

FEEL THE SPEED!™



SEGA
SPORTS™

FLAG TO FLAG™



REAL HOOPS ACTION!



SEGA
SPORTS™

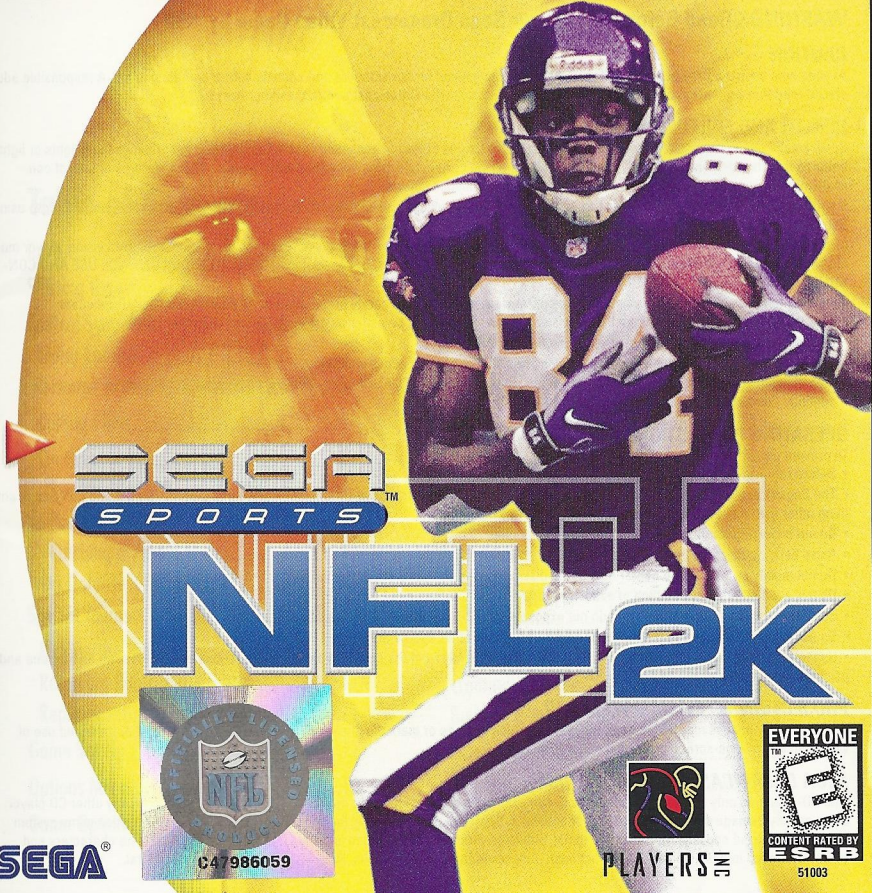
NBA 2K



Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast and the Dreamcast Logo are either registered trademarks or trademarks of SEGA Enterprises, Ltd. © SEGA ENTERPRISES, LTD., 1999. All rights reserved. © 1999 Official Licensed Product of Championship Auto Racing Teams, Inc. All logos and marks of CART, its Teams, Drivers, Tracks and Sponsors, are the property of CART and its respective Teams, Drivers, Tracks and Sponsors and may not be reproduced, in whole or in part, without the prior written consent of CART Licensed Products, Inc. The NBA and individual NBA member team identifications used on or in this product are trademarks, copy righted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1998 NBA Properties, Inc. All rights reserved. SEGA of America, P.O. Box 7639, San Francisco, CA 94120-7639. The ratings icon is a trademark of the Interactive Digital Software Association.

