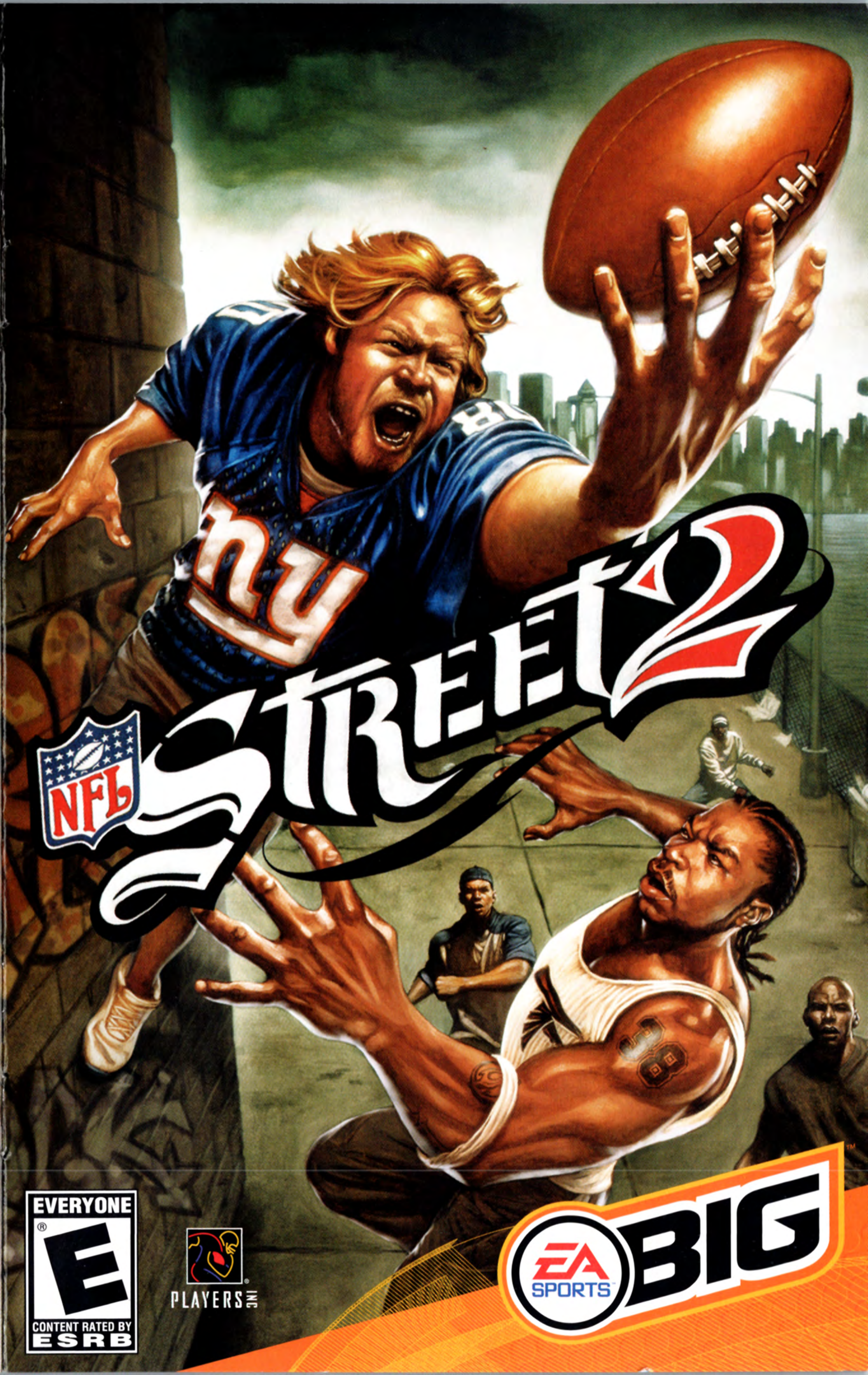




STREET 2



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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

