

ESPN



NFL
2K5

A VRH SCAN.

EVERYONE
E
CONTENT RATED BY
ESRB



PLAYERS



**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.

Getting Started 2

Starting Up 3

Default Command Summary 6

In the Huddle 6

Offense 8

Defense 12

Special Teams 15

First Person Football 15

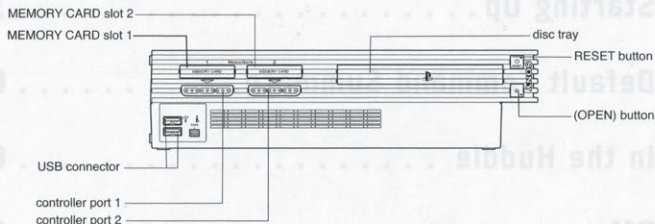
Main Menu 16

Game Modes 18

Network Configuration Utility 19

Online Menu 21

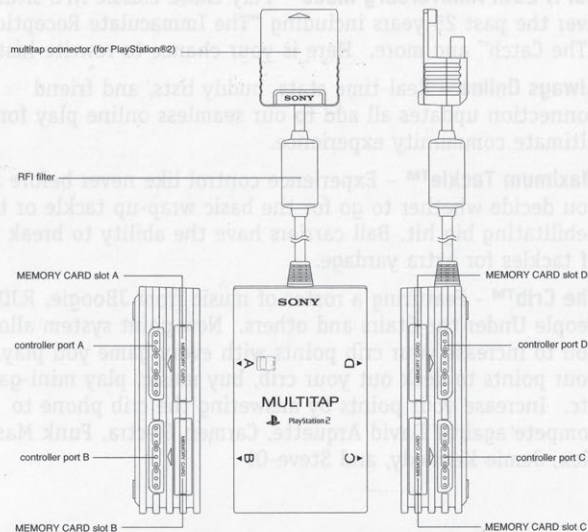
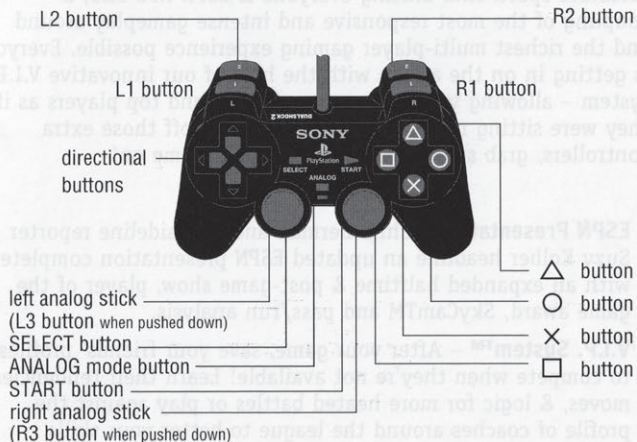
Credits 24



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 ESPN NFL 2K5 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.

At any point during ESPN NFL 2K5 gameplay you may quit the game by pressing the START button and choosing "Quit." To restart your PlayStation®2, press the RESET button on the front side of the console.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Summary

It's the season of the fan. The year of people coming together to celebrate sport. And uniting everyone is ESPN NFL 2K5, a coupling of the most responsive and intense gameplay around and the richest multi-player gaming experience possible. Everyone is getting in on the action with the help of our innovative V.I.P. system – allowing you to play your friends and top players as if they were sitting right next to you! So dust off those extra controllers, grab some chairs, and get your game on!

- **ESPN Presentation** – Chris Berman and new sideline reporter Suzy Kolber headline an updated ESPN presentation complete with an expanded halftime & post-game show, player of the game award, SkyCam™ and pass/run analysis.
- **V.I.P. System™** – After your game, save your friends' profiles to compete when they're not available! Learn their tendencies, moves, & logic for more heated battles or play against the profile of coaches around the league to better your skills.
- **ESPN 25th Anniversary Mode** – Play those classic NFL situations over the past 25 years including “The Immaculate Reception,” “The Catch” and more. Here is your chance to rewrite history!
- **Always Online** – Real-time stats, buddy lists, and friend connection updates all add to our seamless online play for the ultimate community experience.
- **Maximum Tackle™** – Experience control like never before as you decide whether to go for the basic wrap-up tackle or the debilitating big hit. Ball carriers have the ability to break out of tackles for extra yardage.
- **The Crib™** – Featuring a roster of music from JBoogie, RJD2, People Under the Stairs and others. New point system allows you to increase your crib points with every game you play. Use your points to deck out your crib, buy music, play mini-games, etc. Increase your points by answering the crib phone to compete against David Arquette, Carmen Electra, Funk Master Flex, Jamie Kennedy, and Steve-O!

- **Innovative Franchise Play** – The all-new Weekly Prep™ allows you to manage preparation of your team including workout schedules, film breakdowns and more as well as watch and react to simulated games. Also new is SportsCenter with Chris Berman anchoring and Mel Kiper and Trey Wingo bringing you the latest happenings around the league.
- **Breakthrough Moves** – Dazzling animations such as back of the end zone catches, quarterback evasions, all-new runs, and slips, falls, and trips due to real weather changes.
- **The Emotion of the NFL** – Frantic turnover reactions, intense first down signals, quick timeout calls on the ground and the ability to manage your own outrageous touchdown celebrations!
- **Updated First Person Football™** – Our exclusive First Person mode steps it up with new camera switching, improved audio, passing control options, and more!
- **Your Game, Your Music** – Customize the sounds of the game by using your own ripped music to add some true stadium atmosphere.