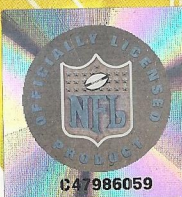
SEGA®

SEGA®



SEGA
SPORTS™

NFL 2K



C47986059



PLAYERS INC



51003

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

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

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

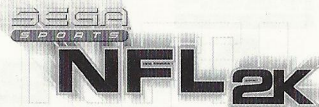


Table of Contents

Intro.....	2	Taking the Field	14
Starting the Game.....	3	Choosing Teams	14
Control Summary.....	4	Controller Assignment Screen	15
Menu Controls	5	Coin Toss	15
General Gameplay Controls.....	5	On the Field.....	15
Calling Plays.....	5	Selecting Your Plays.....	15
On Offense	6	Pause Menu.....	16
-Running the Ball.....	7	Game Modes.....	16
-Passing the Ball.....	8	Season	16
-Catching a Pass	9	Practice	17
On Defense	9	Tourney.....	17
Special Teams	10	Playoffs.....	17
Kicking the Ball	10	Customize.....	17
Receiving Punts and Kickoffs.....	11	Creating a Player	18
Replay Controls	11	Building a Team.....	18
Game Set Up	12	Customize Plays.....	18
Options Menu	13	Fantasy	19
Game Options Menu.....	13	Saving/Loading	19

SEGA
SPORTS

NFL 2K

Thank you for purchasing Sega Sports™ NFL 2K.

You have in your hands the most detailed and realistic football simulation ever created.

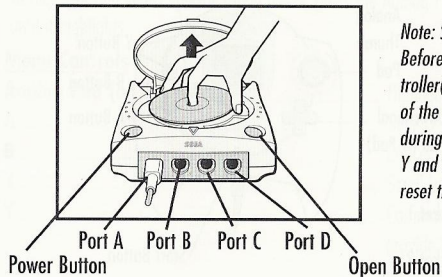
The power of Sega Dreamcast brings the NFL to life as never before and challenges all your previous conceptions about sports video games. From draft to Super Bowl, from fantasy tournaments to real NFL schedules, from play creation to player creation, it's all in NFL 2K.

Now strap on your helmet and see if you can get past rookie mode. You see, we also put in the smartest, hardest-hitting AI, over 1,600 motion-captured animations, and a sophisticated, skeletal-based, real physics collision system.

This ain't your daddy's football game...this is the real NFL.
Are you strong enough?

Get out there and play! It's game time!

STARTING THE GAME



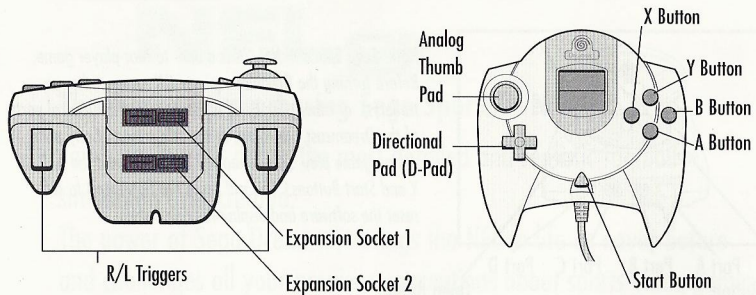
Note: Sega Sports™ NFL 2K is a one- to four-player game. Before turning the Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.

When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Dreamcast controller if you wish to use VMU Play Calling.

When using a Jump Pack™ (sold separately), insert it into Expansion Socket 2 of the Dreamcast controller. When the Jump Pack is inserted into Expansion Socket 1 of the controller, the Jump Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

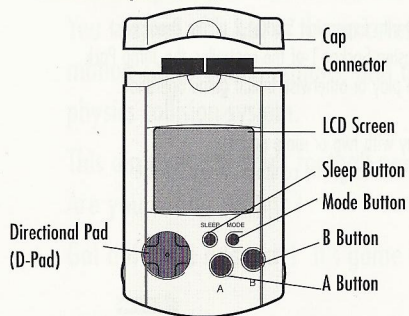
Purchase additional controllers (sold separately) to play with two or more people. The game controls are all set to their default settings. To change the control settings, see the Game Options Menu on page 13.

