

# Sega Sports NFL2K3 Instruction Manual – Xbox (Version 2.0)

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## **WARNING: READ BEFORE USING YOUR XBOX™ VIDEO GAME ENTERTAINMENT SYSTEM.**

### **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 farther 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 Instruction Manual 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 game play 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 safely 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 safely on your set.

**Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.**

## **Using the Xbox Video Game System**

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the NFL2K3 disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing NFL2K3.

**Note:** For an official diagram of the Xbox video game system, consult page 2 of the NFL2K3 Manual included with your game.

### **Avoiding Damage to Discs or the Disc Drive**

To avoid damage to discs or the disc drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play NFL2K3.

**Note:** For an official diagram of the Xbox Controller, including button assignments, consult page 2 of the NFL2K3 Manual included with your game.

## BEGIN THE GAME

1. Turn OFF/ON the POWER Button on your Xbox™ video game system.
2. Make sure an Xbox Controller is plugged into the Xbox video game system.
  - If you're playing against friends, plug additional Xbox Controllers into the Xbox video game system.
  - Save your game progress, to the Xbox hard disk or Xbox memory unit inserted into Xbox controller expansion slots A or B.
3. Insert the NFL 2K3 game disc into the optical disc drive.
4. Turn ON the POWER Button. The Xbox screen appears.
  - If the Xbox screen does not appear, begin again at step 1.

### Title Screen

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

- To go directly to the Main menu, press **START** (See Main Menu on Page 7).

## CONTROLLER SETUP

### In The Huddle: Offense or Defense

**Left Thumbstick** - Highlight package, formation, or play option

**⊗ Button** - Choose package, formation, or play

**Y Button** - Reverse formation or play

**B Button** - Return to previous package or formation

**L Trigger** - Scroll multiple packages, formations, and plays

**R Trigger** - Scroll multiple packages, formations, and plays

## OFFENSE

### Prior to the Snap

**⊗ Button** - Hustle to the line of scrimmage/Snap the ball

**B Button** - Hard count

**Y Button** - Access audible menu

**R Trigger** - Survey the field and button assignments

**L Trigger** (while holding **R Trigger**) - View routes

**BACK Button** - Timeout

### Passing Plays

**Left Thumbstick/D-Pad** - Control QB

**⊗ Button** - Throw to **A** receiver

**X Button** - Throw to **X** receiver

**B Button** - Throw to **B** receiver

**Y Button** - Throw to **Y** receiver

**L Trigger** - Throw to **L Trigger** receiver

**R Trigger** (hold) - Scramble with QB

**WHITE Button** - Pump fake

**BLACK Button** - Throws ball away

**Note:** Also, quickly tapping any receiver button twice will cause the QB to pump fake.

### Sega Sports Tip – Maximum Passing

With Maximum Passing enabled (Press the **A** Button on the Team Select or Choose Sides screens), you can lead your receiver in any direction using the **D-Pad** or **Left Thumbstick**. For example, if you want to throw the ball in front of a receiver running toward the left side of the screen, simply hold left while passing. Be careful, Maximum Passing is pressure sensitive, and takes a little bit of getting used to. Try using Practice mode to get more comfortable with it before jumping into a regular game situation, and experiment with switching control to the receiver immediately after the pass is released, then using speed burst to catch up to the ball.

### Rushing Plays/Run after the Catch

**Left Thumbstick/D-Pad** - Run

☆ Button - Speed burst (Tap)

**X** Button - Dive/QB Hook slide

**B** Button - Stutter-Step/Spin (player will first stutter-step, then spin upon contact with a defender)

**Y** Button - Hurdle

**L Trigger** - Juke left

**R Trigger** - Juke right

**WHITE** Button – Stiff-arm left

**BLACK** Button – Stiff-arm right

**BACK** Button – Timeout (after the play has ended)

**Note:** To charge your player up for more effective special moves (like Juke, Dive, and Stiff Arm) press and hold the **A** Button until the arrow underneath your player fills up.

### **DEFENSE**

#### Prior to the Snap

**Left Thumbstick/D-Pad** - Reposition your player

☆ Button - Run up to the line

**B** Button - Switch defender

**B** Button (hold) + **D-Pad** - Cycle through defenders in direction pressed

**Y** Button - Access audible menu

**R Trigger** - Survey the field

**WHITE** Button - Shift linemen left

**BLACK** Button - Shift linemen right

**BACK** Button - Timeout

#### After the Snap

**Left Thumbstick/D-Pad** - Run

☆ Button - Speed burst (Tap)

**X** Button - Dive Tackle

**B** Button - Switch defender

**Y** Button - Jump and block ball

**BACK** Button - Timeout (after the play has ended)

**Note:** To charge your player up for more powerful dives and tackles, press and hold the **A** Button until the arrow underneath your player fills up.

### **SPECIAL TEAMS**

#### Kicking Team

☆ Button - Activate Kick Meter/Kick the ball

**Y** Button - Access audible menu

**R Trigger** - Survey the field

**Left Thumbstick/D-Pad** - Determine height of arc

**Left Thumbstick/D-Pad** - Aim kick left/right

#### Receiving Team

**B** Button - Switch player

**R Trigger** - Survey the field

**Left Thumbstick/D-Pad** - Move player

**Y** Button – Down the ball

**Note:** If you receive the ball deep in the endzone, the CPU will automatically down the ball if you do not take control of the player and run it out. If you are near the goal line, the CPU WILL automatically run it out, so make sure to take control and down it yourself if you don't want to make a return.

## ADVANCED GAMEPLAY

Use these special techniques to advance to the next level.

### On-The-Fly Audible System:

1. Your team can be on either Offense or Defense.
2. At the play-calling screen, press and hold the **BLACK** Button.
- 3a. Highlight Play #1 and press the **A** Button.
- 3b. Highlight Play #2 and press the **X** Button.
- 3c. Highlight Play #3 and press the **B** Button.
4. Now release the **BLACK** Button, find the play you want to run, and press the **A** Button to select it.
5. At the Line of Scrimmage, press the **Y** Button.
6. You'll see that Play #1, #2, and #3 are listed in the offensive audible overlay.

### On-The-Fly Play Flipping:

1. Your team can be on either Offense or Defense.
2. Prior to the snap, press the **Y** Button to bring up the audible overlay.
3. While the audible overlay is onscreen, click the **Right Thumbstick**.
4. The whole team will flip their assignments, and the play will go in other direction.

### On-The-Fly Hot Routes:

#### **Defense, Pre-Snap:**

1. When on defense, wait until offense breaks huddle.
2. Highlight the desired player, then click the **Right Thumbstick**. The selected player will now blitz on the play.
3. Highlight a defensive back, then press up or down on the **Right Thumbstick**. All defensive backs assigned to a specific receiver will tighten up their coverage and move closer to the LOS, or play off of the receiver and move back from the LOS. (This is dependent on the coverage picked – See note below)
4. Highlight a defensive back, then press left or right on the **Right Thumbstick**. Now all defensive backs assigned to a specific receiver will shift to cover the inside or outside of his man. (This is dependent on the coverage picked – See note below)
5. The third and fourth directions above also apply to linebackers, although to a slightly different degree, as they aren't in coverage as often, and usually will just shift in the desired direction.

**Note:** Remember that the ability to shift players is entirely dependent on what type of coverage has been selected. Certain coverages will not allow for players to shift in certain directions. Also, shifting one type of player will generally shift the others in his group (shifting a linebacker will shift all linebackers, shifting a cornerback will shift all cornerbacks) in order to maximize defensive efficiency. Bring your favorite team into Practice mode and experiment with different types of defenses and different hot routes to get a feel for what works where.

### Sega Sports Tip – Know Your Defense

When choosing a defensive play, it's extremely important to understand the situation and know which players and which coverages are appropriate for that play. There are three choices that need to be made before your team sets up on the field. Here's a quick breakdown:

#### #1 - Personnel

Your first choice will be selecting what types of players to put out on the field. Here's a quick rundown of your basic packages:

Goalline – 5 Linemen, 3 Linebackers, and 3 Defensive Backs. The Goalline defense is best used in stopping short yardage situations, like a crucial 3<sup>rd</sup> & Inches play. Be careful though, because if the offense crosses you up and decides to pass, there's a good chance you'll get burned.

4-3 – Your base defense. 4 Linemen, 3 Linebackers, and 4 Defensive Backs. Your LBs will be better at stopping the run, so choose a 4-3 on plays where the other team is more likely to be running the ball.