DEFAULT COMMAND SUMMARY

ESPN TIP - The In Game Manual

For even more in-depth gameplay and menu information, check out the In-Game Manual. From the Main Menu, select Extras. Then select Game Manual.

MENU NAVIGATION

- Left analog stick** Highlight an Option, LEFT/RIGHT: or **directional button** Increase or Decrease a selected Option
- X** button Advance / Increase selected Option
- O** button Decrease selected Option / Bring up - Team Options
- △** button Return to Previous Screen
- R2** button Cycle forward through Options
- L2** button Cycle backward through Options
- R1** button Cycle forward through Options
- L1** button Cycle backward through Options
- START** button Advance
- SELECT** button Maximum Passing / Player Card
- Left analog stick** UP/DOWN: Change VIP Name

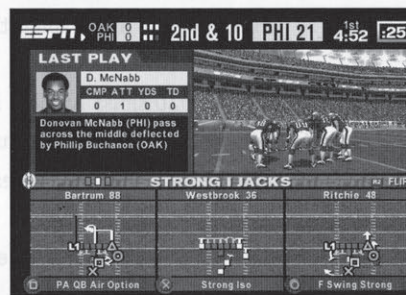
IN THE HUDDLE:

Formation Select Screen

- left analog stick** UP/DOWN: Scroll formation type, or **directional button** LEFT/RIGHT: Change receiver alignment
- X** button Choose formation
- O** button Sub Receivers (offense) / Swap D Line (defense)
- button Sub Running Backs (offense) / Swap DB's (defense)
- △** button Choose package screen (offense)
- R2** button Flip Formation
- L2** button Help Menu
- L1** button Coach's Pick
- SELECT** button Timeout

Play Call or Choose Package Screen




- left analog stick** UP/DOWN: Scroll Play or or **directional button** Package Page
- X** button Select Play or Package in **X** button slot
- O** button Select Play or Package in **O** button slot
- button Select Play or Package in **□** button slot
- △** button Return to Formation Select Screen
- L2** button Help Menu
- L1** button Coach's Pick
- R1 + X, □ or O** buttons . . On-the-Fly Audibles (play call only)
- SELECT** button Timeout



Coach's Tip – Bluffing Technique

In multiplayer games, keep the other player guessing by disguising which play you call. On the Play Call Screen, once you've found the play you want, press and hold the button corresponding to that play. Then press up or down on the left analog stick or the directional button to flip through other pages within the same formation (and to throw off your opponent). When you release the play button, your team will break the huddle with your original play selection.


ESPN Tip – Setting On-the-Fly Audibles

If you'd like to reconfigure your audibles for an offensive formation, it's easy to do so. On the Play Call screen, press and hold the R1 button. Press the , , or  button to select the audible button "slot". Release the R1 button. Find the play that you wish to assign to the audible slot and press its corresponding button. The play will now be available from your Offensive Audible Menu.

OFFENSE:

Prior to the Snap

Left analog stickUP/DOWN: Select player LEFT/RIGHT:
or directional button Put player in motion

 buttonHurry to the line / Snap the football




 buttonHard count

 buttonBring up/Dismiss Audible Menu

R1 button(Hold) View players' fatigue levels

L1 button(Hold) View players' routes

SELECT buttonTimeout



Right analog stickCall a Hot Route for a receiver
+ **L1**, , , or  button


ESPN Tip – Offensive Hot Routes



If you want to switch a receiver's route at the line of scrimmage, you can call a Hot Route for that receiver. Move the right analog stick in the direction of the route you desire and press the button corresponding to the receiver to assign the route to that receiver. By moving the right analog stick in the following directions, you can assign the following routes: Up = Go, Down = Stop, Right = Out, Left = In, Up/Right = Quick Corner, Up/Left = Slant, Down/Right = Speed Out, Down/Left = Speed Under. Click and hold the R3 button and press the button corresponding to that receiver to instruct the receiver to pass block.


Offensive Audible Menu

Left analog stickLEFT/RIGHT: Cycle available audibles
or directional button

 buttonSelect Audible  button

 buttonSelect Audible  button

 buttonSelect Audible  button

 buttonCall / Dismiss Audible Menu

R2 buttonFlip play



SELECT buttonTimeout



R3 button(Press) Flip routes



After the Snap



Passing Plays / Quarterback Controls

Left analog stickMove the QB
or directional button

 buttonThrow to receiver  button

 buttonThrow to receiver  button

 buttonThrow to receiver  button

 buttonThrow to receiver  button

R2 buttonThrow ball away

L2 buttonPump fake

R1 button(Hold) Scramble with QB. You can perform the Charge or any special moves while scrambling.

L1 buttonThrow to receiver **L1 button**

Right analog stick(Behind Line of Scrimmage) QB Evade

Coach's Tip – Advanced Passing Techniques

If you want to get the ball to the receiver in a hurry, hold the pass button down for a bullet pass. If you need to throw the ball over a defender, tap the pass button for a lob. To pump fake to a specific receiver, double tap the button corresponding to that receiver.

Coach's Tip – Maximum Passing

With Maximum Passing (SELECT button on the Team Select or Choose Sides screens), you can lead your receiver using the left analog stick or the directional button.

ESPN Tip – Maximum Tackling

This year, when a player is wrapped up by a defender he can break free of the tackle to gain extra yards or he can be dropped like a sack of potatoes. When the defender wraps his arms around you, the cursor underneath you will turn red. This is your chance! Both the ballcarrier and the defender can press the **X** button rapidly to either rip free of the tackle or take the other player down.