CONTROL SUMMARY

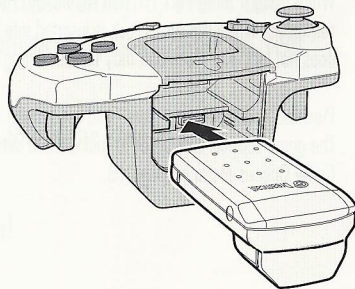


NOTE: Never touch the Analog Pad or R/L Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Visual Memory Unit (VMU)



Jump Pack



NFL 2K is a complex game with many different controls and menus. If you have questions while viewing most menus or play screens, press the Y Button for Command Help.

To highlight and select specific menu items, press the Analog Pad (or D-pad) in the direction of the menu item until it highlights.

Menu Controls

Analog Pad (or D-pad)	Highlight menu options by pressing in desired direction.
A	Select/scroll through highlighted selection
B	Cancel selection/Return to previous screen
X	Scroll back through option selection
Y	Command Help menu (Help menus provide instant command summary for a particular game screen and can be accessed from most menu and play screens.)

General Gameplay Controls

Start (during gameplay)	Pause Menu. Please see page 16 for details.
Analog Pad (in proper direction)	Highlight formations or play sets
D-Pad (press at line of scrimmage)	Directional Swapping (quickly change control of your players)

Calling Plays

R/L Triggers	Call Plays. Toggle through formations or play sets to select
A	Select formation or play
B	View previous formations or play sets
X	Flip play formation or direction

Note: You can also call plays from your VMU (see Game Options Menu on page 13). With VMU Play Calling, controls for selecting plays are the same as if you used the main screen to select plays. If you press the X Button (Flip play formation), a two-way arrow icon will appear on the main screen to indicate a successful play flip.

If you are playing a game with more than one person per team (e.g. two-on-two), either player on a team can select a play. If you are on offense, the first player to enter a play will be the quarterback. Both players can cycle through the available plays at the same time so you may need to coordinate in order to avoid confusion.

If you have VMU Play Calling activated, both players can cycle through the plays on the VMU. However only the player who is plugged into the priority controller port will be able to view the plays on his/her VMU (Port A has priority over B, C, D; Port B has priority over C, D, etc).

If only one side has a VMU available, that side can select plays from the VMU; the other side will select from the television screen.

Note: If VMU Play Calling is selected and only 1 player on a team has a VMU available, the other player(s) on the team can still cycle through the that player's VMU by manipulating their own controllers and can still select plays by pressing the A Button. If seemingly random plays are being selected, make sure that only one player per team is scrolling through and selecting plays.

SEGA SPORTS TIP: For play calling assistance, don't select a play on the Play Calling screen. Instead, let NFL 2K help you out. During play calling, press the A Button once and the Coach's Pick will select a recommended formation. Press the A Button again and the Coach's Pick will select a recommended play.

ON OFFENSE (Prior To Snap)

- L/R Triggers** View receivers' button assignments, player names, and fatigue levels
- A** Hurry players to line of scrimmage
- Y** Call up Audible Menu, press A, B, or X to select an alternate play. Press Y again to cancel

NOTE: You can customize Audibles from the Pause Menu (see page 16 for details.)

Move Analog Pad ← →

Send player in motion. Players will only go in motion if the formation allows (once team is at line of scrimmage, prior to the ball being snapped)

X Lower crowd noise (quarterback)

B Fake snap signal

SEGA SPORTS TIP: "Special" plays are special teams plays such as kicking a field goal, kicking off or punting (or fake plays). "Clock" plays are design to enable the quarterback to either stop the clock by spiking the ball, or to eat up the play clock by dropping to one knee (a feature traditionally reserved for the end of the half or game).

SEGA SPORTS TIP: If time is running out, or if you want to catch your opponent off guard, try running a no-huddle offense. Press Y Button immediately after the completion of a play to quickly run the same play again.