Nickel – 4 Linemen, 2 Linebackers, and 5 Defensive Backs. Now you're leaning a bit more toward the pass, with speedier players less adept at run-stopping but better prepared to guard against a throw.

Dime – 4 Linemen, 1 Linebackers, and 6 Defensive Backs. This defense is geared toward the pass, and is best used in long yardage situations.

Prevent – 3 Linemen, 1 Linebacker, and 7 Defensive Backs. The Prevent defense is generally reserved for extremely long yardage situations, as it essentially concedes the short gain to keep the other team from breaking off a huge play.

**Note:** Some teams may have slightly different initial defensive packages such as the 3-4, the 46, or the Bear. Take your favorite team into Practice mode to see what their defensive scheme includes.

## #2 – Fronts

Once you've selected who will be out on in the field, it's time to figure out what they'll be doing, beginning with the defensive line. Scroll through the various fronts to see your options. Think the other team will be running it up the middle? Try "All In", which brings all the linemen in and clogs up the middle. Want one of your linebackers to blitz? Use "Fan" to open up the line a little bit and give him some space to get through. There are several more available. It's up to you to decide what to do based on the situation.

## #3 – Coverages

Now that the linemen have jobs, it's time to decide what everyone else will be doing. There are four basic assignments you'll see given to the linebackers and defensive backs, which are as follows:

Bump 'n' Run – Designated in the play diagram by a T or upside-down T. The defender will play close to the receiver coming off the line and give him a little bump to try and throw off his timing.

Man – Designated in the play diagram by a short line. The defender will stick with his man regardless of where he goes. Man coverages give your defense a little more freedom to be aggressive, but make sure your backs are talented enough to cover their man one-on-one.

Zone – Designated in the play diagram by an orange circle. The defender will stay in his general zone rather than stick with a specific man. Zone coverages are a bit safer than man coverages, as you've typically got someone else to pick up the slack if one man gets beat.

Blitz – Designated in the play diagram by a longer line extending through the line of scrimmage. Blitz a player or two if you really want to be aggressive and try to pressure the QB into making a bad decision. But once again, be careful, because if he doesn't get to the QB fast enough, the blitzers will be leaving either his man or his zone potentially more open or vulnerable.

Choose wisely. Learn which types of plays are best suited for which types of situations. Figure out when it pays to be aggressive and when it's a good idea to play it safe. The better you know your defense, the better chance you'll have of shutting down the other team when it counts most.

### **Offense, Pre-Snap:**

1. Choose a pass play, and wait until QB is under the Center.
2. Nudge the **Right Thumbstick** in any of 8 directions:
  - Up is a Fly Route
  - Down is a Screen Route
  - Left/Right are In or Out Route\*
  - Up + Left/Right is either a Post or Corner Route\*
  - Down + Left/Right is either a Fade or Slant route\*
  - You can also click the **Right Thumbstick** to have a player stay back and block
3. Now press the button of the receiver to which you want to assign the chosen route.
4. After selecting a receiver, you should hear the QB bark out an audible.
5. The chosen receiver will now run the modified route (or stay back and block).

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

### **Advanced Line Moves:**

1. In the Pause Menu, select Options and ensure that Advanced Line Moves are set to ON.
2. Get on Defense, and before the snap select a Defensive Lineman.

3. Wait until ball is hiked.
4. Immediately pull and hold the **L Trigger** (to go left - **R Trigger** will go right).
5. Upon contact with a blocker, press a face button (**X, A, B, Y**).
6. If timed right, your lineman will execute a special move:
  - The **X** Button performs a shove
  - The **A** Button performs a bull rush
  - The **B** Button performs a spin move
  - The **Y** Button performs a swim move

For more information, also see On The Field on page 8.

## MAIN MENU

To access the Help menu from any game menu screen, press the **Y** Button.

### 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. See Quick Game below.

### Game Modes

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

### Options

Multiple categories of options give you the power to customize your game at all levels, from the broadcast booth to the coach's desk. See Options on page 25.

### Load / Save

Everything you can customize in NFL 2K3 can be saved and accessed later via the Xbox Hard Disk or a memory unit, if you have one inserted in your Xbox controller. See Load / Save on page 27.

### Roster Manager

Use the Roster Manager to make personnel decisions such as releasing free agents, adjusting the depth chart, and editing player ratings and appearances. See Roster Manager on page 28.

### Sega Sports Challenge

The Sega Sports Challenge lets you prove how good a sports-gamer you are and take on challengers from around the world. See Sega Sports Challenge on page 30.

## QUICK GAME

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

### Selecting Teams

Choose from more than 100 teams including all 32 NFL teams, college alumni squads, NFL past teams, and NFL all-stars. If you created any custom NFL2K3 teams, they're here too.

#### **To select teams:**

1. Use the **Left Thumbstick** or **D-Pad** to move your icon to the side you wish to control during the game.
2. Pull the **L Trigger/R Trigger** to cycle through the teams.
  - To assign a user name to your control pad, press the **WHITE/BLACK** Buttons to toggle through those available. If you want to create a new user name, see Sega Sports Challenge on page 30.
  - To enable Maximum Passing, press the **A** button.
  - To set your team options, press the **Y** button. Here you can choose from a variety of uniforms, or load any team's playbook, including custom playbooks. Also, you are able to select the game venue from more than 45 locations, which include every NFL stadium and some fantasy fields.
3. Press **START** to begin. ESPN's Clark Dishman will introduce the game, then turn it over to Dan Stevens and Peter O'Keefe to set things up before the team captains gather at midfield for the coin toss.

## ON THE FIELD

**Note:** The controls described in this section are defaults. For information on alternate configurations, see Controller Setup on page 27.

### The Coin Toss

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

- To make a choice, move the **Left Thumbstick** or **D-Pad** to highlight your choice, then press the **A** Button to select.
- When both teams have made their decisions, the players will run out to the field and line up for the opening kickoff.

## Kickoffs

### Kicking Team

- In the huddle before the kickoff, Move the **Left Thumbstick** to choose KICKOFF or ONSIDE KICK, then press the **A** Button to select.
- If you chose KICKOFF, Move the **Left Thumbstick** to choose the section of the field you plan to kick to.
- When the Kick Meter appears, check the arrow to determine which direction the wind is blowing.
- Move the **Left Thumbstick** to aim your kick, and press the **A** Button to start the Kick Meter. Press the **A** Button again to stop the meter and kick the ball. (The higher the meter when you kick the ball, the more power you put behind the kick.)
- To survey the field before the kickoff, pull the **R Trigger**.
- To call an audible, press the **Y** Button to access the audible menu, and then press the button that corresponds to the audible you want to call.
- When the kick is underway, move the **Left Thumbstick** to run toward the recipient and go for the tackle.
- To switch to the member of your team closest to the ball carrier, press the **B** Button.
- To get a burst of speed, repeatedly press the **A** Button.
- To dive at the ball carrier and attempt a tackle, press the **X** Button.

### Receiving Team

- In the huddle before the kickoff, move the **Left Thumbstick** to choose KICK RETURN or ONSIDE KICK RETURN, then press the **A** Button to select.
- To call an audible before the kickoff, press the **Y** Button to access the audible menu, and then press the button that corresponds to the new play you want to call.
- The kickoff recipient will automatically run to the spot where the ball is heading and make the reception if the user does not.
- Once the ball is caught, press the **Y** Button to down the ball if you are in the endzone. If you receive the ball deep in the endzone, the CPU will down the ball automatically for you if you do not take control of the player. If you are near the goalline, the CPU will automatically run it out, so make sure to take control and down it yourself if desired.
- To run upfield, move the **Left Thumbstick** in the direction you want to run.
- To get a speed burst, repeatedly press the **A** Button.
- To dive forward, press the **X** Button.
- To perform a spin move, press the **B** Button. The ball carrier will do a stutter-step, then spin upon making contact with the defender.
- To hurdle a downed man, press the **Y** Button.
- To throw a stiff-arm with the left or right arm, press the **WHITE** or **BLACK** Buttons.
- To juke to the left or right, pull the **L Trigger/R Trigger**.
- To charge your player up for more effective special moves (like Juke, Dive, and Stiff Arm) press and hold the **A** Button until the arrow underneath your player fills up.

## In the Huddle: Offense or Defense

### **To call a play:**

1. Move the **Left Thumbstick** to highlight the package you want to use (if the Play Calling option is set to By Package), then press the **A** Button to select.



