenty of prizes for you to qualify for as well as priceless bragging rights.

Getting Started

To get started, you must first create a User Record under SEGA Sports Challenge (off the Main Menu). Once you have created your user name, you will then want to "Enable Challenge" - all games from this point on will count towards your User Record, until you "Disable Challenge".

Settings

With SSC enabled, your game settings can not be modified and you are limited to Quick Game mode only. Also, settings like Game Options, Difficulty Settings, Penalties and Choose Side cannot be modified when SSC is enabled.

Memory Card

A memory card (8MB) (for PlayStation®2) is required for the SEGA Sports Challenge. We suggest saving after each game under "Save Challenge Records" as your user stats will not be saved until doing so. However, as long as you save before powering down your system, it is not required to save after each game. (For further information, please refer to the SAVING AND LOADING section on page 46.)

Getting Your Code(s)

After you have completed a game, return back to SEGA Sports Challenge screen to receive your codes. There are 2 types of codes kept, codes for single Game Records and a code for Per Game Averages. Single Game Records require one code per statistical category, but Per Game Averages requires only 1 code for all categories (you must play a minimum of 5 games to generate the Per Game Averages code).

Entering Codes and Viewing Rank

To find out where you rank, you must go to www.segasports.com and enter your codes. (Review SSC Rules and Regulations online.)

Once you have entered your code(s), you will immediately see where you rank and if you qualify to win. Monitor your ranking, as each time you enter a code, you have a chance to improve your standing. ***Good Luck!***

ADVANCED GAMEPLAY

Use these techniques to advance to the next level.

On-The-Fly Audible System:

1. On Offense.
2. At the Playcall screen, press and hold the **R2** button.

3a. Highlight Play #1 and press the ✖ button.

3b. Highlight Play #2 and press the ● button.

3c. Highlight Play #3 and press the ■ button.

4. Now pick the play you want to run and press the ✖ button.
5. At the Line of Scrimmage, press the ▲ button.
6. You'll see that Play #1, #2, and #3 are listed in the sub-menu.

On-The-Fly Play Flipping:

1. On Offense or Defense.
2. Prior to the snap, press the ▲ button to bring up Audible Menu.

3. While Audible Menu is onscreen, press down on the **R3** button (press the right analog stick in).
4. The whole team will flip their assignments, and the play will go in other direction.

On-The-Fly Hot Routes:

Defense, Pre-Snap:

1. On defense, wait until offense breaks huddle.
2. Highlight the desired player, then press down on the **R3** button (press the right analog stick in). ... player will blitz on the play.
3. Highlight the desired player, then press up or down on the **R3** button ... players will mover closer or further from the LOS.
4. Highlight the desired player, then press left or right on the **R3** button; now players will shift more to the left or right side of the field.

Offense, Pre-Snap:

1. Choose pass play, wait until QB is under the Center.
2. Nudge the **R3** button in any of 8 directions:

- Up is a Fly Route
- Down is a Screen Route
- Left/Right are In or Out Route*
- Up + **Left/Right** is a Post or Corner Route*
- Down + **Left/Right** is either a Fade or Slant route*

3. Now press the button of the Receiver you want to assign the chosen route.
4. After selecting a receiver, you should hear the QB bark out an audible.
5. The chosen receiver will now run the modified route.

* Depends on what side of the field the receiver is on.

Advanced Line Moves:

1. Pause game Options Menu and toggled Advanced Lines moves ON.
2. Get on Defense, select a Defensive Lineman.
3. Wait until ball is hiked.
4. Immediately press and hold **L1**.
5. Then, upon contact, press a face button (■, ✖, ●, ▲)
6. If timed right, your lineman will execute a special move.

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- e-mail . . . . . support@sega.com
- telephone 1-716-650-6702

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COMING SOON!



NBA 2K3

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