Running The Ball

A Speed Burst

L or R Trigger (left and right arm respectively) Stiff Arm

L + R Trigger Shoulder Charge

X Dive

Y Hurdle or high step

B Spin move

D-Pad Lateral the ball to the closest teammate behind you

Instant Energy (Power Moves) Press A while running to fill player arrow completely, then press any special move button to perform a more powerful move.

SEGA SPORTS TIP: Instant Energy lasts for only a short period. Use it sparingly, as overuse can increase the likelihood of player fatigue.

SEGA SPORTS TIP: If you do not take control of a player (either by pressing the Analog Pad or an action button), the Dreamcast will run the play for you. Once you take control of a player, that player is under your command until the play ends, or until you press the B Button to assume control of another player.

Passing The Ball

A	Snap the ball
Tap A,B,X,Y or L/R Triggers	Pass
D-pad after ball is snapped	Throw ball away
R Trigger (tap)	Pump Fake

QB Scramble

R + L Trigger	Pump Fake
R Trigger + A	Speed burst/Charge
R Trigger + B	Spin move
R Trigger + X	Dive
R Trigger + Y	Hurdle

Note: When holding the R Trigger, the QB becomes a runner and you can use the moves as listed under Running The Ball.

Note: Once you cross the line of scrimmage, you can no longer attempt a forward pass.

Maximum Passing

For the ultimate in passing control, select Maximum Passing from the Controller Assign screen (see page 15) before starting a game. With Maximum Passing activated, you can adjust your QB's throws on the fly to lead your receivers, throw behind your receivers — anything to help get the ball past the defense. To use Maximum Passing, press the Analog Pad in the direction in which you want to modify the throw; press a little to modify a little bit, press harder for a bigger adjustment. For example, to lead the receiver, press UP on the Analog Pad. To throw behind and to the left of the receiver, press DOWN and LEFT.

Remember, to scramble and move your QB away from defensive pressure, you need to hold down the R Trigger and then move the Analog Pad to move the QB. Once you escape the pressure, release the R Trigger and then use the Analog Pad for Maximum Passing control.

SEGA TIP: The longer you hold down the pass button, the harder the pass. Tap for a lob pass; hold for a bullet pass.

Catching A Pass

B	Select receiver nearest to the ball
X	Dive for a pass
Y	Jump for a pass

SEGA SPORTS TIP: When catching a pass, it is not necessary to press an action button, but doing so will increase your chances of successfully catching the ball.

ON DEFENSE (Prior to Snap)

B or D-pad	Select a defender
Analog Pad	Reposition defender

L or R Trigger (w/non-defensive
lineman highlighted)

View players

L or R Trigger (w/defensive
lineman highlighted)

Shift defensive line

A

Hurry players to line of scrimmage

X (at line of scrimmage)

Pump up the crowd

Y

Call audible. From Audible Menu, press X, A, or B button to select alternate play. Press Y again to cancel audible

Note: If you press the A Button prior to the snap, be careful that you don't speed-burst your way offside!

ON DEFENSE (After The Snap)

B	Take control of defender nearest to ball
A	Speed burst
Y	Jump to knock down or intercept pass
X	Dive/Tackle
L or R Trigger	Swim move
D-pad	Swap control of your players
Instant Energy (Power moves)	Press A while running to fill player arrow completely, then press any special move button to perform a more powerful move.

Special Teams

Kicking The Ball

Note: Determine ball trajectory and direction first. Then select kick power and snap the ball when you have the desired amount of power.

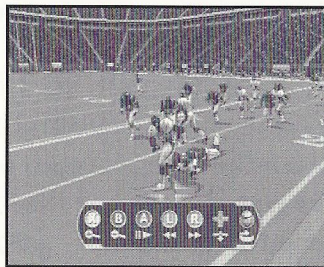
A (fill meter for full power)	Launch kick meter/kick the ball
Analog Pad UP	Low kick
Analog Pad DOWN	High kick
Analog Pad LEFT/RIGHT	Set direction of kick

Note: You don't need to aim field goals in Rookie Mode, but you will need to on the higher difficulty levels.