2. Move the **Left Thumbstick** again to highlight the formation you want to set, then press the **A** Button to select.
3. Move the **Left Thumbstick** a third time to highlight the play you want to run, then press the **A** Button to select and break the huddle.
  - To reverse the direction in which the play is run, press the **Y** Button (this can also be done while viewing packages and formations).
  - To cancel a selection and return to the previous formation or package, press the **B** Button.
  - To scroll through multiple packages, formations, and plays, pull the **L Trigger/R Trigger**. Note the page number near the bottom left corner of the screen (Example: 1/6) to see how many more pages of plays are available in the section currently being viewed.

### Sega Sports Tip – Coach's Pick

For smart, fast play calling, press the **A** Button to view a suggested formation and play for your situation. Press the **A** Button again to select the play.

### Sega Sports Tip – Bluff Mode

In multiplayer games, keep the other player guessing by disguising which play you call. To activate bluff mode, highlight the play you want to run and press and hold the **A** Button. Then, while continuing to hold **A**, you can scroll through as many plays as you want to throw your opponent off. Once the **A** Button is released, you'll head to the line of scrimmage, and your team will run the play originally selected.

## OFFENSE

### Prior to the Snap

- If you want to switch control to another player (multiplayer only), press the **B** Button. The player that picked the play will control the QB, and someone will always automatically be given control of the player with the ball once the play is run.
- To switch control of players in any direction, press and hold the **B** Button and move the **D-Pad** in the desired direction.
- To hustle your team to the line of scrimmage after selecting your play, press the **A** Button.
- To bark out a hard count and try to get the defense to jump offside, press the **B** Button after the QB is under center.
- To survey the field to check defensive pairings, review receiver button assignments, and assess player status, pull the **R Trigger**.
- To view receivers' routes before the snap, pull and hold the **R Trigger** to survey the field, then the **L Trigger** to bring up the routes.
- To call an audible, press the **Y** Button to access the offensive audible menu, and then press the button that corresponds to the audible you want to call.
- To snap the ball, press the **A** Button.

### Passing Plays

- To take control of the QB after the snap, move the **Left Thumbstick** to step back or scramble out of the pocket.
- To throw to a receiver, press the button that corresponds to the receiver you want to throw to. Keep in mind that the harder you push the button, the harder the pass will be thrown. A quick tap will throw up more of a lob, while a hard press will throw more of a bullet.
- To scramble with the QB, pull and hold **R Trigger**.
- To pump fake a pass, press the **WHITE Button**, or quickly tap any receiver button twice to get the QB to fake in that receiver's direction.
- To throw the ball away, press the **BLACK Button**. Make sure you're outside of either of the two offensive tackles, or you'll be called for Intentional Grounding.

### Sega Sports Tip – Understanding Play Names

When throwing the ball, make sure you understand how the play is designed to work. The number at the beginning of each play generally indicates how many steps the QB is supposed to drop back before throwing the ball. Here is a quick rundown:

50 – The QB will take a 5-step drop. (Example: "50 T Zone Out")

90 – The QB will take a 3-step drop. (Example: "90 T Hitch")

1XX – A play action play. The QB will fake a handoff to the RB before passing. "PA" will sometimes also indicate these plays. (Example: "PA 152 Z Stop -n- Go")

2XX – The QB will roll out before passing. These plays will sometimes also be indicated by “RO”. (Example: “RO 210 H Flare”)

It is a good idea to let the CPU perform the drop back or roll out for you while you make your reads. Then, when the QB has finished, make your throw quickly, as this is the time when the receivers will be expecting the ball. Of course, you can always manually break out of any drop back or roll out animation at any time, but keeping in line with the play specs can be crucial to running an effective offense.

### **Rushing Plays / Run After the Catch**

- The handoff from QB to a running back is automatic after you take the snap. As soon as the ball carrier takes the football, you take control of him.
- To run, move the **Left Thumbstick** in the direction you want to go.
- For a speed burst, repeatedly press the **A** Button and explode through holes.
- To charge your player up for more effective special moves (like Juke, Dive, and Stiff Arm), press and hold the **A** Button until the arrow underneath your player fills up.
- To cover up the ball and get an extra quick (but short) burst of speed, press the **A** Button again when you have full power.
- To dive forward, press the **X** Button. If you are running a QB sneak or controlling the QB across the line of scrimmage, he will perform a hook slide.
- To perform a spin move, press the **B** Button. If there is no contact with a defender, your player will simply stutter-step, but upon contact, he will spin off of the other player.
- To hurdle over a downed man or over a potential tackler, press the **Y** Button.
- To throw a stiff-arm with your left or right arm, pull the **L Trigger/R Trigger**.
- To juke to the left or right, press the **WHITE** or **BLACK** Buttons.
- To lower your head and perform a shoulder charge, pull the **L Trigger** and **R Trigger** simultaneously.
- After the play, press the **Y** Button to induce the no-huddle offense and quickly run the previous play over again. Press the **X** Button to quickly spike the ball, which stops the game clock and can be used in lieu of a timeout. Be careful though, you will lose a down.

### **Sega Sports Tip – Using the Speed Burst Wisely**

Use the extra speed burst (Press the **A** Button again when your player’s arrow is completely filled up) carefully, as this technique can cause a player to fatigue more quickly than normal. It is best saved for extreme cases when a quick burst is needed over a short distance. Tapping the **A** Button is more effective when covering long distances.

Also, be wary of resorting to the regular speed burst right away on rushing plays. Take your time coming out of the backfield, and let your fullback and offensive line create holes for you to run through. Once you get to a hole, speed burst coming out of it, and then as you get into a potential breakaway situation, go all out.

### **Sega Sports Tip – The Icing on the Cake**

If you’ve made a great play and are about to score after breaking away from the defense, ease up on the **Left Thumbstick** to have your player saunter into the endzone. There are several different versions of this depending on which direction your player is oriented. Nothing like a victory dance or a little taunting to make a great play feel that much better.

## **DEFENSE**

### **Prior to the Snap**

- To reposition your defender, push the **Left Thumbstick** in the direction you want to move him.
- If you want to switch control to another player, press the **B** Button.
- To switch control of players in any direction, press and hold the **B** Button and move the **D-Pad** in the desired direction.
- To call an audible, press the **Y** Button to access the defensive audible menu, and then press the button that corresponds to the new play you want to call.
- To survey the field to check receiver positioning and assess player status, pull the **R Trigger**.
- To shift your linemen left or right to take advantage of gaps in the offensive line, press the **WHITE** or **BLACK** Buttons.

### **After the Snap**

- To pursue the ball carrier, move the **Left Thumbstick** in his direction.
- To get a speed burst, repeatedly press the **A** Button.

- To attempt a diving tackle, get within range of the ball carrier, then press the **X** Button.
- To switch to the defender closest to the ball, press the **B** Button.
- To jump and attempt to pick off or knock down a pass, or block a field goal, press the **Y** Button.
- To charge your player up for more powerful dives and tackles, press and hold the **A** Button until the arrow underneath your player fills up.

## Punts and Field Goals

### Punts

To punt the ball away:

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

**Note:** When receiving a punt press the **Y** Button to call for a fair catch.

### Field Goals

To attempt a field goal:

1. In the huddle, select the field goal package or formation.
2. Select the field goal play. (You also have fake field goal plays in your arsenal.)
3. After your team lines up for the field goal attempt, the Kick Meter appears. Aim and kick just like you would for a kickoff or a punt. Keep an eye on the wind meter, and adjust your aim as needed to compensate for any wind.

## PAUSE MENU

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

- To pause the game, press the **START** Button during gameplay, and the Pause Menu will appear.
- To return to the game from the Pause menu, simply highlight the Resume option and press either the **START** Button or the **A** Button.

### Replay

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

- To return to the Pause menu from the Replay screen, press the **START** Button.

### **Save Replay**

Save all of your spectacular plays to a memory unit so you can create your own highlight reel. Simply click the **Left Thumbstick** while viewing a replay to bring up the Save Replay screen.

### Timeout

Both teams begin each half of the game with three timeouts. Take a timeout when you need to stop the game clock, whether it is needed to change up your strategy or to intelligently manage the time remaining.

- To take a timeout from the field, press the **BACK** Button between plays or at the line of scrimmage.