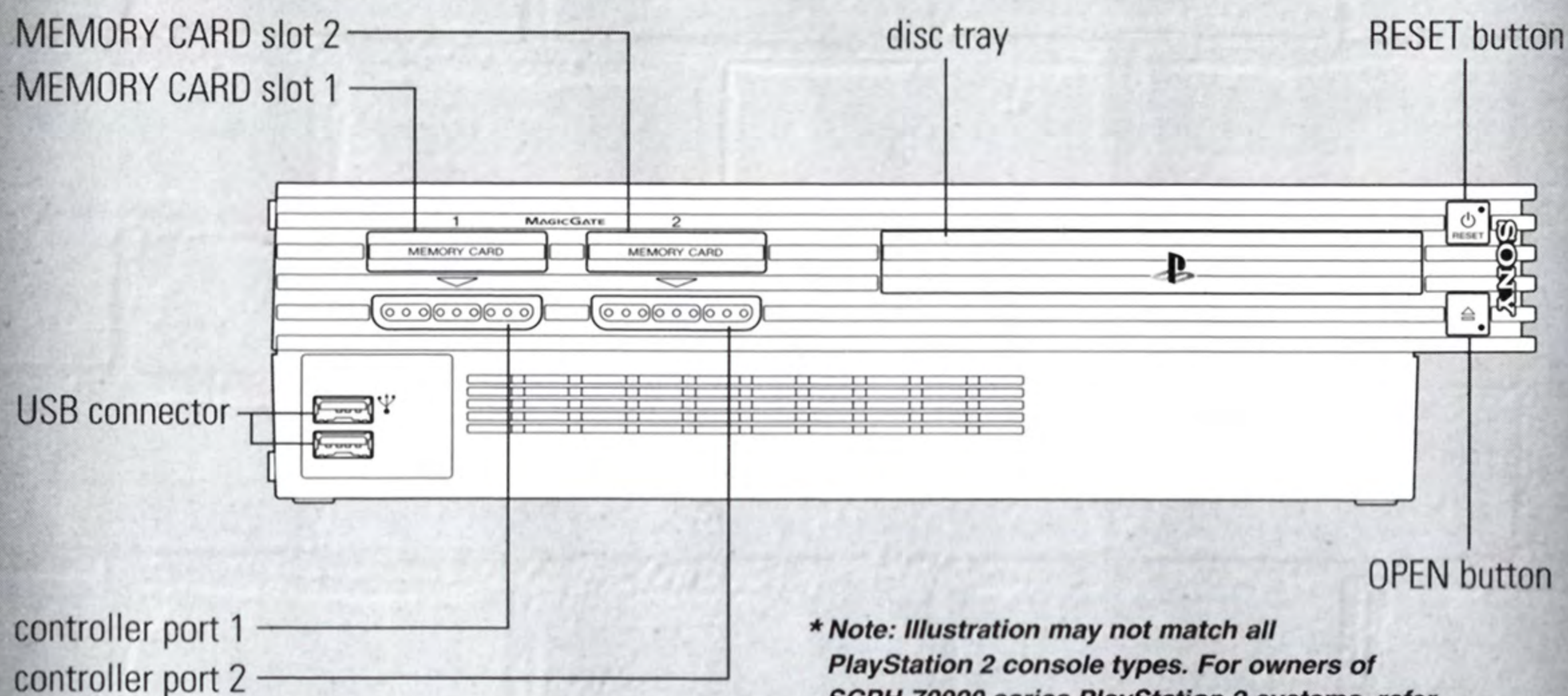
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For more info about this and other titles, check out EA SPORTS BIG™ on the web at www.easportsbig.com.