Receiving Punts and Kickoffs

Analog Pad	Control return man after reception
D-Pad	Lateral the ball after reception
Y (after receiver catches ball)	Down the ball
<i>*You must have control of your man to activate this command.</i>	
Y (before receiver catches ball)	Fair catch (on punts only)
<i>*You must call before the ball begins its descent.</i>	
Hold L/R	View selected player names on both teams

Replay Controls



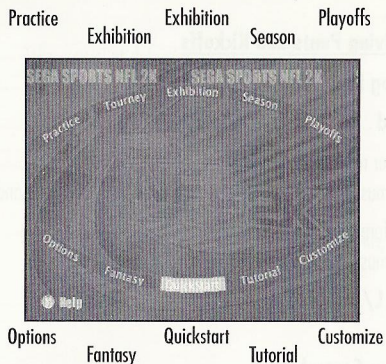
- D-Pad — moves highlighting icon
- Analog Thumb Pad UP — Pan high
- Analog Thumb Pad DOWN — Pan low
- Analog Thumb Pad LEFT — Pan left
- Analog Thumb Pad RIGHT — Pan right
- X — Zoom in
- Y — Bring up Replay Menu
- A — Play (real time speed)
- B — Zoom out
- L Shift — rewinds
- R Shift — fast forwards

NOTE: L Shift and R Shift are both touch sensitive controls. The lighter you press, the slower the replay; the harder you press the faster the replay.

GAME SET-UP

Main Menu

The Main Menu is where you will make all your game selections and option adjustments. The Main Menu appears after the NFL 2K title screen. Press the Start Button to bypass the intro sequence and go straight to the Main Menu.



- Practice** Be sure you're ready on game day
- Exhibition** Choose your teams and take the field
- Tournament** Tackle up to 15 other teams. (See Tourney on page 17)
- Season** Make a regulation run for the Super Bowl Trophy. (See Season on page 16)
- Playoffs** Kick off a playoff run for the Super Bowl ring
- Options** Customize the game parameters
- Fantasy** Draft and play in a season of your own design (See Game Modes on page 16)
- Quickstart** Let the computer choose the teams and play an Exhibition game
- Tutorial** Learn as you play
- Customize** Design your plays, players, and team

OPTIONS MENU

Customize the following game set-up options prior to kickoff:

-Press A to cycle forward through an option selection; X to cycle backward.

- Weather** Time of day, temperature, precipitation, wind speed, and fog
- Game Options** Quarter length, skill level, play calling, VMU play calling, game speed, fatigue and injuries, coach mode, and Performance EQ
- Controller** Adjust the control/button settings
- Codes** Discover hidden game secrets
- Presentation** Adjust the game amenities (action replays, commentary, sound effects volume, etc.)
- Penalties** Control the frequency of any penalty

GAME OPTIONS MENU

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

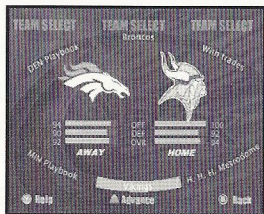
- Quarter Length** Play 1- to 15-minute quarters
- Skill Level** Rookie, Pro, or All-Pro
- Play Calling** By Formation (4-3, I Form, Shotgun) or By Type (Blitz, Long Pass, Short Run)
- VMU Play Calling** When ON, play formations/sets are displayed on your VMU
- Game Speed** Normal, fast, or slow

- Fatigue** Determine the fatigue levels which will affect players during a game
- Injuries** Adjust likelihood of injuries
- Coach Mode** When ON, you pick plays and CPU executes them
- Performance EQ** Convert both teams to the same rating and skill level

SEGA SPORTS TIP: Performance EQ allows you to play every NFL team adjusted to the same rating level. With Performance EQ activated, victory will belong to the most skilled player, not the player who stacked his team with the strongest athletes.