### Box Score

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

### Game Plan

Here you can make mid-game strategy adjustments, including player substitutions, defensive matchups, and selection of offensive and defensive audibles. You can also view the status of any injuries that may have occurred during the game.

### **Substitution**

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

To make substitutions through the Depth Chart, see Depth Chart on page 16.

To make substitutions by Package:

1. At the Select Package screen, highlight the package you want to modify, then press the **A** Button. The Select Player screen will then appear.
2. Highlight the player you want to switch out, then press the **A** Button again. The Select Replacement Player screen will appear displaying suitable substitute players.
3. Highlight the player you want to substitute into the game, then press the **A** Button one more time. The players will swap spots.
4. Make as many substitutions as you wish, then press the **B** Button to return to the Game Plan screen.

### **Injuries**

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

### **Defensive Matchup**

Defense can be the key to winning a tough game against a worthy opponent, so why not match up your best players against the opposing team's best players?

To create Defensive Matchups:

1. Press the **A** Button when the receiver you want to match up against is highlighted.
2. Continue pressing the **A** Button to cycle through your team's defenders until you find the right pairing.
3. Repeat this process if desired until every receiver has been covered. Linebackers are available to be assigned to players, and you can even have someone cover halfbacks and fullbacks, as well.

**Note:** Keep in mind that the defensive player will only cover his assigned man if he is in man coverage. When in zone coverage, he'll stick to his designated area.

### **Audible Manager**

You have immediate access on the field to just three audibles, so you should make certain they are plays you know and execute well. With the Audible Manager, you can select these three audibles and fully maximize your attack.

To set your audibles:

1. At the Set Audibles screen, choose OFFENSE or DEFENSE to set your offensive or defensive audibles.
2. Highlight the audible you want to replace and press the **A** Button. The Select Formation screen will appear.
3. Highlight the formation from which you want to select a play, then press the **A** Button again. The Select Play screen will then appear.
4. Highlight the play you want to select as your new audible for that button and press the **A** Button one more time. The play then replaces the original audible.
5. Continue managing your audibles until you are comfortable with all three offensive and defensive plays.

**Note:** To fully take advantage of the ability to customize your attack, see On-the-Fly Audibles in the Advanced Gameplay section on page 5.

**Options** (See Options on page 25).

### **Camera Selection**

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

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

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

**Runner Pivot Mode** - When ON, the camera pivots to stay centered on the moves of the ball carrier.  
**Pass Play Zoom Out** - When ON, the camera zooms out after the snap to show all eligible receivers, then zooms in when the pass is released to focus on the target receiver and the catch.

### Sega Sports Tip – Pass Play Zoom Out

Having trouble making reads on your wide receivers near the sidelines? Turn the Pass Play Zoom Out option ON for a larger view that encompasses the entire field and allows you to see all eligible receivers in order to make more accurate reads.

## **Choose Side**

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

### **To choose sides:**

- Move the **Left Thumbstick** or **D-Pad** to move your icon to the side you wish to control during the game.
- To assign a user name to your control pad, press the **WHITE** or **BLACK** Buttons to scroll through the available options. If you want to create a new user name to add to the list, see the Sega Sports Challenge on page 30.
- To enable Maximum Passing, press the **A** Button.

### **Quit**

Quit playing the current game in progress. When you choose QUIT from the Pause menu, a series of Quit options appear.

**Cancel** - Return to the Pause menu without quitting the game.

**Quit** - Quit the game in progress and return to the Main Menu.

**Rematch** - Quit the current game and immediately start a new one between the same two teams with the same game settings. This option is only available in Quick Game and Exhibition modes.

**Simulate to End** - Quit the game in progress but have the remainder of it computer simulated. All individual and team stats will be compiled and recorded. This option is only available in Franchise, Season, Playoffs, and Tournament modes.

## **CHOOSING A GAME MODE**

Choose one of eight unique, in-depth game modes, including Franchise, Season, Playoffs, Practice, Tournament, Situation, Exhibition, and Play Live, as follows:

### **FRANCHISE**

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

**Preseason Games** – Set this to ON if you want to take part in the five-week preseason at the start of each year, or OFF to start playing from the first game of the regular season.

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

**Fantasy Draft Roster** – To take part in a Fantasy Draft before beginning your Franchise session, you must set this option to ON. The Fantasy Draft allows you to select 53 players round by round to build the ultimate team from the best players in the league.

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

**Import NCAA 2K3 Class** – If you have an NCAA 2K3 class saved to a memory unit, set this option to ON, and you can draft the players as NFL rookies.

As USER, head coach, and general manager, you have the option to conduct all player transactions yourself or assign any of these responsibilities to your ASSISTANT COACH, in which case the computer makes all necessary personnel decisions for you. Here are the tasks that you have the option to assign to your assistant coach, should you feel the need to focus your attention elsewhere:

**Draft Players** – Your assistant coach will scout and select the best up-and-coming NFL talent to fill any and all of your team’s holes.

**Re-sign Players** – Your assistant coach will release players whose contributions are not worthy of their compensation, and re-sign players whose contracts are up but are worthy of retaining.

**Sign Draft Picks** – Your assistant coach will negotiate rookie contracts that ensure you’ll keep your draft picks.

**Sign Free Agents** – Your assistant coach will scour the free-agent wire and negotiate contracts with available players, filling any holes left over from the draft, and keeping the team payroll under the salary cap.

**Update Depth Chart** – Your assistant coach will keep an eye on injuries, as well as battles for first and second-string positions, making sure the depth chart is updated accordingly so that your best players are always out on the field.

To begin playing in Franchise mode, set the Franchise options listed above, and then press the **START** Button to advance to the Team Select screen.

### **Customize League Screen**

If you set the Customize League option to ON, this screen precedes the Team Select screen. Here you can customize the league by moving any team, including a created team, into any conference or division you wish.

To customize the league:

1. Move the **Left Thumbstick** or **D-Pad** to highlight a team you wish to move, then press the **A** Button to access the scrolling arrows, which will allow you to cycle through the other teams.
2. Move the **Left Thumbstick** or **D-Pad** until you find the team you wish to swap spots with, then press the **X** Button to select. The teams will switch places.
3. Repeat steps 1 and 2 until the league is set the way you want, and then press the **START** Button to advance to the Team Select screen.

### **Team Select Screen**

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

- To select a team, pull the **L** or **R Triggers** to scroll to the franchise you want, and then press the **START** Button to advance to the Coach Select screen.

### **Coach Select Screen**

The coach you build here is the field general who will lead your team from the sideline for the duration of your franchise session. The default coach sports the likeness and name of the team’s real life coach, but you can change this. In fact, you can build a coach in your own image if you so desire.

To build a coach:

1. Move the **Left Thumbstick** or **D-Pad** to highlight FIRST NAME, then press the **A** Button to select it. Use the virtual keyboard to enter the desired text.
2. Repeat step 1 for your coach’s LAST NAME.
3. Move the **Left Thumbstick** or **D-Pad** to highlight COACH MODEL, then press the **A** or **Y** Buttons to cycle forward or back through dozens of coach model/uniform combinations.
4. When you’re satisfied with your coach, press the **START** Button to advance to the Coach’s Desk screen.

### **Coach’s Desk**

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

### **Calendar**

The Calendar lists weekly league matchups and keeps note of final scores. You can use the Calendar to confirm your next opponent and choose whether or not to play or simulate upcoming games.

- To play the next game, make sure the box next to the matchup is checked, then press the **START** Button. The pre-game introduction will begin as the teams get ready to take the field. (See On The Field on page 8.)

- To simulate your next game, uncheck the box next to the matchup, and then press the **START** Button. When you are prompted to confirm your decision, select YES.
- When all games have been played or simulated for the week, press the **START** Button to view the Weekly Wrapup that runs through all the week's scores and highlights. Following the wrapup program, the calendar page flips to the next week, and the process begins again.

## **Front Office**

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

### **Contracts**

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

To re-negotiate a player's contract:

1. At the Player Contracts screen, highlight the player whose contract you wish to re-negotiate, then press the **A** Button to view the Contract options.
2. Highlight "RE-NEGOTIATE CONTRACT," then press the **A** Button to advance to the Sign Contract screen.
  - On this screen, the Cap Room figure shows the amount of money you can afford to pay, the Wants figure shows the player's salary demands, and the Interest bar represents how much interest the player has in your offer, which appears just below the bar.
3. Adjust the Salary and Contract Years until you think your offer is fair based upon the player's wants and your needs, then press the **START** Button to officially make the offer.
4. The player will then either accept or decline the offer. If he agrees to the terms, an acceptance message appears and you return to the Player Contracts screen. If he declines, you are taken to the Sign Contract screen, where you can modify your offer and continue the negotiations if desired.