Rushing Plays / Ballcarrier Controls

Left analog stickMove the runner
or **directional button**

- X** buttonTap for speed burst / Hold to charge up power for a move
- C** buttonSpin move
- buttonDive/QB Hook Slide
- △** buttonShoulder charge
- R2** buttonJuke right
- L2** buttonJuke left
- R1** buttonStiff-arm right
- L1** buttonStiff-arm left

L1 + R1 buttonsLateral

Right analog stickUP: Stutter-step, DOWN: Stop short,
LEFT: Juke left, RIGHT: Juke right

R1 buttonPitch Ball (Option Play only)

Press **R3**(click) Hurdle

Offensive Player Control (Away from the ball)

Left analog stickMove player
or **directional button**

X buttonTap for speed burst / Hold to charge up power for a move

C buttonSwitch player

□ buttonDive / Chop block

△ buttonWave for the pass

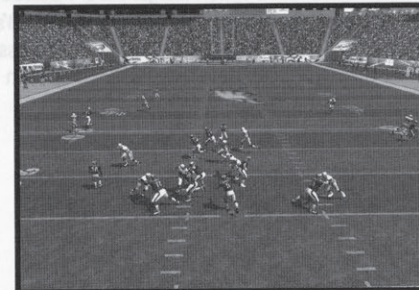
R1 or **R2** buttonJuke right

L1 or **L2** buttonJuke left

After the play is over

C buttonHurry up offense (defaults to last play and automatically displays the audible menu)

□ buttonHurry to spike the ball



DEFENSE:

Prior to the Snap

- Left analog stick** Move player
or **directional button**
- ⊗ button Switch player
- ⊙ button Switch back to previous player
- ⊠ button Blitz selected player
- △ button Call / Dismiss Audible Menu
- R1 button** (Hold) View players' fatigue levels
- L1 button** (Hold) View defensive assignments
- SELECT button** Timeout
- Right analog stick** RIGHT: Shift defensive linemen to the right, LEFT: Shift defensive linemen to the left, UP: Spread defensive linemen out, DOWN: Pinch in defensive linemen in
- Hold **L2 button** RIGHT: Shift linebackers to the right,
+ **Right analog stick** LEFT: Shift linebackers to the left, UP: Spread linebackers to the outside, DOWN: Bring linebackers inside
- Hold **L2 button** Linebacker Adjustment (see next page)
- Hold **R2 button** Defensive Back Adjustment (see next page)
- Hold **R2 button** RIGHT: Assign DB's Outside Coverage technique, LEFT: Assign DB's Inside Coverage technique, UP: Assign DB's Off Coverage, DOWN: Assign DB's Tight Coverage

ESPN Tip –

Individual Defensive Back and Linebacker Adjustments

This year, you can individually adjust any of your defensive backs or linebackers at the line of scrimmage. Prior to the snap, press and hold the L2 button for linebackers or the R2 button for defensive backs. Then, press the button corresponding to the icon over the player you wish to adjust. Release both buttons- the icon for the selected player will still be over his head and icons will appear over the heads of the five offensive receivers.

Press up on the **Right analog stick** to shift the player back to play off coverage

Press down on the **Right analog stick** to move the player closer to the line to play tight coverage

Press left on the **Right analog stick** to shift the linebacker left or assign the DB to play inside coverage

Press right on the **Right analog stick** to shift the linebacker right or to assign the DB to play outside coverage technique

Press the ⊗ button to double team the ⊗ receiver

Press the ⊙ button to double team the ⊙ receiver

Press the ⊠ button to double team the ⊠ receiver

Press the △ button to double team the △ receiver

Press the L1 button to double team the L1 receiver

Press the R1 button to spy the quarterback

Press the L2 button to assign a blitz

Press the R2 button to assign a delayed blitz

Press the R3 button (click) to reset the commands

Note: When you have 5 or 6 Defensive backs on the field, the Nickel and Dime back will have their individual Button Icons under the Linebacker L1 button.

Defensive Audible Menu

Left analog stickLEFT/RIGHT: Cycle available Audibles
or **directional button**

X buttonSelect Audible **X** button

C buttonSelect Audible **C** button

□ buttonSelect Audible **□** button

△ buttonCall / Dismiss Audible Menu

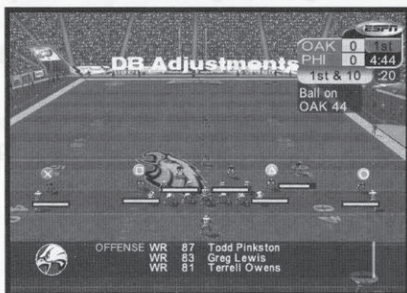
R2 buttonFlip defensive assignments

R1 buttonSelect Audible **R1** button

L1 buttonSelect Audible **L1** button

SELECT buttonTimeout

Right analog stick(Press) Flip defensive assignments



After the Snap

Left analog stick or **directional button**Move player

X buttonTap for speed burst/Hold to charge up power for a move

C buttonSwitch player

□ buttonDiving tackle

△ buttonDefend Pass

R1 buttonIntercept pass (when in the path of a pass)

L1 buttonBlock pass (when in the path of a pass)

Defensive Lineman Moves

R1 buttonSwim move

L1 buttonClub move

R2 buttonSpin off of blocker

L2 buttonRip (uppercut under blocker's arm)

SPECIAL TEAMS:

Kicking Team

Left analog stickAim Kick Arrow
or **directional button**

X buttonPress once to activate the Kick Meter.
Press a second time to set the Kick Meter and kick the ball

△ buttonCall / Dismiss Audible Menu

Receiving Team

R3 button(Press) Down the ball in the endzone
(press immediately after catching the ball).