TAKING THE FIELD (Exhibition Play)

SEGA SPORTS TIP: The "Profile" element in NFL 2K mirrors every NFL team's pre-determined style of play and play calling tendencies. Part of being successful at NFL 2K is playing to your team's strengths. If you select the Profile for a pass-happy team such as the Vikings or 49ers, your team's philosophy will be to air it out, and air it out often. However, if you prefer to grind it out on the turf, you might select the Profile of a team with a strong running philosophy, such as the Steelers or Broncos.



Choosing Teams

- Home — Select the home team and playbook
- Visitors — Select the away team and playbook
- Stadium Location — Choose where you want to play the game
- Roster — Choose Default Rosters or With Trades

Controller Assign Screen

Once you've selected the teams, the Controller Assign screen appears. Press the Analog Pad or D-pad UP/DOWN to align your controller with the team you wish to command. If you wish to use Maximum Passing (see page 8), press the A Button to toggle it ON. When you are ready to get underway, press the Start Button to advance to the game.

Note: You can play with up to four different players on either of the two teams, or join up cooperatively and play on the same team.

Coin Toss

Visiting team gets to call it. Following the coin toss, the Special Teams play calling screen appears. Winner of the toss gets to choose first possession or select a goal to defend.

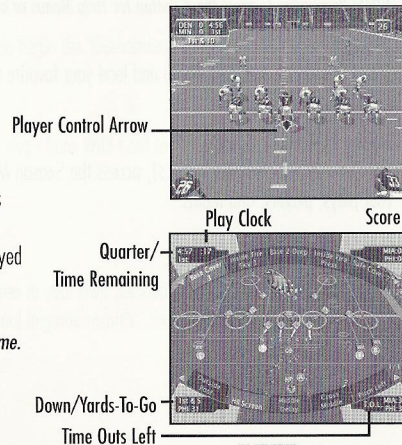
On The Field

This is where all the NFL action takes place.

Selecting Your Plays (On Offense and Defense)

Champions are built on talent, teamwork and the coach's playbook. Use your play list to tackle any offensive and defensive situation. On offense, passing plays are displayed in blue, running plays are displayed in red.

Note: You can edit your playbook prior to or during the game. See Customizing Plays on page 18 for complete details.



PAUSE MENU

The Pause Menu allows you to stop gameplay and call an official time out, program the game audibles, make substitutions, view the replay, change the game options and controller configuration, adjust the game camera angles, and view the current stats. The player who pauses the game controls the selection of options.

GAME MODES

From the Main Menu, you can conduct a team practice or scrimmage with another team, hold an exhibition game, launch a season, head straight to the playoffs, hold a tournament with up to 16 different teams, play in a fantasy league of your own making, or customize your own plays, players, and teams.

NOTE: Remember to press the Y Button for Help Menus at any time to help navigate through each game screen.

Season

Select Season on the Main Menu and lead your favorite team through a regulation 16-game season on a quest for the coveted Super Bowl ring.

Season Menu

Once you've selected your team(s), access the Season Menu to begin play on this week's game, or to customize your plays, players, and teams.

Practice

In the NFL, practice is key. The practice field is the place to tighten pass routes, fine tune the running game, and learn about defensive positioning and techniques. You can customize your practice session with three Practice Types:

Special Move Practice — Get a feel for the controller and how to perform special moves

Full Scrimmage — Line up against another team

Offense Only — Work out the kinks in your offense without a defense to stop you

Tourney

Choose to play in a New tournament with 4, 8, or 16 teams, or Load and continue a previously saved tournament. Select your teams, determine human or CPU control for each, and begin play.

Tournament Menu

The Tournament Options Menu is where you can choose to begin the Tournament, as well as view your Schedule, the Tournament Tree and Game Stats.