To release a player to free agency:

1. At the Player Contracts screen, highlight the player you wish to drop from your roster, then press the **A** Button to view the Contract options.
2. Highlight "RELEASE TO FREE AGENCY," then press the **A** Button again. The player will move from your roster to the free agent pool.

To sign a free agent to your roster:

1. At the Player Contracts screen, press the **WHITE** or **BLACK** Buttons to toggle through the various teams to FREE AGENTS.
2. Highlight a player you wish to sign to your roster, then press the **A** Button to view the Contract options.
3. Highlight "NEGOTIATE CONTRACT," then press the **A** Button again to advance to the Sign Contract screen.
4. Negotiate the free agent's new contract in the same manner you would re-negotiate a current player's existing contract.

To place a player on the trading block:

1. At the Player Contracts screen, highlight a player you are considering trading, then press the **A** Button to view the Contract options.
2. Highlight "PLACE ON TRADING BLOCK," then press the **A** Button again. The player will appear on the Player Trading Block screen, and he also remains on your roster.
  - If another team is interested in trading for that player at any time during the season, that team will make its interest known on this screen. Cycle through the various teams often to see if any have made an offer. Also see Trading Block on page 16 for more details.

To begin a player trade:

1. At the Player Contracts screen, highlight a player you are ready to trade, then press the **A** Button to view the Contract options.
2. Highlight "BEGIN TRADE," then press the **A** Button again. The Player Trade screen will appear with that player already set up to be offered in a trade. See Trades on page 16 for further details.

## Trades

The players you have on your team today are not necessarily the perfect squad to carry you to a Super Bowl victory at the end of the season. Chances are you'll have to improve your team through player acquisitions to reach the next level.

To make player trades:

1. At the Player Trade screen, highlight a player you are ready to trade, then press the **A** Button. The player will then appear in your trade offer.
2. Press the **WHITE** or **BLACK** Buttons to select the team you want to trade with, then highlight the player(s) you wish to trade for and press the **A** Button to add them to the offer.
  - Each team may offer up to three players or draft picks in one trade. Each team's available draft picks are listed in a separate section when toggling between the various positions on the team. As you set the trade, the interest bar shows the other team's interest in your offer.
  - To remove any player from the trade offer, highlight him again in the roster list and press the **A** Button.
3. When you think the offer is fair, press the **START** Button, then select YES to make the offer. If the other team accepts, the players will switch teams. If the offer is rejected, you may receive a counter offer in return, which you can then accept or modify to your liking. If the original offer is flat out rejected, you can make some changes and try again, initiate a trade with another team, or wait until later in the season to give it another go.
4. Also keep in mind that the entire process can be initiated in reverse using the same method. You can search through teams until you find a player (or players) that you want to trade for, add them to trade, and then figure out which players on your team you want to give up in return.

## Trading Block

The Trading Block is where you can entertain trade offers from other teams for the players that no longer fit into your team's plans that you think you can get along without.

To place a player on the trading block:

1. Highlight one of the three trading block slots, then press the **A** Button to view your team roster.
2. Highlight a player you'd like to place on the block, and then press the **A** Button. The player will appear in the trading block slot, although he also remains on your roster.
  - To remove a player from the trading block, highlight him in his trading block slot, then press the **A** Button and select the "WITHDRAW" option.
  - If another team is interested in trading for the player at any time during the season, that team will make its interest known on this screen. Cycle through the various teams often to see if any have made an offer.

Entertaining trade offers from other teams:

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

## Team Needs

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

## Gameplan

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

## Depth Chart

Set up your players in the order in which you want them to enter the game. If your team suffered an injury, choose the replacement. If a starter is not performing to your standards, bench him and start the second-stringer in his place. It's all up to you, but remember, if you want to, you can also allow the assistant coach to handle the Depth Chart.

To reorder players in the Depth Chart:



1. Highlight a player whose rank in the order you wish to change, then press the **A** Button to place a check by his name.
2. Highlight the player whose position you wish to switch with the checked player, then press the **A** Button again. The two players will swap spots in the order.
3. Continue until you are satisfied with each position.

### **Injury Report**

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

### **Coach Gameplan**

Every coach has a different approach to the game, and his gameplan is a direct reflection of that. Set up your gameplan the way you think the game should be played, and your team will not only train to become more proficient in that style, but their play on the field will be affected. This in turn will be reflected in the simulated stats.

**Offense: Run/Pass** – Determine whether your team's offense is weighted more toward the run or the pass.

**Pass: Short/Deep** – Decide if you want your team's offense geared more toward quick passes for short gains, or if you want to go all out and rely more on the long bomb.

**Run: Finesse/Power** – Determine whether you want your team to pound it up the middle, or have a more finesse rushing attack.

**Defense: Run/Pass** – The further this slider is to the left, the more run defense plays your team will call; the further it is to the right, the more pass defense plays they'll call.

**Defense: Man/Zone** – Decide if you want your defense to call more man coverage or zone coverages on defense.

**Blitz** – If you want to see your team blitz more often, crank this slider all the way up.

**Cover: Short/Deep** – Determine whether you want your defense geared more towards stopping short passes or the longer ones.

### **Sega Sports Tip – Altering Your Gameplan Wisely**

Setting your gameplan options to the appropriate levels is an important task. Be sure to consider your personnel. Is your team full of talented defensive backs? Weight your Man/Zone slider towards the left to take advantage of their athleticism and play a little more aggressively. Does your team have a power back like Jerome Bettis, or a finesse back like Warrick Dunn? This should affect the way you set your Finesse/Power slider. Does your team have a QB with a strong arm to go along with a talented and speedy wide receiver corps? Then set your Short/Deep passing slider to the right and let your team throw long bombs all game. Knowing your team's strengths and weaknesses and building the gameplan around them can make a big difference and cause you have a great season instead of just a good one.

### **Playbook Manager**

With the Playbook Manager, you can create a custom playbook for your franchise made up of all your favorite plays from any team in NFL 2K3. The basic plays necessary to play a game will be automatically added to your playbook if you do not include them, but be sure to pick out a wide variety of plays that will cover every possible situation that you might encounter out on the field.

To add plays to the Playbook Manager:

1. At the Playbook Manager screen, highlight **ADD**, then press the **A** or **Y** Buttons to cycle forward or backward through all the teams.
2. When you get to the team whose play you want, move the **Left Thumbstick** or **D-Pad** to the Formation column, then press the **A** or **Y** Buttons again to cycle through that team's formation options.
3. When you get to the formation you want, move the **Left Thumbstick** or **D-Pad** to the Play column, and once again press the **A** or **Y** Buttons to cycle to the play you want to add to your playbook.
4. Highlight **ADD** again and repeat the process until you have all the plays you want.
  - To delete a play you no longer want, highlight it, then press the **A** Button and select **YES** to confirm your decision.
  - To discard a playbook entirely, press the **B** Button and select **YES** to confirm.
5. When you are satisfied with your playbook, press the **START** Button.
  - You can use the playbook without saving it to a memory unit or the Xbox Hard Disk, but you will lose it as soon as you power down your Xbox video game console.

### **Coach's Card**

The Coach's Card tracks the performance of your franchise's coach and records stats in nine different categories with a clear emphasis on winning and results. Use this screen to gauge your performance as coach and general manager over the course of your Franchise session.

### **Assistant Coach Duties**

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

### **Statistics**

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

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

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

**League Leaders** – The League Leaders page ranks the top players in the league by the compiled season stats in all the standard categories. You can track who the best individual performers are in the league at each position as the season progresses.

**Rookie Watch** – Rookie Watch follows the league's rookies through their first season and posts their performance on the gridiron. This is a convenient place to see how well your prospects (and those from other teams) are panning out as they work through their inaugural seasons in the NFL.

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

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

### **Options**

See Options on page 25.

### **Load / Save**

If you have a memory unit inserted in your Xbox Controller, you can save your Franchise progress to it or to the Xbox Hard Disk at any time. (See Load / Save on page 27.)

### **Quit**

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

## **OFFSEASON TASKS**

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

### **Retirement Negotiations**

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

To try to talk a player out of retirement:

1. Enter the Contracts menu during the Re-Signing Period of the offseason via the Front Office.
2. Press the **A** Button on a highlighted player whose status is listed as "retiring."