△ button(Punt return) Call fair catch (press before you catch the ball)

FIRST PERSON FOOTBALL™

The controls for First Person Football™ are much the same as in the regular gameplay mode, with the following exceptions:

Before and after the snap:

right analog stickLEFT: Look left, RIGHT: Look right

L2 buttonOn defense: Locate the man you are assigned to cover

Before the snap:

L3 buttonSwap between 1st person and 3rd person mode

After the snap:

R3 buttonInitiate temporary "slowdown" mode

After the tackle:

R3 buttonView an action replay of the last play

MAIN MENU:

The Main Menu gives you access to all of ESPN NFL 2K5's modes and options.

Quick Game

Play a quick preseason game between any two teams. This is the fastest way to suit up and lead your team on to the field.

The Crib™

This is the real player's bachelor pad. Deck out your crib with unlockable items as you progress through game play milestones. Make it your own by adding killer items to your pad; discover and play mini-games; pick up the phone to play against profile peeps like David Arquette, Carmen Electra, Funk Master Flex, Jamie Kennedy, and Steve-O; or listen to some phat beats pumping from the 2K5 jukebox.

Dart Game Instructions

After you have purchased a Dart Board in the Crib™, you can play either 501 or Cricket.

- In 501, be the first player to reach zero from a starting score of 501. Throw 3 darts a turn and subtract the total from the previous score until it reaches zero. To win, you must reach zero exactly by hitting a double.
- In Cricket, you must "close" certain numbers: 15 to 20 and Bulls-eye. To "close" one of the numbers, record three hits of that number (double = 2 hits, triple = 3 hits). Any additional hits will count as points to your score. If every player "closes" a number then no player can score on that number. Cricket ends when any player "closes" out all numbers and has more equal points than every opponent.

To bump to ESPN NFL 2K5's new beats:

- From the Main Menu select The Crib™ and press the **X** button.
- Navigate through The Crib™ by pressing the **left analog stick** in the direction you want to go.
- The Jukebox is on the 1st floor between the window and fireplace. Press the **X** button when you have located it.
- To change the music, select a track and press the **X** button. The selected track will be queued up in the playlist.
- To scroll through the various genres of music, press the **L1** or **R1** button.
- Press right to move the cursor to the playlist. To play individual songs scroll up and down to the desired song and press the **X** button.

To answer the Celebrity Phone:

- When an overlay appears saying you have a call, go to the Main Menu.
- Select The Crib™ and press the **X** button.
- The Celebrity phone is on the 1st floor at the bar. Press the **X** button when you have located it.
- Do you accept his or her challenge? Be warned, they are tough to beat!
- Wipe out all the celeb's and get a nifty surprise at the end.

Game Modes

Choose from one of seven unique game modes:

- **Franchise:** Control every aspect of a team, including off-season personnel moves, for decades to come.
- **First Person Football™:** Experience the game from the perspective of a player on the field. Nothing else puts you closer to the action.
- **ESPN 25th Anniversary:** Legends were made from the most improbable comebacks and thrilling finishes in NFL history. Now, it's your chance to rewrite the record books- will you succeed?
- **Practice:** Learn the fundamentals of football and perfect your skills. **Basic Training:** Hone your gridiron skills with a number of individual drills. **Scrimmage:** Allows you to perfect your offensive, defensive, and special teams execution.
- **Situation:** Recreate specific game scenarios with complete control over the score, clock, yardage, and possession.
- **Tournament:** Create a tournament with any 4, 8, or 16 teams of your choice.
- **Online:** Here's where you really put your skills to the test. Challenge other players online!

Features

Choose from one of six unique game features for ESPN NFL 2K5:

- **VIP:** Look up statistics as well as create a new VIP record, or load, edit, save, or delete an existing VIP record.
- **Roster Manager:** Allows you to edit any team's roster, playbook, and depth chart.
- **Team Create:** Create a new team and stack it with the best players from the NFL.
- **Player Create:** Create and suit up players to add to the free agent pool.
- **Touchdown Celebrations:** New to ESPN NFL 2K5, celebrate your touchdowns by performing a customizable dance routine.

Options

Multiple categories of options give you the power to customize your game on all levels, from the broadcast booth to the coach's desk. With the Load / Save screen, you can save your franchise, season, tournament, settings, stadium music, rosters, playbooks, or any VIP progress.

Extras

Learn more about ESPN Videogames, the creators of ESPN NFL 2K5, and the game of football.

Here's where you really put your skills to the test! Challenge other players from around the world to a head-to-head matchup.

- On the Network Configurations screen, if you have yet to create a Network Configuration, press the **START** button to launch the Network Configuration Utility. You will want to have a memory card (8MB) (for Playstation®2) inserted to save your Network Configuration. You will also need the access information for your internet provider.
- If you already have a Network Configuration, simply highlight it and press the **X** button.

NETWORK ADAPTOR (Ethernet/modem) for PlayStation ®2)

In order to play ESPN NFL 2K5 online, you must have installed a Network Adaptor (Ethernet/modem) (for Playstation®2) on your Playstation®2 computer entertainment system before playing. Set up the Network Adaptor according to the instructions in its packaging.

Network Configuration Utility

Setup your system for online network play.