Playoffs

Select your team and compete in a hunt for the ultimate ring - from Wild Card to Super Bowl. If you have what it takes, that is.

CUSTOMIZE

NFL 2K offers unprecedented power to customize the game to your own personal desires. You can design your own plays, players, and teams. Keep tally of your personal in-game records. Even review the records of other human players:

Creating A Player

Build your own pro, from his face mask style to his quickness on the field.

Building A Team

Here you can create your own team, from the logo style to team colors, create your own free agent pool, trade players, sign free agents, and rearrange your depth chart.

Customizing Plays

This feature allows you to edit an existing play or create a brand new offensive or defensive play. Use the following sequence for best results: First, Import a previously saved play or create a new one.

Next, name the new play and decide if it is for Offense or Defense.

Select the formation and play type (eg. pass, pitch, hand off).

When you reach the Play Create screen, you'll find three options:

Position — Select the player you'd like to edit.

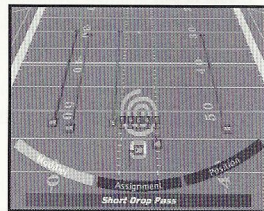
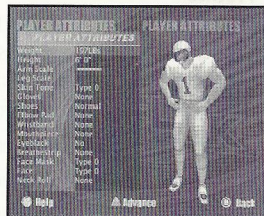
Assignment — Cycle through dozens of route variations and assignments.

Modifier — Modify the player's route to take him exactly where you'd like him to go.

Press the A Button to toggle between the many variations.

Note: If you've inserted a VMU with empty blocks, your play will be saved.

SEGA SPORTS TIP: Memorize your favorite customized plays and use them at opportune times to surprise your opponent. Delete plays that don't work well during game time.



Fantasy

Build your own fantasy tournament or full fantasy league. All available players will be dropped into a giant free agent pool. You will draft to build your own customized team. Once your team is built, you can take part in a Fantasy Tournament (4-, 8-, 16-, or 31-team single elimination tournament) or play a full Fantasy League with an entire simulated season. Draft players, build your team and go!

Note: You can either draft manually or press the Start Button to have the CPU automatically complete the draft order.

SAVING/LOADING

The game automatically saves data for you after you exit a mode (Season, Playoffs, Fantasy, etc.)

Credits

VISUAL CONCEPTS CREDITS

Lead Engineer

Tim Walter

Lead AI Engineer

Matthew Hamre

Lead Library Engineer

Chuck Batson

Audio Director

Brian Luzietti

Lead Tools Engineer

Audrey Seymour

Engineers

Chris Larson

Mark Horsley

Gary Arnold

Shawn Lee

Nick Jones

Scott Patterson

Art Director

Alvin Cardona

Artists

Fred Wong

David Lee

Steve Paris

Leandro Penaloza

Nelson Wang

Quinn Kaneko

Joel Flory

Matt Crysdale

Joyce Rietveld

Avril Harrison

Sound Designer

Larry Peacock

Tools Engineers

Josh Lee

Brian Hughes

Nick Verne

Executive Producer

Greg Thomas

Project Manager

Jeff Thomas

Assistant Project Manager

Rustin Lee

Quality Assurance

Rick Andraschko

Special Thanks

Wayne Herman

Alice Crysdale

Richard Yee

Kaj Swift

Brian Grenier

Rockne Tarkington

Carl M.