3. Try altering dollar amounts and contract length. If there's a chance your player will come back to the team, you'll see his interest increase.
4. Press the **START** Button to make an official offer and see if the player is indeed willing to give it one more go.

### **Re-Sign Players**

See Re-Negotiate a Player's Contract on page 15.

### **Free-Agent Wire**

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

1. Pull the **L** or **R Triggers** to toggle between positions.
2. Use the **Left Thumbstick** or **D-Pad** to highlight the player you're interested in signing.
3. Press the **A** Button to make an offer.
4. Contract negotiations here work identically to Player Contracts in the Front Office (see page 15), with one twist. Instead of signing right away, players will hold out for the best offer they can.

#### **On The Table:**

Once you've agreed on an acceptable offer, Free Agents will add your offer to their short list. Depending on the strength of your offer and overall league interest, you'll compete with up to two additional teams for the player's services. After discussing all his offers with his agent, the player will eventually make a choice, so be sure to keep an eye on his other offers and keep yours as competitive as possible in light of your current cap situation.

#### **Team Needs:**

Not sure who to pursue? Toggle over to your Team Needs using the **WHITE** or **BLACK** Buttons and take a look at positions on your roster that could use a new influx of talent.

#### **Free Agent Targets:**

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

### **The NFL Combine**

Each year, the NFL adds to its ranks by introducing a handful of the college elite via the NFL Draft. Finding a diamond in the rough is hardly guesswork though, so once a year, the top scouts get together to evaluate the incoming talent at the 4-day NFL Combine. Here you'll be able to spend time evaluating players, taking your findings into the Draft to help you make the best decisions possible. Some teams already have their minds made up on their rookie prospects, so if you opt not to participate in the Combine, you'll still be able to enter the Draft with basic combine workout info. However, if you're serious about winning, we recommend collecting as many reports as possible on players in needed positions.

To scout a player:

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

#### **Basic Report - Cost: 1 Hour**

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

#### **In-Depth Report - Cost: 2 Hours**

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

#### **Full Report - Cost: 3 Hours**

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

### **Combine Scouting Manager**

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

### **Team Needs**

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

To evaluate Team Needs during the Combine:

1. Press the **WHITE** or **BLACK** Buttons to cycle between Team Needs and the Main Combine screen.
2. Upon viewing the Team Needs screen, pull the **L** or **R Triggers** to cycle through positions on the roster.
3. Use the **D-Pad** to cycle through existing players on your roster and view their relevant attributes.
4. Click the **Right Thumbstick** when highlighting any player to pull up their Player Card.

### **Sega Sports Tip – Efficiently Scouting Players**

You have four days to scout players, and you can scout a player multiple times during the combine, adding to your knowledge of the player. In general, you'll never want to get a full report on a player that you don't know anything about. Spend your first combine day getting one-hour reports of as many players as you can. On subsequent days, spend additional hours on promising players from that group, and then spend the leftover hours on more players. Just remember that on day 4, you don't have a "tomorrow", so you'll probably want to spend at least 2 hours on every new player you look at that day.

### **The NFL Draft**

The NFL Draft comes but once a year, and when the big day finally arrives, your managerial prowess will be put to the test. Your choices can potentially make or break the future of your franchise, so be sure you're prepared. Using NFL2K3's unique 3-D Draft system, all the info you could ever need will be right at your fingertips, giving you the feeling of being in a real NFL war room as you search for the next blue chip star.

#### **To navigate the NFL Draft:**

1. Use the **Left Thumbstick** to navigate spreadsheets.
2. To select a player on any menu, press the **A** Button.
3. To view a Rookie Scouting Report on a highlighted player, click the **Right Thumbstick**.
4. The Draft is made up of four primary screens. You'll find yourself surrounded by several monitors, as well as a special PDA. To instantly change focus, push the **Right Thumbstick** toward the area you'd like to look at as follows:

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

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

**Team Needs:** To your left you'll find a roster breakdown, sortable by position (as seen in Combine, on page 19), that gives you a look at your current needs, allowing you to easily find the best player to fit holes in your roster.

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

### **Rookie Signings**

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

## SEASON

If you have what it takes to go all the way, you can lead your favorite NFL team through an entire season, from Game 1 all the way to the Super Bowl!

- To begin playing in Season mode, set the Season options, then press the **START** Button to advance to the Team Select screen.
- If you set the Customize League option to ON, the Customize League screen will precede the Team Select screen.

**Customize League Screen** – (See Franchise on page 14)

**Preseason Games** – Set ON/OFF. (See Franchise on p. 13)

**Trade Deadline** – Set ON/OFF. (See Franchise on p. 13)

**Fantasy Draft Roster** – Set ON/OFF. (See Franchise on p. 13)

**Customize League** – Set ON/OFF. (See Franchise on p. 13)

### Team Select Screen

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

- To select a team, pull the **L** or **R Triggers** to scroll to the franchise you want, then press the **START** Button to advance to the Season Main Menu.

### Season Screen

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

### Schedule

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

- To play your team's next game, make sure the box next to the matchup is checked, then press the **START** Button. The pre-game introduction and key players will follow as the teams take the field. (See On The Field on page 8)
- To simulate your next game, uncheck the box next to the matchup, then press the **START** Button. When you are prompted to confirm your decision, select YES.
- In NFL2K3, you have the opportunity to play every game of the regular season or playoffs. If your selected team did not make it to the postseason, simply check the box next to any game you wish to play and when it comes up in the schedule, you'll take the field.
- When all games have been played or simulated for the week, press the **START** Button for the weekly wrapup that runs through all the current week's scores and highlights.

### Statistics

As soon as the first games of the season are played, the Stats option appears on the Season screen. The options on the Statistics screen are identical to those in Franchise mode (page 18).

**Roster** (see Roster Manager on page 28)

**Game Plan** (see page 16)

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

**Options** (See Options on page 25)

### Save

If you have a memory unit inserted into your Xbox Controller, you can save your Season progress at any time on it, or on to the Xbox Hard Disk. (See Load / Save on page 27.)

### Quit

Quit Season mode. If you have not saved your progress, you are prompted to do so. After confirming your decision, you will be taken to the Main Menu.

## PLAYOFFS

Begin playing NFL 2K3 at the most exciting point in the season – the Playoffs! The full season is simulated, with complete scores and stats recorded for every team and player, and the 12 best squads emerge for the postseason tournament.

- To begin playing in Playoffs mode, set the Playoffs options, then press the **START** Button to advance to the Team Select screen.
- If you set Customize League option to ON, the Customize League screen precedes the Team Select screen and allows you to alter all eight divisions in the NFL to your liking, as well as include a created team if desired.

**Fantasy Draft Roster** – Set ON/OFF. (See Franchise on page 13)

**Customize League** – Set ON/OFF. (See Franchise on page 13)

### Team Select Screen

At the Team Select screen, select a team you'd like to take control of in the postseason. Even though the season is simulated, don't worry. Your team will be ensured of securing one of the 12 available spots.

- To select a team, pull the **L** or **R Triggers** to scroll to the franchise you want, then press the **START** Button to advance and begin simulation of the regular season. When simulation is complete, you will automatically advance to the Playoffs Main Menu screen.

### Playoffs Screen

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

**Schedule** (see Season on page 21)

### **Tree**

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

- To scroll the Playoff Tree forward or back, move the **Left Thumbstick** or **D-Pad** in the desired direction.

### **Statistics**

During the season simulation, complete game stats are generated and compiled for each team and player. The options on the Statistics screen are identical to those in Franchise mode, although here you are able to view player stats for the regular season, as well as the playoffs. (See Franchise on page 18).

### **Roster**

The roster screen displays every player on your team along with detailed ratings in more than 30 categories. From the roster screen, you can also view the rosters of any other team, edit ratings, player attributes, and appearances, and perform minor transactions. (See Roster Manager on page 28.)

### **Game Plan**

You can choose a game plan and stick with it for the duration of the playoffs, or you can reassess your game plan each week and tailor it to fit the strengths and weaknesses of your next opponent. (See Franchise on page 16).

**Options** (See Options on page 25).

### **Save**

If you have a memory unit inserted in your Xbox Controller, you can save your Playoffs progress at any time on it, or on to your Xbox Hard Disk. (See Load / Save on page 27)

## **Quit**

Quit Playoffs mode. If you have not saved your progress, you are prompted to do so. After confirming your decision, you will be taken to the Main Menu.