Adding a setting:

- On the Network Setting screen, highlight Add Setting and press the **X** button.
- On the Save Locations screen, select the memory card (8MB) (for Playstation®2) that you wish to save your configuration to and press the **X** button.

- Press right on the directional button to switch to the Hardware Settings screen.
- Highlight Ethernet or Modem and press the **X** button to select it.
- Press right on the directional button to switch to the Use of PPPoE screen. Press OK to acknowledge that you will need provider information.
- If a user ID and password are required to access your provider, select Required, and press right on the directional button to advance.
- If no user ID or password is necessary, select Not Required, and press right on the directional button to advance to the IP Address Setup screen.
- The IP Address Setup screen allows you to choose whether you wish to set the IP address automatically or set it manually. If you don't have a firewall, it will generally work to set the address automatically.
- If you select manual and advance, the IP Address Entry screen appears. Highlight each row and press the **X** button to select it. Press up or down on the directional button to change the number. Press right or left on the directional button to highlight a different window. Press the **X** button when you've finished with one row. Then highlight the Netmask and Default Router rows and repeat this procedure. When you're done, press right on the directional button to advance to the DNS Server Address Setup screen. Once again, if you don't have a firewall, try setting the DNS Server Address automatically.
- If you select manual and advance, the DNS Server Address Entry screen appears. Enter the Primary DNS and Secondary DNS using the same method used for the IP Address Entry screen. When you're done, press right on the directional button to advance to the Name the Setting screen.
- On the Confirm and Save the Setting screen, press down on the directional button to review your settings and press the **X** button to confirm and save your settings. You will automatically be prompted to decide whether you'd like to test your network connection. Highlight Yes and press the **X** button to access the Start the Connection Test screen.
- On the Connection Test screen, press the **X** button to test the connection.
- When you're done setting up your Network Configuration, press the **O** button on the Network Settings screen to return to the game.

Creating a user account:

- Once you have successfully established a network connection, you will need to create an account if you don't already have one. Select Create Account and press the **X** button.
- On the Online Account Creation screen, use the **X** and **O** buttons to cycle forward or backward through the Birth Month, Day, and Year. For the other rows, press the **X** button to access the Virtual Keyboard and enter the desired text. When you're done, press the **START** button to advance to the Online Menu

Use an existing account:

- If you already have an existing account, simply enter your user name and password on the Online Authentication screen to advance to the Online Menu.

ONLINE MENU

The hub for taking care of all your online gaming needs including playing games and checking out the Leagues, Online Desk, Downloads and Options.

Auto Sign-in: The most recent online account found on any memory card with this setting enabled will attempt to automatically connect to the server when ESPN NFL 2K5 is done loading. You may change this setting in the Online Options menu.

Join a Game

Join a Game is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you are on the Team Select screen, if you use a Broadband connection you can use a USB Headset (for PlayStation®2) to talk to other users.

Find a Game

Allows you to search for games based on type (Ranked or Scrimmage), difficulty, or quarter length.

Create Match

Create a match with your desired game options.

Leagues

Access ESPN NFL 2K5 sponsored Tournaments and Seasons. Tournaments are round-based until the final winner is crowned. In an online Season you play against other opponents for an entire season, and are ranked at the end of the season by your team's record.

Online Desk

The Online Desk provides you with many options. You can manage or text message your friends and recent opponents, browse the ESPN NFL 2K5 leaderboards, stay up to date with the latest news and roster downloads, or set your online VIP options.

Main Menu

Return to the main menu. When you receive a challenge from a friend or recent opponent a green icon will appear on the upper left side of the screen. To accept the challenge sign back online, choose Online Desk, choose Players/Friends, and accept the challenge.

To challenge a friend or recent opponent

- Choose Online Desk
- Choose Players/Friends
- Highlight your desired opponent then press the **X** button to challenge.

To sign off the network

- Choose Sign Out

Note: If you frequently experience difficulty joining an ESPN NFL 2K5 online game and are using an Internet sharing device (e.g. broadband router or firewall) you may need to enable Port Forwarding (sometimes called Virtual Server) on the device. Please refer to the manual the came with your Internet sharing device for specific setup instructions. You will need to forward UDP port 3658 to the IP address assigned to your PlayStation®2 console. This may require changing your Network Configuration File from an "Auto" IP address (DHCP) to a "Manual" IP address. ESPN NFL 2K5 includes a Network Configuration GUI for setting up and modifying these files. If you continue to experience difficulty joining online games, try bypassing your Internet sharing device by connecting your PlayStation®2 console directly to your DSL, modem, or cable modem. In this case, you may need to create a new Network Configuration File before your PlayStation®2 console will connect to the Internet.

In "5.1 channel Dolby® Digital" mode, the audio from the PlayStation 2's AV MULTI OUT may be disabled. When "5.1 channel Dolby Digital" mode is activated, sound may only come from the unit's DIGITAL OUT (OPTICAL). The PS2's DIGITAL OUT (OPTICAL) should be connected to the "digital optical in" of a receiver with Dolby Digital decoding.

This game uses both Dolby Digital and PCM audio. Some receivers will switch between both audio formats automatically, and others will not. Please refer to your receiver's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

Games with Dolby Pro Logic II: For Dolby® Pro Logic® II Decoding: This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select ?Dolby Pro Logic II? from the audio options menu of the game.

ESPN NFL 2K5 CREDITS

Visual Concepts Entertainment Inc.