Solano College Players

SEGA CREDITS

Senior Producer

Marcus Matthews

Producer

David Perkinson

Assistant Producers

Lorne Asuncion

Matt Underwood

Sega Sports Team

Derrick Aynaga

Kirby Fong

Tracy Johnson

Marketing

Martha Hill

Andrew Stein

Stacey Kerr

Special Consultants

Willie Shaw - Oakland Raiders

Marty Mornhinweg - San Francisco

49ers

Motion Capture Talent

Junior Bryant

Derrick Deese

Marquez Pope

Ahman Green

Jim Schwantz

Shawn McWashington

Chris Keldorf

Tommy Thompson

Ward Farris

Tony Patch

Gerard Williams

Larry Williams

Alan Rice

Phil Shores

Ken Shelton

Tyrone Peace

Dave Paniagua

Nikko DeLozada

Motion Capture

House of Moves-

Jarrad Phillips

Tom Tolles

James Scanlon

Performance Capture Studios-

Gary Roberts

Mark Greenberg

Francois Laroche

Percy Sagun

Goal Line Productions

Paul Levine

Cheryl Levine

Script Writing

Rob Thomas

Voice Over

Terry McGovern as "Dan Stevens"

Jay Styne as "Peter O'Keefe"

Mark VanGelder as "Chris Dishman"

Marcia Perry as "Michelle Westphal"

Doug Dull as the PA Announcer

Tim White as the referee

Recording Studio

Conscious Sound Studios-

Benjamin Grant DePauw

Playbook Design

The Coach's Edge-

Craig Jonas

Ryan Audus

Mary Swayne

Player Rating and Stat

Database

Matt Underwood

Lorne Asuncion

Additional Statistical Support

Stats Inc.-

Scott Enslin

Jim Capuano

Lead Tester

Todd Slepian

Assistant Leads

Ed Brady

Howard Gipson

Matt Lucich

Abe Navarro

Testers

Richard Allard

Bobby Amirkhan

Gabrielle Brown

Sean Doidge

Joey Edwards

BJ Enriquez

Paulita Escalona

Scott Etkin

Roger Faso

David Fischer

Jason Hill

Jason Nolen

Dave Paniagua

Pedro Ponce

Jonas Robledo

Jakob Slipak

Joshua Tapley

Pat Walsh

Willie Wareham

Dan Windrem

David Wood

Joe Gora

Benjie Galvez

Rick Ribble

Amy Albertson

Jeff Sideno

Patrick Pendergast

Chris Meyer

Ryan Roettele

Jason Carbajal
Kandis Etzler
Roddy McNevin
Jason Mercer

Special Thanks - Sega of

America

Bernie Stolar
Lynne Poirier
Peter Moore
Undyne Stafford
Shinobu Toyoda

Jane Thompson
Karen Kress
Charlie Bellfield
Dave Karraker
Jennifer Walker
Karen Schachter

Teri Higgins
Fred Huey

John Cheng
Cindy Jenney
Sandy Castagnola
Sheri Hockaday
John Amirkhan
Joanne Eastman

Sean Doidge
Mike McCollum
Mitzi Reagan

Roxana Hui
Eric Hammond
Scott Hartin
Gary Lake
Judy Jette
Tom Miley
Toshi Morita
Alex Villagran
Jim Yamashita
Curtis Clarkson
Mike Lopez
Richard Verdoni

Special Thanks - Sega of Japan

Shoichiro Irimajiri
Kenichi Iwanaga
Masaki Kawahori
Shoji Nishikawa
Keiko Terashima
Shuji Utsumi

Special Thanks - NEC

M. Imanishi

Special Thanks - Videologic

Mark Butler

NFL Properties

Gene Goldberg
Monty Amdursky
Tim Langley
Paul Spinelli

Players Inc.

Doug Allen
LaShun Lawson
Farro D'Orazio
Howard Skall

Player Headshots and Stadium

Reference Material © NFL Photos

Notes

Notes

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

Limited Warranty

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

Obtaining technical support/service

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

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

LIMITATIONS ON WARRANTY

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

ESRB RATING

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

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, and Virtua Striker are either registered trademarks or trademarks of SEGA Enterprises, Ltd. All Rights Reserved. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©SEGA ENTERPRISES, LTD., 2000. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All rights reserved. Programmed in Japan. Made and printed in the USA.

Product covered under one or more of the following: U.S. Patents No's: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276.