STARTING THE GAME

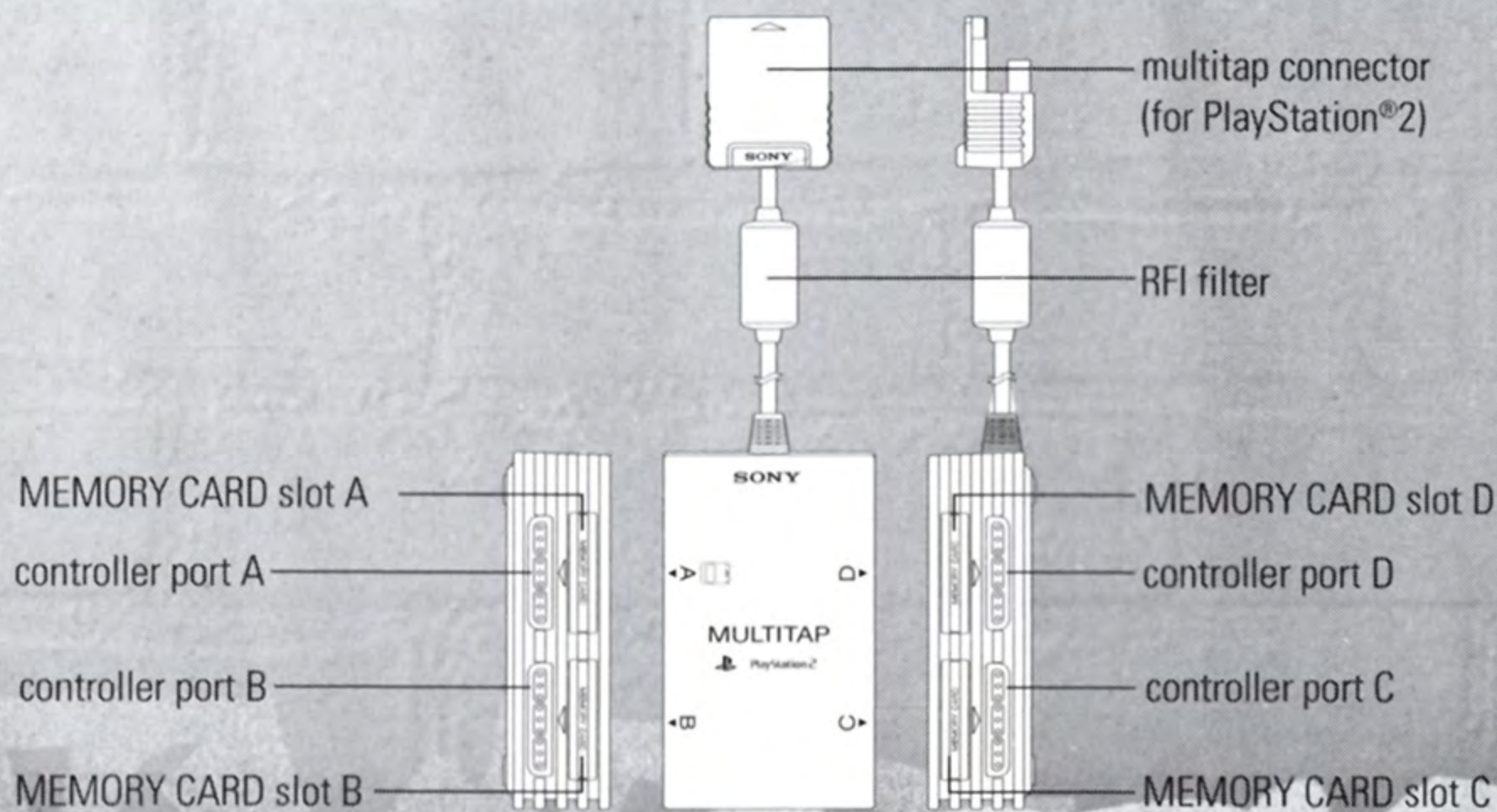
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