Lead Engineer

Chris Larson

Art Director

Matthew Crysdale

Lead AI Engineer

Shawn Lee

Executive Producer

Greg Thomas

Project Managers

Jeff Thomas

Asif Chaudhri

Engineers

Tim Meekins

Nate Bamberger

Alex Lee

Matt Bandy

Mark Roberts

Yar Woo

Gordon Read

Evan Harsha

Tom Bak

Steven Fuller

Matt Hamre

Nick Jones

Aki Rimpilainen

Artists

Eric Apel

Fred Wong

David Northcutt

Roy Tse

Desha Chanhndara

Frank Robbins

Hsing-Wen Hsu

Jason Justice

Heather Marshall

Joyce Rietveld

Quinn Kaneko

Dan Lavender

Richard Horne

Additional Art

Anton Dawson

Joel Flory

Steve Paris

David Dame

Anthony Yau

Production

Rick Brown

Brandon Justice

Abe Navarro

Matt Underwood

Dave Zdyrko

Technology Group

Tim Walter

Ivar Olsen

Boris Kazanski

Isaac Gartner

VC Audio Team

Ed Brady

Brian Luzietti

Larry Peacock

Randy Rivas

Tor Unsworth

Rob Thomas

Doug Rappaport

Otha Jackson Jr.

Jake Baker

Marketing and PR

Matt Atwood

Jake Baker

Anthony Chau

Shelby Cox

David DePaulis

Nikki Flynn

Rustin Lee

Moni Orife

Otto Park

Steve Raab

Mike Rhinehart

Tim Rosa

Christian Scatena

Motion Capture

David Washburn

Junior Sison

Kai Ma

Josh LaBrot

Otto Park

Director Of Quality Assurance

Chien Yu

Quality Assurance Supervisor

John Crysdale

Senior Lead Tester

Robert Nelson

Lead Tester

Erick Boenisch

Standards Lead Tester

Evan Boehler

Assistant Lead Tester

Thomas Moyles

Senior Testers

Aaron Baxter

Ross Conkey

Jef Holton

Quality Assurance

Mike Andrews

Adam Ausiello

Byron Andrew

Dave Bass

Jason Battle

Ken Benitez Jr.

Jeff Bentley

Robert Britt

Elton Brown

Tim Cainglit

Joseph Chasan

Kevin Clement

Tim Collins

Brendan Decousso

Brian DeGraf

David Deluca

David Dixon

Marion Dreo

Justin England

Jeremy Ford

Wayne Gin

Quality Assurance Cont.

Jeremy Goble

Michael Griffin

Jordan Hanke

Ocie Henderson

Dan Indra

Tyler Jacobson

Arthur Javier

Byron King

Guy Lasky

Joel Lehmann

Joseph Levesque

Ryan Lim

Micah Long

Marco Lopez

Will Madia

Kurt Maffei

Ryan Medina

James Miller

Vince Morales

William Parkman

Andrew Patania

Dion Peete

Damon Perdue

James Procopio

Nathan Rodriguez

Brian Rust

Matt Schultz

Shawn Sims

Jason Souza

Luciano Sponza

Zach Timmerman

Marshon Thomas

Jake True

Libert Viray

Donell Williams

Dustin Wright

Robert Zavala

Network QA Lead Tester

Robert Leach

Network QA Assistant Lead Tester

Jerson Sapida

Network QA Senior Testers

Simon Chan

Chris Watkins

Network Quality Assurance

Jacob Adina
Nathan Burks
Clifford Chin
Adam Domenick
Adam Fair
Jerel Francisco
Chris Ganz
Joshua Graham
Richard Hilburn
Matt Holler
Jesse Jones
Peter Lopez
Dan Nicolaisen
Brian Osteo
Eric Ottolini
Mike Rose
Blair Reynolds
Evan Rice
Jake Stockstell
Chad Urquhart
Borden Wong
Morgan Wren

Mastering & Release Specialists

Erik Andreassen
Jason Bakke

QA Tech

Jose Gutierrez
Jeremy Huddleston
Mike Rogers
Alan Trammel
Jonathan Yee

Manual/Test Plan Writer

Richard Khoo

Manual Design and Localization

Vicki Morawietz of VAM Design

Announcers

Chris Berman
Mel Kiper
Suzy Kolber
Trey Wingo
Terry McGovern "Dan Stevens"
Jay Styne "Peter O'Keefe"
Gordon Ross "PA Announcer"
John Baker "Referee"

Celebrity Voices

David Arquette
Carmen Electra
Funk Master Flex
Jamie Kennedy
Steve-O

Player Voices

Cameron Akil
Tony Bruno
Chioke Clanton
Kevin Clement
Jhaun Devere
Marlon Duenas
Conor Flanagan
Jason Gaines
Devon Geter
Brian Grenier
Daniel Hicks
Nick Navos
John Ojo
Onome Ojo
Jay Rich
Matt Russell
Dan Sagar
Brian Shute
Rockne Tarkington
Damion Willis
Micah Whitley
Sean La Rrett

Motion Capture Talent

Brian Urlacher
Chris McCalister
J.J. Stokes
Tim Rattay
Tyrone Wheatley
Sean Dawkins
Ahman Green
Tom Brady
James "Stokes" Aitkens
Bernard "Boo" Bendinger
Absolom "Dorsett" Jefferson
Eddie Arnold
Desmond Faison
Josh Hall
Troy Mittleider

Motion Capture Talent Cont.