## **TOURNAMENT**

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

- To begin playing in Tournament mode, set the Tournament options, then press the **START** Button to advance to the Tournament Setup screen.

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

**Fantasy Draft Roster** – Set ON/OFF. (See Franchise on page 13)

### **Tournament Setup Screen**

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

To customize the tournament setup:

1. Move the **Left Thumbstick** or **D-Pad** to highlight a team you wish to replace, then press the **A** or **Y** Buttons to cycle through teams that are not currently in the Tournament.
2. Repeat this process until the Tournament is organized the way you want.
  - In order to be eligible to play a team's games, you must assign a name to the team at the Tournament Setup screen.
  - To assign a name to a team, highlight the team, move the **Left Thumbstick** or **D-Pad** to highlight the Player column, then press the **A** Button and use the virtual keyboard to enter your name.
3. When you are completely satisfied with the Tournament setup, press the **START** Button to advance to the Tournament Main Menu screen.

### **Tournament Screen**

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

## **Statistics**

As soon as the first games of the Tournament are played or simulated, the Statistics option appears on the Tournament screen. The options on the Statistics screen are identical to those in Franchise mode. (See Franchise on page 18.)

## **Play Game**

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

To play your team's next game:

1. Highlight the matchup, then press the **START** Button to advance to the Controller Assign screen.
2. Assign a controller to your team, then press the **START** Button again. The pre-game introduction begins as the players take the field. (See On The Field on page 8.)

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

To simulate games for unassigned teams:

1. Highlight the matchup, then press the **START** Button and choose YES when prompted. The game is simulated and the final score appears.

## **Options**

See Options on page 25.

## **Roster**

The roster screen displays every player for each team along with detailed ratings in more than 30 categories. From the roster screen, you can also view the rosters of any other team, edit ratings, attributes, and appearances, and perform minor transactions. See Roster Manager on page 28.

## **Setup**

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

## **Save**

If you have a memory unit inserted to your PlayStation 2 game console, you can save your Tournament progress at any time. (See Load / Save on page 27)

## **Quit**

Quit Tournament mode. If you have not saved your game, you are prompted to do so. After confirming your decision, you will be taken to the Main Menu.

## **EXHIBITION**

Play a preseason game between any two teams. This is the fastest way to suit up and lead your team on to the field. (See Quick Game on page 7.)

## **PRACTICE**

It can be difficult to master the moves in NFL2K3 when you're constantly clashing in heated battles with NFL powerhouses. Practice mode gives you a chance to work on the basics of the game in an environment you control.

- To begin playing in Practice mode, set the Practice options, then press the **START** Button to advance to the Team Select screen.

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

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

**Randomize Defense** – When OFF, you face the same defensive play over and over when on offense. When ON, you play a more varied scrimmage against different types of defenses.

**Randomize Offense** – When OFF, you defend against the same offensive play over and over when on defense. When ON, you face multiple types of plays.

### **Team Select Screen**

Select the team you wish to practice with, and if you are practicing in full scrimmage mode, select your opponent as well. For complete details, see Selecting Teams on page 7.

- Once you select your teams, the loading screen appears and the teams are placed on the field. (See On The Field on page 8.)

## **SITUATION**

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

- To begin playing in Situation mode, set the Situation options, then press the **START** Button to advance to the Team Select screen.

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

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



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

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

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

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

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

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

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

**Yards to Go** – Choose the amount of yardage needed for a first down, from INCHES to 99 YARDS. This can be dependent on where the offense starts on the field.

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

### **Team Select Screen**

Select the teams you want to take part in the Situation. For complete details, see Selecting Teams on p. 7.

- Once you select your teams, the loading screen appears and the teams take the field. (See On The Field on page 8.)

## **PLAY LIVE**

NFL 2K3 supports Online Gaming through the Xbox Live network. Please register for an Xbox Live account before using this feature.

Select **Play Live** from the Main Menu once you have your Xbox Live account activated. Login and advance to the Online Menu at the Online Sign In screen by entering your user name and password.

**Quick Match** is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game.

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

**Create Match** is where you decide exactly what kind of game you want to play by choosing to host a game with your settings.

**User Options** allows you to add friends to your friend list and view recently played players. The user can also hide from other players by selecting Appear Offline in the User Options.

**Leaderboard** will download the current leaders from the server complete with their records.

**Downloads** will download the latest NFL rosters to keep your game up to date with the pros.

**Sign Out** will log the user off of the Xbox Live network.

## **OPTIONS**

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

### **Game Options**

The Game Options cover a broad list of factors that can significantly impact the game on the field.

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

**Play Calling** – Choose BY PACKAGE to call your plays by package, then formation and play, or BY FORMATION to call only formations and plays.

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

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

**Advanced Line Moves** – Set this option to ON for more control of the defensive linemen at the line of scrimmage, which includes the ability to perform special maneuvers such as swim moves and spins.  
**Multiple Hot Routes** – When ON, the QB can assign hot routes to multiple players on the same play, and when OFF, to just one.  
**Injuries** – When ON, players are susceptible to injuries that could keep them out for a few plays or even several weeks.  
**Coach Mode** – When ON, your in-game control is limited to calling plays, and your players automatically execute on the field.  
**Performance EQ** – When ON, the two teams are balanced to keep games competitive and give either side an equal chance at winning, regardless of how high or low they are rated.

### **Difficulty Settings**

**Difficulty** – Set the skill level and intensity of computer players to one of four different levels: ROOKIE, PRO, ALL PRO, and CUSTOM.  
**Gameplay Sliders** - If you decide to alter any of the various gameplay sliders available, the Difficulty option will change to CUSTOM, allowing you to create an all new difficulty setting customized to suit your abilities and preferences as a player. Move the sliders to the right to increase difficulty or to the left to decrease difficulty.

### **Sega Sports Tip – Gameplay Sliders**

Think of the gameplay sliders as functioning like this:  
EASY <-----> HARD

For example:

- If you don't want players catching up to each other as easily, move the Pursuit slider to the left.
- If you're having trouble catching the ball, move the Catching slider to the left.
- If you want more of a challenge when kicking field goals, move the Kicking slider to the right.

Everybody has their own preferences on the field. Gameplay Sliders allow you to customize the game to your liking, so spend some time adjusting and tweaking all nine of them, as well as playing with various combinations of settings, until the game is perfectly suited to your style of play.

### **Presentation**

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

**Player Indicator Text** – Determine whether players are labeled on the field by NAME, NUMBER & POSITION, or NONE.  
**Action Replays** – When ON, replays are shown automatically following great plays to highlight the action.  
**Overlays** – When ON, images of players and their stats are displayed to recognize a superior (or lackluster) effort.  
**Celebrations** – When ON, players celebrate in the end zone following scores and in the backfield following sacks.  
**Sports Ticker** – The Sports Ticker displays other scores from around the league across the bottom of the screen ESPN style when playing in Season or Franchise modes. Set ON or OFF.  
**Vibration** – When ON, your control pad vibrates in your hands when the player you control absorbs a big hit.  
**Audio Presentation** – Choose one of four pre-set audio presentations. Notice that the audio sliders adjust to create the desired audio effect.  
**Audio Sliders** – If you want to customize the audio presentation, you can adjust the audio sliders in any combination. Move the slider to the right to increase or to the left to decrease volume.  
**Menu Music Type** – Choose from 29 different music options to be played while menu screens are displayed.

### **Sega Sports Tip – Menu Music Type**

Want a little blast from the past? Try experimenting with different types of Menu Music available. You'll find samplings from NFL2K series games all the way back to the original 2K, as well as music from World Series Baseball, Floigan Brothers, Ooga Booga, and various ESPN and Sportscenter themes.

## **Weather**

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

**Time Of Day** – You can set your games up to be played in DAY, AFTERNOON, or NIGHT.

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

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

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

**Note:** Remember that games played in dome stadiums are unaffected by any wind or precipitation settings you may have changed.

## **Penalties**

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

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

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

## **Controller Setup**

In addition to the default controller setup, NFL2K3 offers two alternate configurations. Choose the setup that fits best with your game with the **L** and **R Triggers**.

## **LOAD / SAVE**

With the Load / Save option, you can save your game progress, settings, rosters, and playbooks, or resume any games you have previously saved.

### **Load**

Go to the Load screen to access any game files you have previously saved to your memory unit or the Xbox Hard Disk and continue playing NFL2K3.

- To load a file, from the Load screen, highlight the file you want to load, then press the **A** Button. You return to your game at the last point you saved.
- Pull the **L** or **R Triggers** to toggle between memory units (if inserted) and the Xbox Hard Disk.

### **Save Game (while in Franchise, Season, Playoffs, or Tournament modes)**

If you have a memory unit inserted into your Xbox Controller, you can save your game in progress to it, or to the Xbox Hard Disk, at any time.

- To save your progress, from the Save screen, create a new file, then use the virtual keyboard to enter a name.
- Pull the **L** or **R Triggers** to toggle between memory units (if inserted) and the Xbox Hard Disk.

### **Save Settings**

If you have a memory unit inserted into your Xbox Controller, you can save your options settings, including gameplay sliders, to it or to the Xbox Hard Disk, at any time.

- To save your settings, from the Save Settings screen, create a new file, then use the virtual keyboard to enter a name.
- Pull the **L** or **R Triggers** to toggle between memory units (if inserted) and the Xbox Hard Disk.

### **Save Roster**

If you have a memory unit inserted into your Xbox Controller, you can save your roster changes to it, or to the Xbox Hard Disk, at any time.

- To save your roster, from the Save Roster screen, create a new file, then use the virtual keyboard to enter a name.
- Pull the **L** or **R Triggers** to toggle between memory units (if inserted) and the Xbox Hard Disk.

### **Save Playbook**

If you have a memory unit inserted into your Xbox Controller, you can save your custom playbooks to it, or to the Xbox Hard Disk, at any time.

- To save your playbook, from the Save Playbook screen, create a new file, then use the virtual keyboard to enter a name.
- Pull the **L** or **R Triggers** to toggle between memory units (if inserted) and the Xbox Hard Disk.

### **Delete**

Free up some space on your memory unit or the Xbox Hard Disk by deleting NFL2K3 files you no longer want.

- To delete a file, from the Delete screen, highlight the file you want to delete, then press the **A** Button. When prompted to confirm, select YES.
- Pull the **L** or **R Triggers** to toggle between memory units (if inserted) and the Xbox Hard Disk.

## **ROSTER MANAGER**

Here you can sign free agents, assign a player to another team, modify depth charts, and edit player attributes, appearances, and uniform numbers.

To assign a free agent to your roster:

1. At the Roster Manager screen, select Team Rosters.
2. Press the **WHITE** or **BLACK** Buttons to toggle through the teams until you get to FREE AGENTS.
3. Highlight a player you wish to assign to your roster, then press the **A** Button and select "ASSIGN TO TEAM" from the Roster options. The Select Team directory will appear.
4. Highlight the team whose roster you wish to assign the player to, then press the **A** Button again. The player then moves from the free agent pool to the roster.

To assign a player to another team:

1. At the Roster Manager screen, select Team Rosters.
2. Highlight the player you wish to assign to another team, then press the **A** Button. The Roster options will appear.
3. Highlight "ASSIGN TO ANOTHER TEAM," then press the **A** Button again to bring up the Select Team directory.
4. Highlight the team whose roster you wish to assign the player to, then press the **A** Button one more time. The player then moves from one roster to the other roster.

To edit a player's attributes:

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

1. At the Roster Manager screen, select Team Rosters.
2. Highlight the player whose attributes you wish to edit, then the column of the desired attribute, and press the **A** Button. The Roster options will appear.
3. Highlight "EDIT ATTRIBUTE," then press the **A** Button again to bring up the virtual keyboard.
4. Use the numbers on the keyboard to enter a new attribute (between 0-99). The new number appears under the attribute column on the Roster screen.
5. Repeat these steps to edit multiple attributes for a single player, or attributes for other players.

To edit a player's appearance, including uniform number:

1. At the Roster Manager screen, select Team Rosters.
2. Highlight the player whose appearance you wish to edit, and press the **A** Button. The Roster options will appear.
3. Highlight "EDIT PLAYER," then press the **A** Button again to bring up the Create Player screen.
4. Press the **A** or **Y** Buttons to change the player's uniform number in either direction, then press the **START** Button to advance to the Player Appearance screen.
4. At the Player Appearance screen, highlight each of the appearance options and press the **A** or **Y** Buttons to cycle through the choices until the player has the look you want.
5. Press the **START** Button when finished to accept changes and return to the Roster screen.
6. Repeat these steps to edit the appearance of as many players as you wish.

### **Create Player**

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

To create a new player:

1. At the Player Create screen, highlight FIRST NAME, then press the **A** Button to bring up the virtual keyboard. You can then enter a first name for your player.
2. Highlight LAST NAME, then press the **A** Button to bring up the virtual keyboard. You can then enter a last name for your player.
3. Highlight POSITION, then press the **A** or **Y** Buttons to cycle to the position you want.
4. Highlight JERSEY NUMBER, then press the **A** or **Y** Buttons to select a number. Press the **START** Button to accept and advance to the Player Appearance screen.
5. At the Player Appearance screen, highlight each of the appearance options and press the **A** or **Y** Buttons to cycle through the choices until the player has the look you want. Press the **START** Button to accept and advance to the Player Attributes screen.
6. At the Player Attributes screen, you can redistribute attribute points by highlighting an attribute you think is too high and pressing the **Y** Button to reduce the number and create available points. With these extra points, you can then highlight an attribute you think is too low, and press the **A** Button to increase it with whatever points you have available.
  - Each player position has three pre-set types of players to base your created player on. You can then adjust these templates to create a custom player to your liking.
  - To cycle through the three player attribute sets, pull the **L** or **R Triggers**.
7. When you are satisfied with your player's attribute settings, press the **START** Button. The completed player is then added to the free agent pool.

### **Create Team**

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

To create a new team:

1. At the Team Create screen, highlight CITY, then press the **A** Button to bring up the virtual keyboard. Enter a home city from which your team will be based.
2. Highlight TEAM NAME, then press the **A** Button to bring up the virtual keyboard. Enter a name for your team.
3. Highlight SHORT NAME, then press the **A** Button to bring up the virtual keyboard. Enter a three-character name, which will then appear on in-game score overlays to designate your team.
4. Highlight UNIFORM, then press the **A** or **Y** Buttons to cycle to the original uniform style you want.
5. Highlight COACH FIRST NAME, then press the **A** Button to bring up the virtual keyboard. Enter a first name for your coach.
6. Highlight COACH LAST NAME, then press the **A** Button to bring up the virtual keyboard. Enter a last name for your coach, then press the **START** Button to accept and advance to the Team Create Sign Players screen.
7. At the Team Create Sign Players screen, highlight your favorite players from any team or the Free Agent pool, then press the **A** Button to add them to your new team's roster.
8. When you are satisfied with your roster, press the **START** Button one more time. The completed team will be added to the NFL2K3 lineup.

**Playbook Manager** (See Franchise on page 17.)

## **Downloaded Rosters**

Connect online to download updated rosters and keep up with the NFL as the season progresses. Once you've downloaded rosters, you can access them here.

## **Reset Roster**

Select this option to reset every team's roster back to their defaults, regardless of how many trades or changes you've made. This will also reset any player attribute or appearance changes you've made. Be sure to save your roster file before doing this if the changes aren't something you want to lose.

## **SEGA SPORTS CHALLENGE**

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

### **Getting Started**

To get started, you must first create a User Record under the Sega Sports Challenge option on the Main Menu. Once you have created your user name, you will then want to select "Enable Challenge". All games from this point on will now count towards your User Record, until you select "Disable Challenge."

### **Settings**

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

### **Memory unit**

A memory unit is required for the Sega Sports Challenge. We suggest saving after each game under the "Save Challenge Records" option, as your user stats will not be officially saved until doing so. However, as long as you save before powering down your system, it is not required to save after each game. (For further information, please refer to the LOAD / SAVE section on page 27.)

### **Getting Your Code(s)**

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

### **Entering Codes and Viewing Rank**

To find out where you rank, you must go to [www.segasports.com](http://www.segasports.com) and enter your codes. You can review all the official SSC Rules and Regulations online. Once you have entered your code(s), you will immediately get to see where you rank and if you qualify to win. Monitor your ranking, as each time you enter a code, you have a chance to improve your standing. **Good Luck!**

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#### **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](mailto:support@sega.com)
- telephone . . . . . 1-716-650-6703

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