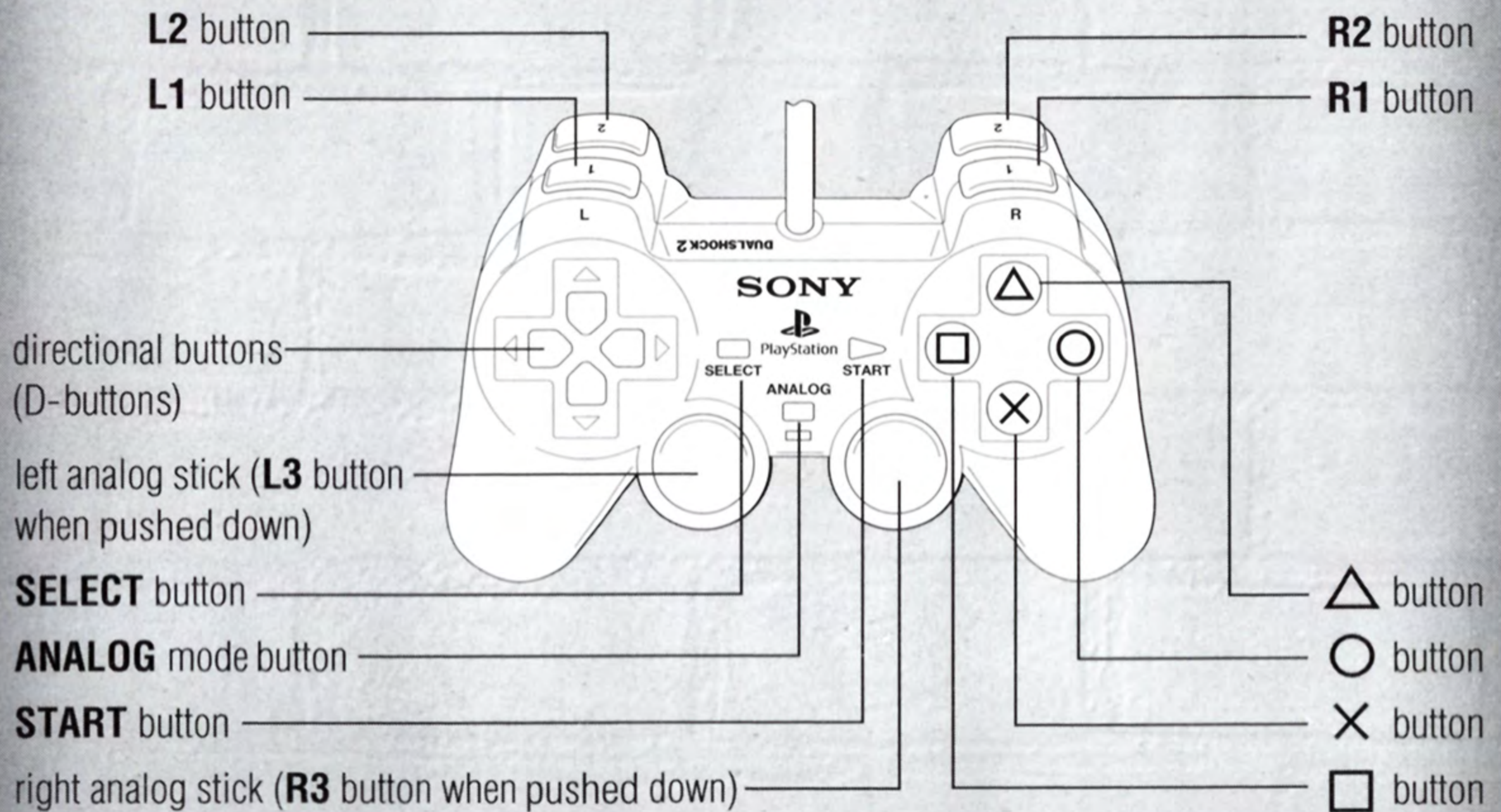
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray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

NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS

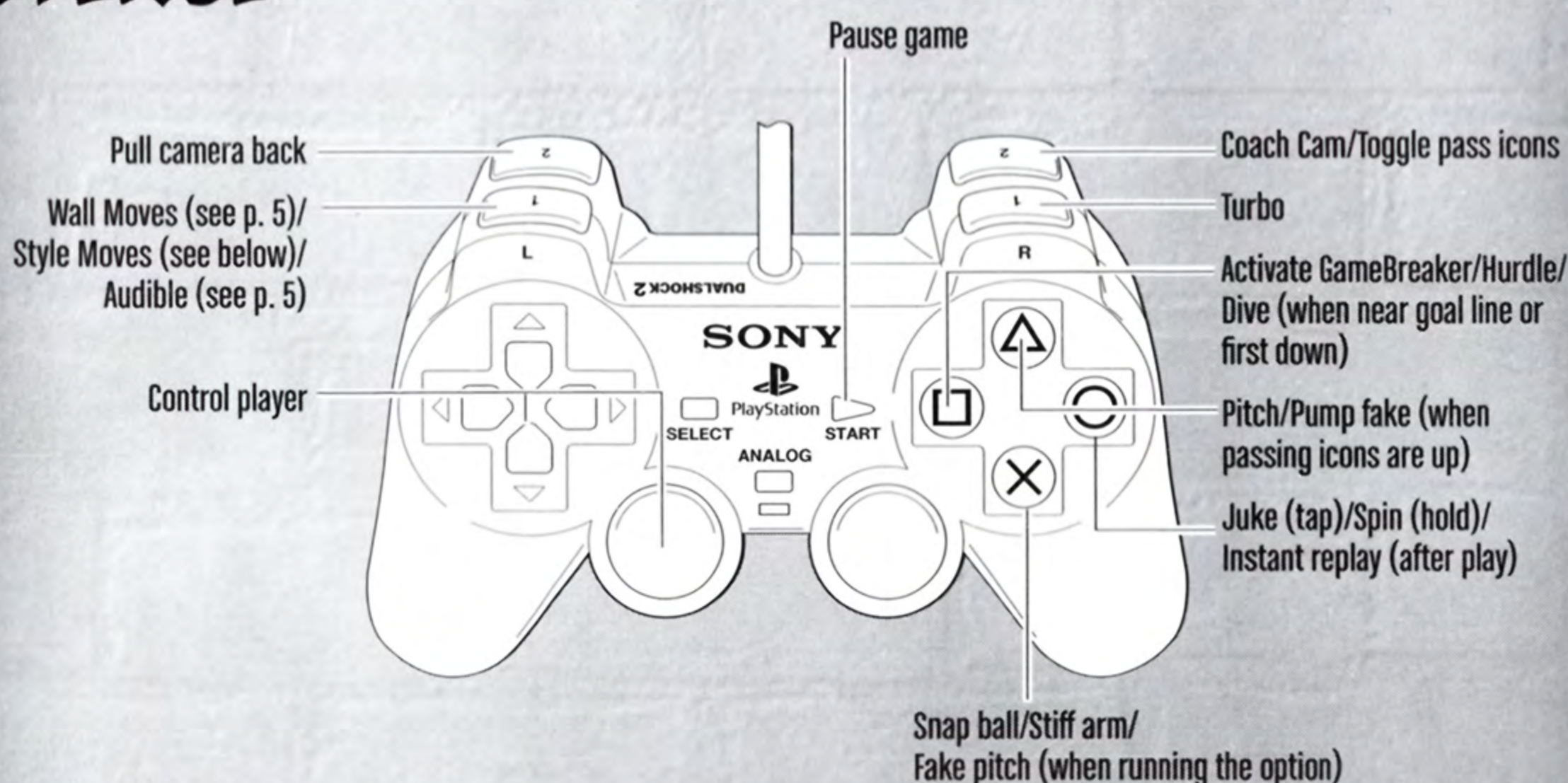
MENU CONTROLS

Highlight menu items	D-button ↑
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	⊗ button
Return to previous screen	△ button

GAME CONTROLS

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

OFFENSE



STYLE MOVES

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

Show your Style moves	L1 button (hold)
Style pitch	L1 button + △ button
Style hurdle/dive	L1 button + ◻ button
Style juke/spin	L1 button + ○ button
Signature Style moves	L1 button + right analog stick
Style pass	L1 button + the ⊗ button, ◻ button, or ○ button

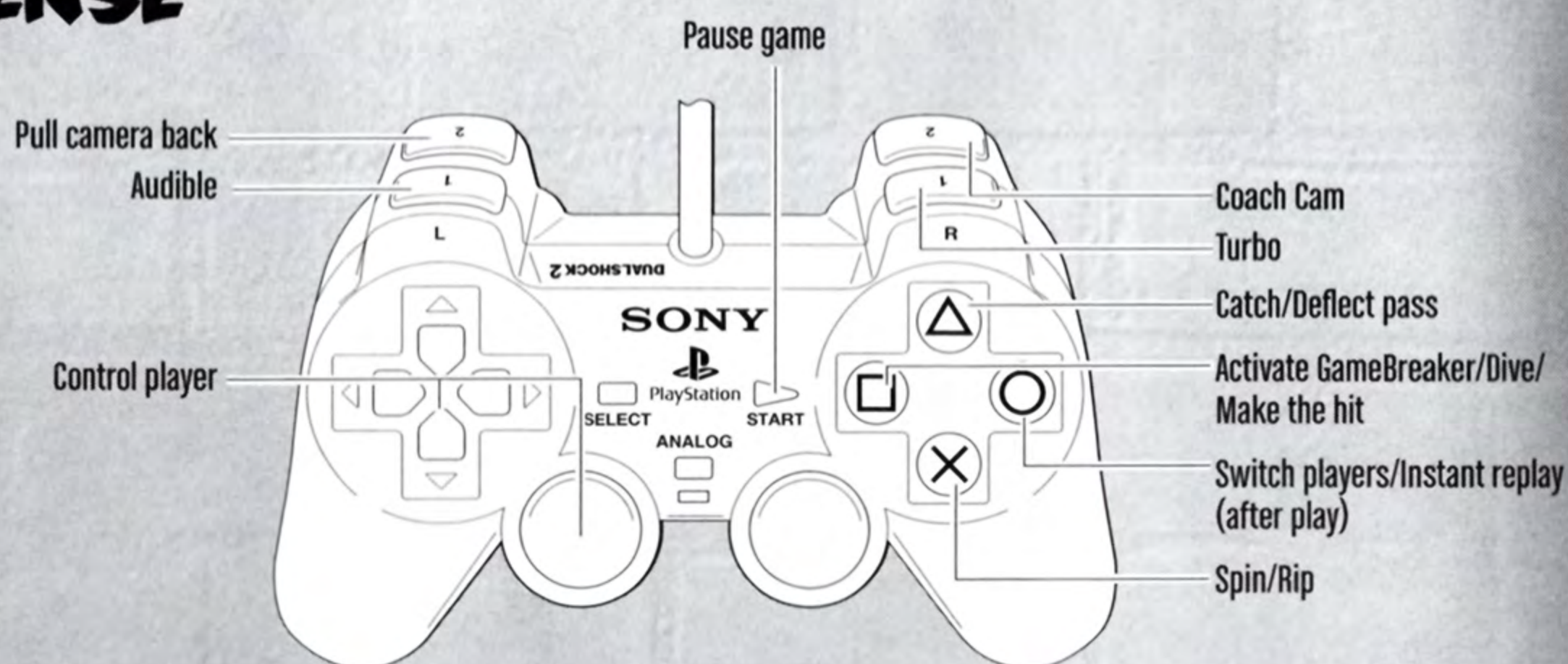
NOTE: Style makes you look good and will get you to a GameBreaker quickly, but it also makes it much easier to lose the ball. Be careful.

NEW WALL MOVES

When you're next to a wall, make the defense grasp-and gasp-for air. Run up the side of a wall to avoid a hit, rise above the defense to make a big catch, and earn huge Style Points by hitting Hot Spots (see p. 7).

Wall juke	L1 button + ○ button
Wall hurdle/Wall dive	L1 button + □ button
Wall catch	L1 button + △ button
Wall pass	L1 button + × button, □ button, or ○ button

DEFENSE



- To strip the ball from a ball carrier when you are grappling him, press the **L1** button while repeatedly tapping the **×** button.

Defensive Power Move

- Press the **L1** button + the **□** button to punish the ball carrier and force a turnover. The harder you hit him, the more likely he'll lose the ball. If you miss him, you'll be completely out of the play.

AUDIBLES

Keep your opponent guessing by changing the play at the line of scrimmage. To call an audible, press the **L1** button at the line before the ball is snapped. Press the D-button in the direction corresponding to the new offensive play or defensive scheme you want to choose.

- On offense, go into Max Protect by pressing the **L1** button to call an audible, and then press the **R1** button. Max Protect keeps at least one running back in the backfield to block and then release him into a pattern on a pass play. This is useful in stopping blitzes.

NEW On defense, press the **L1** button to call an audible, and then press the **R1** button to predict what type of play the offense is going to run. You boost your defensive attributes for the play by correctly predicting what the offense will do. However, if you guess incorrectly, your defensive attributes decrease for the play.

SETTING UP THE GAME

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

OPTIONS

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

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

USER ID

Create a User ID and use it every time you play to keep track of your teams and players, rewards, and statistics. You must have a memory card (8MB) (for PlayStation®2) to create and save a User ID.

TUTORIALS

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

QUICK GAME

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

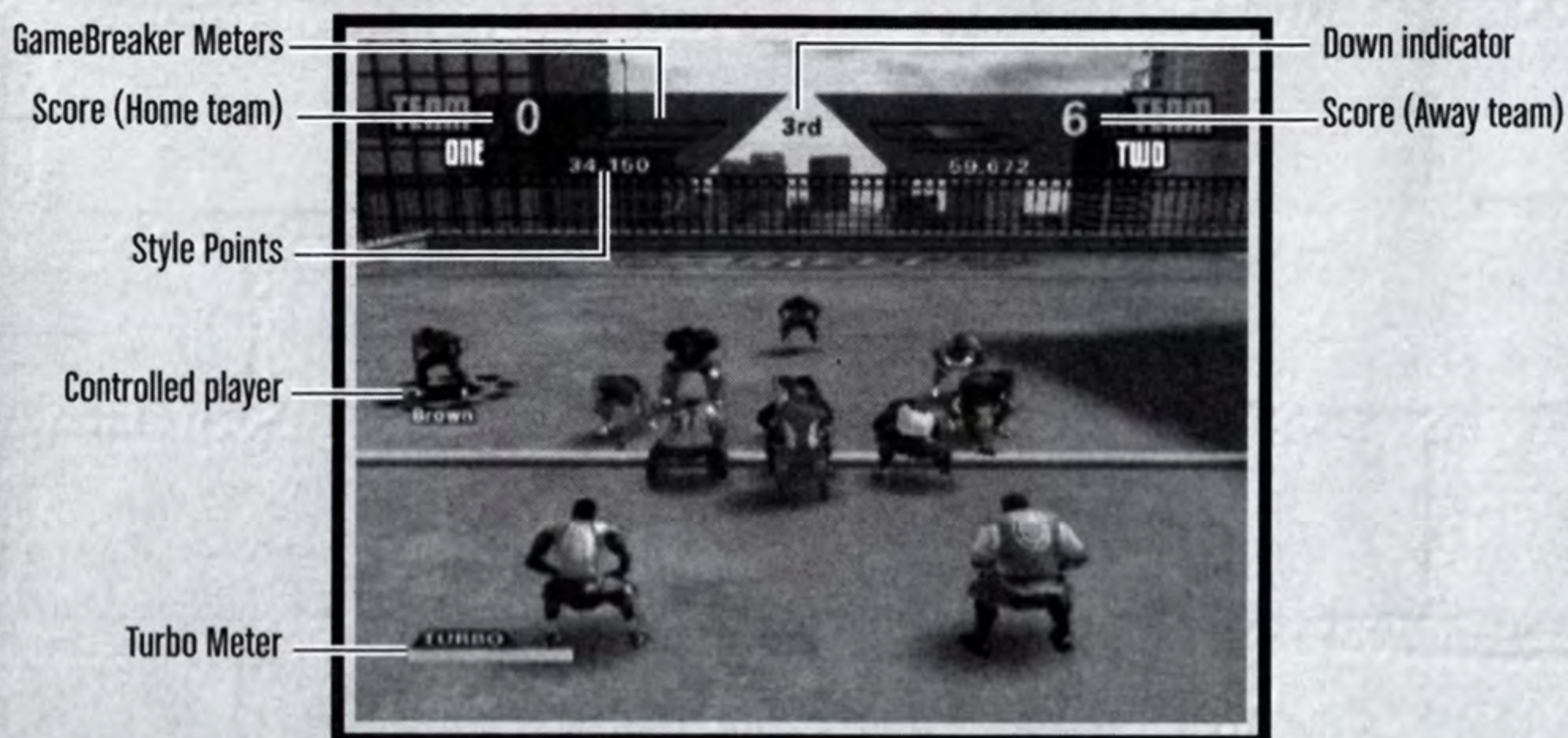
TO PLAY A QUICK GAME:

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

ON THE FIELD

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

GAME SCREEN



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

PLAYCALLING

On offense you can pick Run, Pass, and Trick plays. On defense, the three options are Stop Run, Short Pass, and Long Pass. Each of the play types has multiple pages of plays to choose from to keep the other team guessing. Press the  button to flip the play before choosing it. Press the **L1** button/**R1** button to scroll the pages.

GAMEBREAKERS

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

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

NEW HOT SPOTS

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

ON THE FIELD (CONT.)

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

PAUSE MENU

Press the  button to access the Pause menu. From there you can check out and adjust your lineup, change your options, review the controller layout, or quit the game and return to the Main menu.

GAME MODES

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

PICKUP GAME

Like any old-school pickup game, you alternate picks with your opponent to choose teams. Only in *NFL STREET 2*, you're choosing from a pool of current NFL players and Legends. After you pick your seven players, set up the game as you would a Quick Game (see p. 6).

NEW OWN THE CITY

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

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

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

NFL CHALLENGE

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

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

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

ATTRIBUTES

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

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

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

CHALLENGE MODE

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

NEW NFL GAUNTLET

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

NEW STREET EVENTS

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

PLAY ONLINE

There's always someone online ready for a challenge. Show 'em what you've got.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company.

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A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *NFL STREET 2* online. *NFL STREET 2* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

It's easy to join EA SPORTS BIG Online—the fastest growing community of online gamers playing the best sports games in the world.

TO PLAY ONLINE:

1. After choosing ONLINE from the Game Modes menu, select Your Network Configuration file or create a new one by following the on-screen instructions.
2. Create a new EA Account or use an existing one. If you already have an EA Account saved on a memory card it appears automatically.
3. Choose your EA SPORTS BIG Persona Name.
 - You can have up to four EA SPORTS BIG Persona Names. Change or create new Persona Names from the Persona Name screen or from the Edit My Account information screen. You must visit ea.com to delete Persona Names.
 - Your Network Configuration file and the EA Login are only supported in MEMORY CARD slot 1 or 1-A

NOTE: If you have an existing screen name on AOL, AOL Instant Messenger (AIM), Compuserve 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account Name.

Visit <http://www.ea.com/> to register, then return to *NFL STREET 2* and select USE EXISTING EA ACCOUNT.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: Incoming Ports 3658 UDP, 6000 UDP and Outgoing Ports 9550 UDP, 80 TCP, 443 TCP, 13505 TCP, 21300-21399 TCP.

WELCOME TO NFL STREET 2 ONLINE

Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

NOTE: The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

EA SPORTS™ TALK

EA SPORTS Talk lets you talk to other players and is activated as soon as you connect to your opponent. The microphone icon represents its status.

- A green microphone icon means a headset is detected on your console.
- A red microphone icon means your headset is turned Off or is unplugged.
- You can mute voice chat by pressing the **R3** button while in game.

NOTE: EA SPORTS Talk supports the Logitech® USB headset, but does not support modem connections. To use EA SPORTS Talk, both players must have broadband connections.

EA™ MESSENGER

Instant Message, challenge, and find your buddies online. See how your buddies are doing while playing online, or send messages to other users playing EA games.

HINTS AND TIPS

- To bluff your opponent when you pick a play, press the **○** button to select a play, then keep scrolling. Press the **⊗** button to exit the Playcall screen. The last play you pressed the **○** button on is the play selected.
- To keep teammates on the same page during a cooperative game, when the team captain selects a play, the teammate's controller vibrates to indicate the selected play.

PLAYER DEVELOPMENT TIPS

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

SAVING AND LOADING

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

A memory card (8MB)(for PlayStation®2) is required to save progress. Never insert or remove a memory card when loading or saving files.

Only MEMORY CARD slots 1, 2, and multitap (for PlayStation®2) MEMORY CARD slots 1-A, and 2-A are supported for Auto Load and Auto Save.

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

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NFL STREET 2

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