Barton Payne
Forrest Sherman
Schearon Stewart
Jesse Taylor
Saga Aau Tuitele II
Christopher Wigger
Julian Williams
Jarad Carson
Darren "Odie" Debois
Jerry Reece
James Hundon
Rashied Davis
Brian "Frog" Grenier
Mark Grieb
Bill Leavy
Donell Williams
Josh LaBrot
Joel Lehmann
Kevin Clement
Robert Nelson
Erik Andreassen

Special Thanks

Scott Patterson
Richard Yee
Jenn Baker
Sharon Hunter
Alvin Cardona
Lynell Jinks
Tim Langley
LaShun Lawson
Kevin Terrell
Paul Spinelli
Bill Carollo
Bill Leavy
Bob Still
Dave Weiss
Sports Unlimited
Matthew Ringel
Shawn Bryant
Wayne Bryant and Games Media
Properties LLC/Talent Executives
The generous people at Steinberg
Software, www.operationsports.com
The Danger - www.thedanger.net
A special BIG, BIG, thanks to Jay
Rich (aka BIG J)

ESPN

SVP and GM of Enterprises

Rick Alessandri

President ESPN, Inc.

George Bodenheimer

SVP Marketing

Lee Ann Daly

VP Talent and Administration

Al Jaffe

Lawyer

Will Reeder

EVP Enterprises, Magazine, and ESPN.com

John Skipper

VP, Enterprises

Tori Stevens

VP, Marketing

Aaron Taylor

ESPN THANKS TO

Marketing Manager ESPN Enterprises

Peggy Brolly

Associate Producer Sunday Night Football

Brian Jaroch

Director ESPN Enterprises Consumer & Media Products

Mary B. Moore

Graphic Designer

Chris Pelczynski

Sr. Coordinating Producer NFL

Jay Rothman

Graphic Artist

Renata Sedzimir

Producer

Eric Sorensen

ESPN Videogames would like to thank the following artists/record labels for music inclusion in The Crib 2K5.

Please support the following artists:

J Boogie's Dubtronic Science (aka Justin Borland)

Try Me
Courtesy of Om Records
©2003, Publishing: Sounds Of Om Records (ASCAP)

J Boogie's Dubtronic Science (aka Justin Borland)

Golden Nectar
Courtesy of Om Records
©2003, Publishing: Sounds Of Om Records (ASCAP)

J Boogie's Dubtronic Science (aka Justin Borland)

Le Sengre
Courtesy of Om Records
©2003, Publishing: Sounds Of Om Records (ASCAP)

J Boogie's Dubtronic Science (aka Justin Borland)

Oceanic Lullaby
Courtesy of Om Records
©2003, Publishing: Sounds Of Om Records (ASCAP)

People Under The Stairs

Drumbox
Courtesy of Om Records
©2003, Publishing: Sounds Of Om Records (ASCAP)

People Under The Stairs

Outrun
Courtesy of Om Records
©2003, Publishing: Sounds Of Om Records (ASCAP)

Slicker

Knock Me Down Girl
Courtesy of Hefty Records
©2004, Deep Water Start (ASCAP)

Telefon Tel Aviv

Sound in a Dark Room
Courtesy of Hefty Records
©2002, Benelli Sound (ASCAP)

Aceyalone

Deep and Wide
Courtesy of Project Blowed & Decon
That Kind of Music/Four Knights
Music/Fat Frequencies/BTG Slamm
©-2004, Project Blowed & Decon (BMI)

Aceyalone

Ace Cowboy
Courtesy of Project Blowed & Decon
That Kind of Music/Tyler Siah
BeatsInc/BTG Slamm
©2004, Project Blowed & Decon (BMI)

Aceyalone

The God in Me
Courtesy of Project Blowed & Decon
That Kind of Music/Smothered +
Covered/Fat Frequencies
©2004, Project Blowed & Decon (ASCAP)

The Good Brothers

Superstar
Courtesy of Project Blowed & Decon
That Kind of Music/Abscorp
Music/Mass Men
Musik/Raygunomics/
Songodsun/Phoenix Orton Music/
Makin Hot Production
©2004, Project Blowed & Decon (ASCAP)

Concept

Gothic Voices
Courtesy of Water Music Records
©2001, Marzpan Music (BMI)

Concept

Angel of Truth
Courtesy of Water Music Records
©2001, Marzpan Music (BMI)

Concept

Evolution!
Courtesy of Water Music Records
©2001, Marzpan Music (BMI)

Concept

Eternal Life
Courtesy of Water Music Records
©2001, Marzpan Music (BMI)

RIC/Raw Intel

The Best
Courtesy Hot Tea Media/AH
Entertainment, © 2004, Hot Tea
Music Publishing (BMI)

RIC/Raw Intel

Get in Line
Courtesy Hot Tea Media/AH
Entertainment, © 2004, Hot Tea
Music Publishing (BMI)

RIC/Raw Intel

Can't Go Wrong
Courtesy Hot Tea Media/AH
Entertainment, © 2004, Hot Tea
Music Publishing (BMI)

RIC/Raw Intel

Like Smak
Courtesy Hot Tea Media/AH
Entertainment, © 2004, Hot Tea
Music Publishing (BMI)

Legowelt

Disco Runt
Courtesy of Ghostly International
Records
©2002, The Ghostly International
Company (ASCAP)

RJD2

Clean Living
Courtesy of Definitive Jux Records
©2004, RJ's Electrical Connections
(ASCAP)

Mr. Lif

Pull Out Your Cut
Courtesy of Definitive Jux Records
©2002, Edition Masters on
Broadway/BMG UFA (ASCAP)

Recliner

Making a Friend
Courtesy of Poison Pen Records
©2004, Recliner: Seidel, Benson,
Evans, and Carney

Recliner

All Pleasure
Courtesy of Poison Pen Records
©2004, Recliner: Seidel, Benson,
Evans, and Carney

Recliner

Irish Bullfight
Courtesy of Poison Pen Records
©2004, Recliner: Seidel, Benson,
Evans, and Carney

A&R / Music Supervision: Tim Rosa
Please email
(trosa@espnvideogames) for
inclusion in future ESPN
videogames and/or tour support.

