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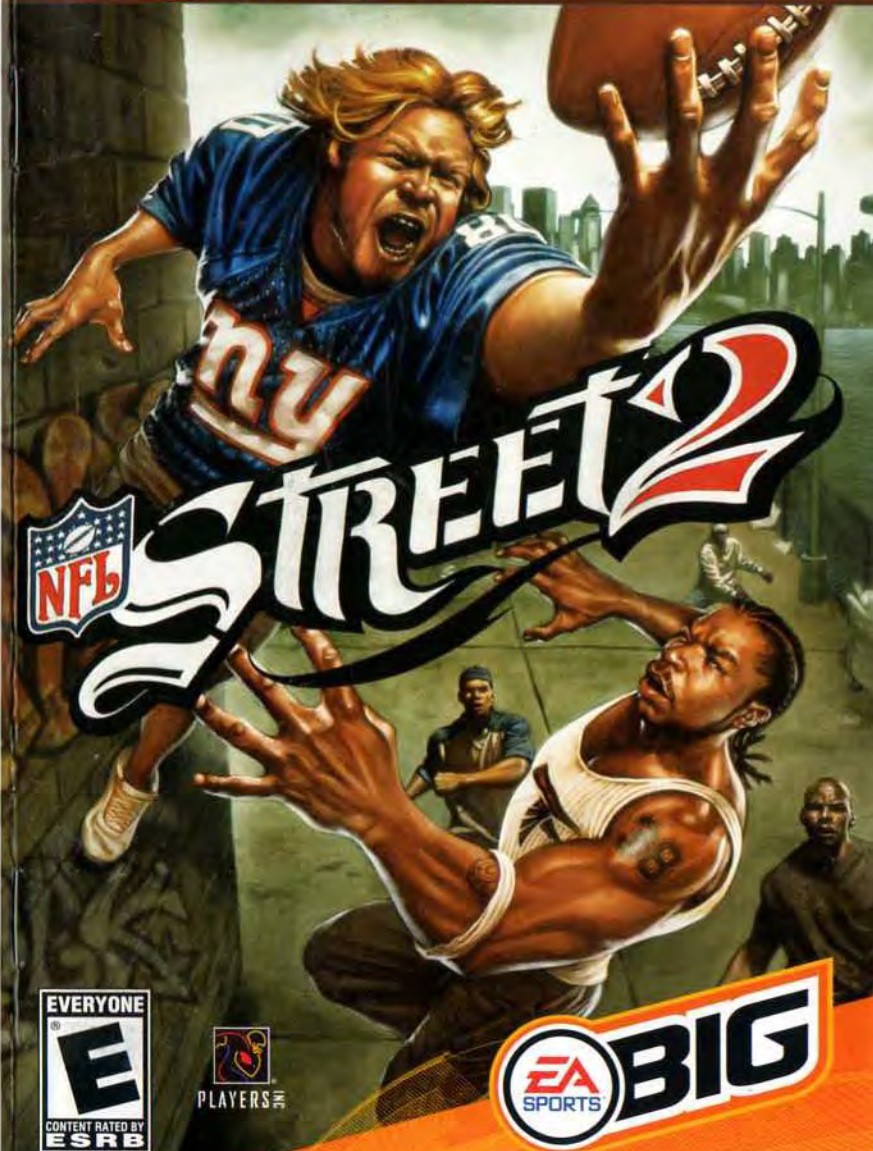


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LIVE ONLINE ENABLED



ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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

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

COMPLETE CONTROLS

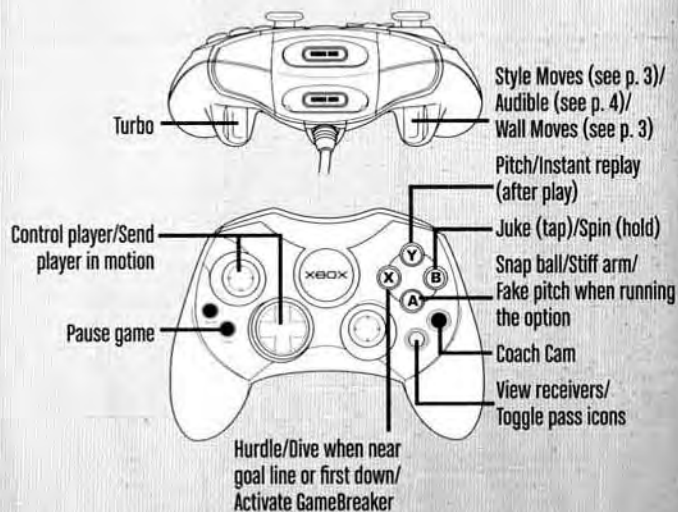
MENU CONTROLS

Highlight menu items	⊕
Cycle choices/Move sliders	⊕ ←
Select/Go to next screen	A / ◀
Return to previous screen	B / ▶

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	Ⓛ (pull and hold)
Style pitch	Ⓛ (pull and hold) + Y
Style hurdle/dive	Ⓛ (pull and hold) + X
Style juke/spin	Ⓛ (pull and hold) + B
Signature Style Moves	Ⓛ (pull and hold) + R
Style pass	Ⓛ (pull and hold) + A, X, or B

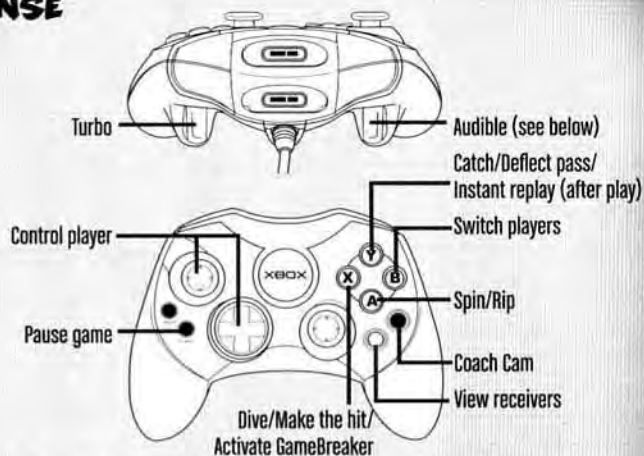
NOTE: Style makes you look good and will get you to a GameBreaker quickly, but it also makes it much easier to lose the ball. Be careful.

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	Ⓛ (pull and hold) + B
Wall hurdle/Wall dive	Ⓛ (pull and hold) + X
Wall catch	Ⓛ (pull and hold) + Y
Wall pass	Ⓛ (pull and hold) + A, X, or B

DEFENSE



- To strip the ball from a ball carrier when you are grappling him, pull **L** while repeatedly tapping **A**.

Defensive Power Move

- Pull **L** and press **X** to punish the ball carrier and force a turnover. The harder you hit him, the more likely he'll lose the ball. If you miss him, you'll be completely out of the play.

AUDIBLE

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

- On offense, go into Max Protect by pulling **L** to call an audible, and then pull **B**. Max Protect keeps at least one running back in the backfield to block and then releases him into a pattern on a pass play. This is useful in stopping blitzes.

NEW On defense, pull **L** to call an audible, and then pull **B** 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, players, rewards, and statistics.

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 **Y** 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 **Y** to pick a random field.

PLAYING THE GAME

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 **X** to flip the play before choosing it. Pull **L/R** to scroll the pages.

GAMEBREAKERS

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

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

NEW HOT SPOTS

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

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

PAUSE MENU

Press **O** 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.

TUTORIALS

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

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. 5).

NEW OWN THE CITY

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

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

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

NFL CHALLENGE

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

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

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

ATTRIBUTES

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

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

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

CHALLENGE MODE

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

NEW NFL GAUNTLET

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

NEW STREET EVENTS

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

ONLINE

Challenge players of any skill level and claim your place among the elite street ballers in the nation.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 18+ TO SUBSCRIBE TO XBOX LIVE.

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

TAKE NFL STREET 2 BEYOND THE BOX

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see <http://www.xbox.com/connect>.

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.

EA™ MESSENGER

Keep track of your friends, challenge, chat and offer feedback with the EA Messenger.

TO SEARCH/ADD A FRIEND:

Press **Y** to open the EA Messenger and then press **Y** again to search for friend. To add a friend, highlight his name and press **A**. A Friend Request is sent to him. Once accepted, the friend is automatically added to your EA Messenger.

TO INITIATE A CHALLENGE OR CHAT:

Highlight your friend's name and press **A** in either the EA Messenger or in one of the chat rooms. You can only challenge or voice chat with one other player at a time.

SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press **A** and then choose SEND MESSAGE. To send one message to multiple friends in your EA Messenger, highlight the friends to include and press **LB** to flag them. Then press **A** on any flagged friend and send a Group Message to all selected friends.

BLOCKING/FEEDBACK

You can block any player from corresponding with you in any way. You're also able to leave feedback—positive or negative—for any player. Please note that abusing the feedback system can result in action against your account.

EA SPORTS™ TICKER

Stay up to date on the latest sports scores with the EA SPORTS Ticker. The ticker not only shows you the scores of real games, but also the scores of any of your friends' games that are in progress. Keep an eye on the ticker for news and information from EA SPORTS.

HINTS AND TIPS

- To bluff your opponent when you pick a play, press **Y** to select a play, and then keep scrolling. Press **A** to exit the Playcall screen. The last play you pressed **Y** 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 Xbox hard disk or Xbox Memory Unit (MU). You can also export your Own the City player to an MU or hard disk.

To enable Auto Save or to save and load files, select SAVE/LOAD from the Options menu.

LIMITED 90-DAY WARRANTY

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NFL STREET 2