**REGISTER YOUR GAME AT
WWW.ESPNVIDEOGAMES.COM**

FOR A CHANCE TO WIN COOL

PRIZES! YOU CAN ALSO

ELECT TO RECEIVE:

- **EMAIL NEWS**
- **EXCLUSIVE INFORMATION**
- **SPECIAL OFFERS FROM
ESPN VIDEOGAMES**

**STOP PLAYING FOR FUN
START PLAYING
FOR REAL**

**REAL PLAYERS
REAL STATS
REAL GAMES**

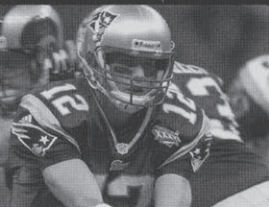
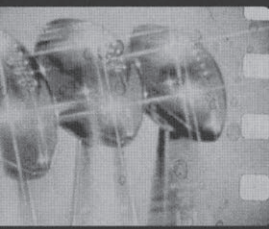
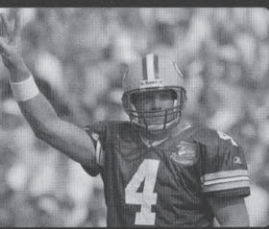
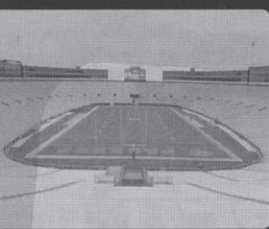


**Go to ESPN.com and search
"Play Fantasy"**

**Now that you've conquered the video game world, you're ready
for the fantasy world. With ESPN Fantasy Football Leagues,
you draft, then manage your team of pro players.
The better they do on Sunday, the better you do.**

**Start your season at ESPN.com.
The pros are waiting...**





ESPN



SUNDAY NIGHT FOOTBALL

REGULAR SEASON

SEP 12 CHIEFS vs. BRONCOS

SEP 19 DOLPHINS vs. BENGALS

SEP 26 BUCCANEERS vs. RAIDERS

OCT 3 RAMS vs. 49ERS

OCT 10 RAVENS vs. REDSKINS

OCT 17 VIKINGS vs. SAINTS

OCT 31 49ERS vs. BEARS

NOV 7 BROWNS vs. RAVENS

NOV 14 BILLS vs. PATRIOTS

NOV 21 PACKERS vs. TEXANS

NOV 28 RAIDERS vs. BRONCOS

DEC 5 STEELERS vs. JAGUARS

DEC 12 EAGLES vs. REDSKINS

*DEC 18 PANTHERS vs. FALCONS

DEC 19 RAVENS vs. COLTS

*DEC 25 BRONCOS vs. TITANS

DEC 26 BROWNS vs. DOLPHINS

JAN 2 COWBOYS vs. GIANTS

COVERAGE BEGINS 8:30PM ET

AFC/NFC PRO BOWL FEB 13 7:30PM ET

WATCH NFL PRIMETIME SUNDAYS AT 7:30PM ET ON ESPN

*SPECIAL EDITION OF SUNDAY NIGHT FOOTBALL

THIS LIMITED WARRANTY IS VALID FOR SEGA PRODUCTS FOR PLAY ON PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM 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 game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge 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 manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. 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 product, 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>
- e-mail support@sega.com
- telephone 1-716-650-6702

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 AND CANADA 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 THAT VARY FROM STATE TO STATE.

Sega is registered in the U.S. Patent and Trademark Office. Sega and the Sega logo are either registered trademarks or trademarks of Sega Corporation © SEGA CORPORATION, 2003. All Rights Reserved. Licensed for play on the Playstation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online Icon is a trademark of Sony Computer Entertainment America Inc. © 2003 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other NFL-related marks are trademarks of the National Football League. Officially Licensed product of PLAYERS INC. THE PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2003 PLAYERS INC. ESPN is a trademark of ESPN, Inc. ESPN Branded Elements © 2003 ESPN, Inc

Please see in-game messaging or visit www.espnvideogames.com for the ESPN VIDEOGAMES EULA (End User License Agreement) for online play. This EULA describes the terms on which SEGA OF AMERICA ("SOA") offers you access to an ACCOUNT (The "ACCOUNT") to play NFL 2K5 (THE "GAME"). By accepting this agreement, you accept the terms and conditions listed therein.

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. **A Publisher can combine this information with personally identifying information from Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with "DNAS," the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected, game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment, Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import, or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information see www.us.playstation.com/DNAS.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

CHECK OUT THE 2K5 LINE-UP

ESPN

VIDEOGAMES

www.espnvideogames.com

Sega of America, Inc., 650 Townsend Street, Suite 650, San Francisco, CA 94120

Sega is registered in the U.S. Patent and Trademark Office. Sega and the Sega logo are either registered trademarks or trademarks of Sega Corporation © SEGA CORPORATION, 2004. All Rights Reserved. © 2004 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially Licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2004 PLAYERS INC. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (BMB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. ESPN is a trademark of ESPN, Inc. ESPN Branded Elements ©2004 ESPN, Inc.

*PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc.