PlayStation®

PlayStation

NTSC U/C

989 SPORTS™

NFL GameDay™ 2002

EVERYONE
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CONTENT RATED BY
ESRB

SCUS-94639
94639

NFL

PLAYERS INC™

SONY
COMPUTER
ENTERTAINMENT®

NFL GameDay™ 2002 Tips and Hints

PlayStation® Hint Line

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Console

Top View

RESET

POWER

SONY

PlayStation™

OPEN

OPEN button

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POWER button

Controller port

Disc Cover

MEMORY CARD slot 1

MEMORY CARD slot 2

Front View

1

2

MEMORY CARD

MEMORY CARD

Controller port 1

Controller port 2
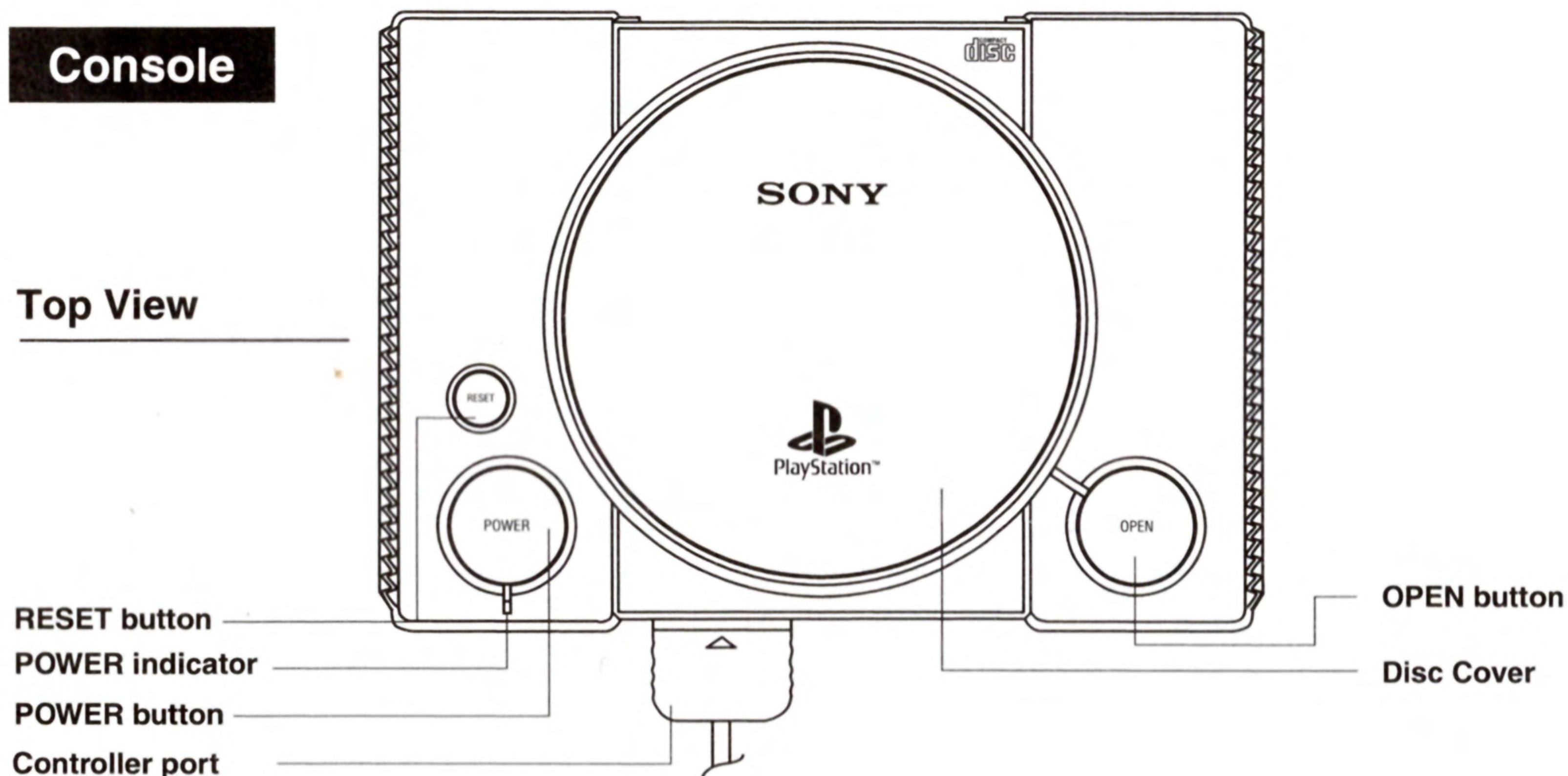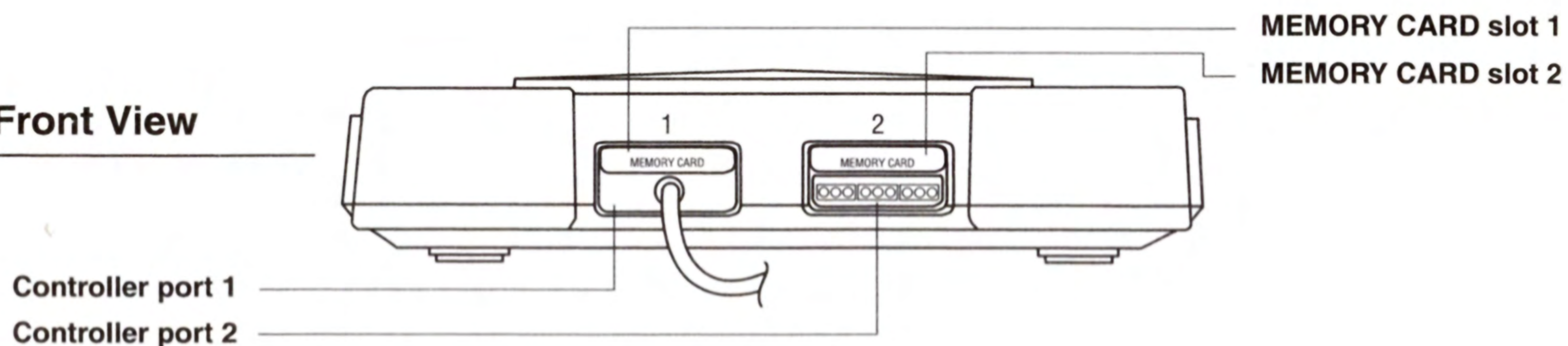
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the NFL GameDay 2002 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

CONTROLLER DIAGRAMS

Digital Controller

DUALSHOCK™ analog controller

Top View

DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON

△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON

LEFT STICK
RIGHT STICK

ANALOG MODE SWITCH
(ANALOG MODE WHEN LED IS LIT)
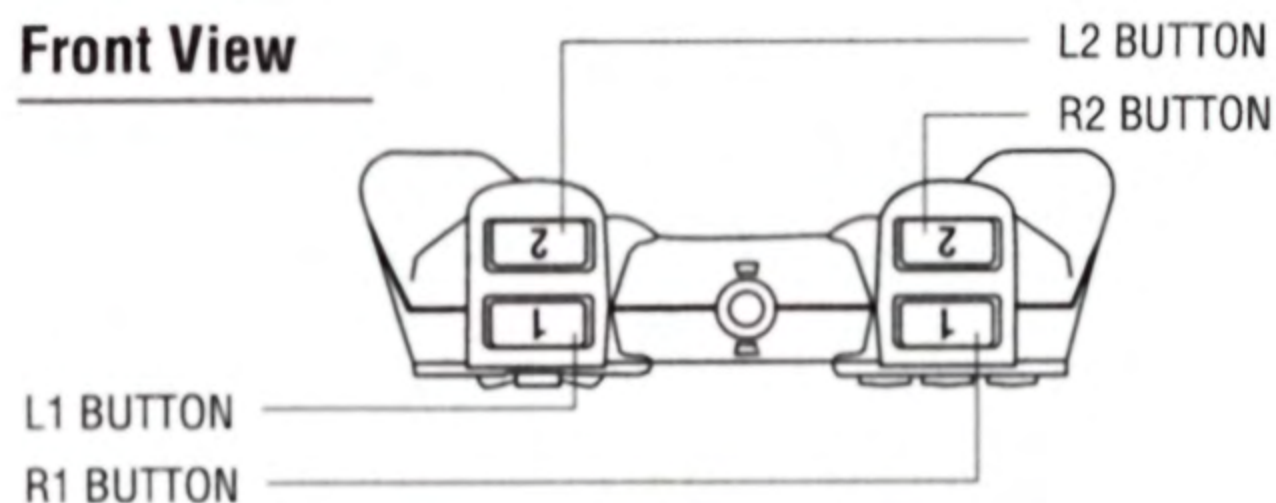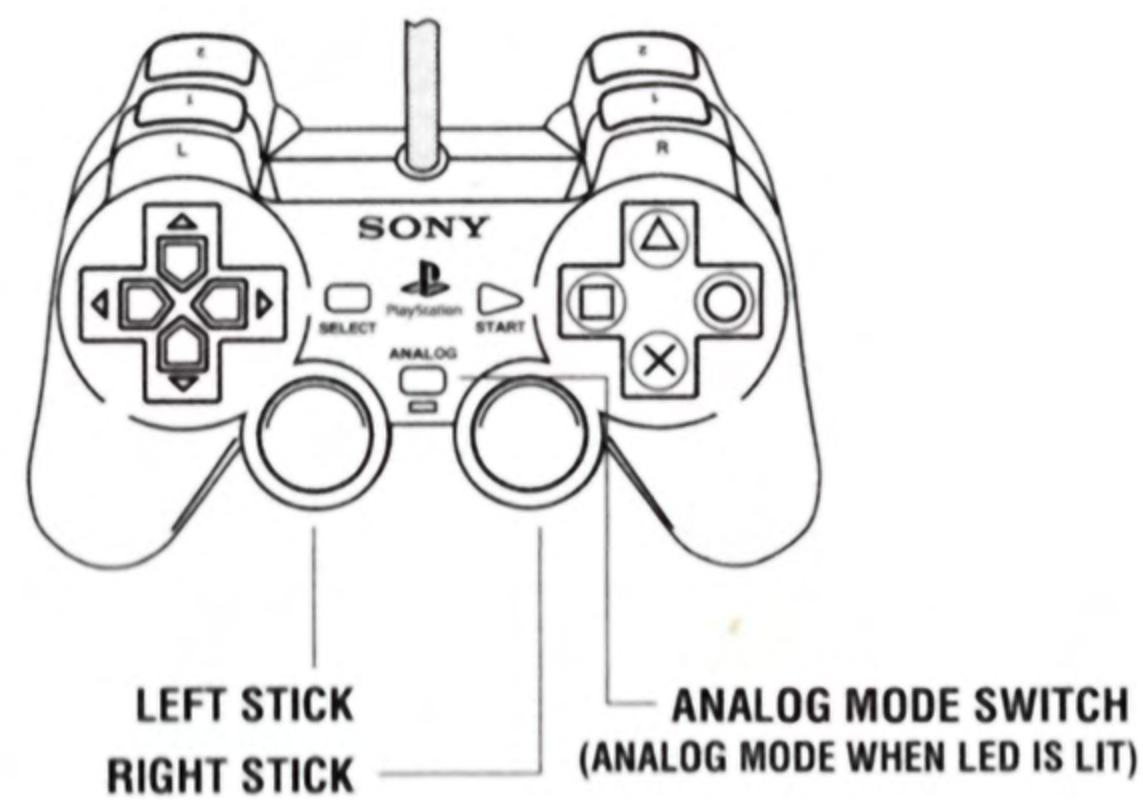
NOTE: COMPATIBLE ONLY IN ANALOG MODE

Front View

L2 BUTTON
R2 BUTTON

L1 BUTTON
R1 BUTTON

MULTITAP

When using the Multitap, at least one controller must be connected to Controller Port 1-A or 2-A.
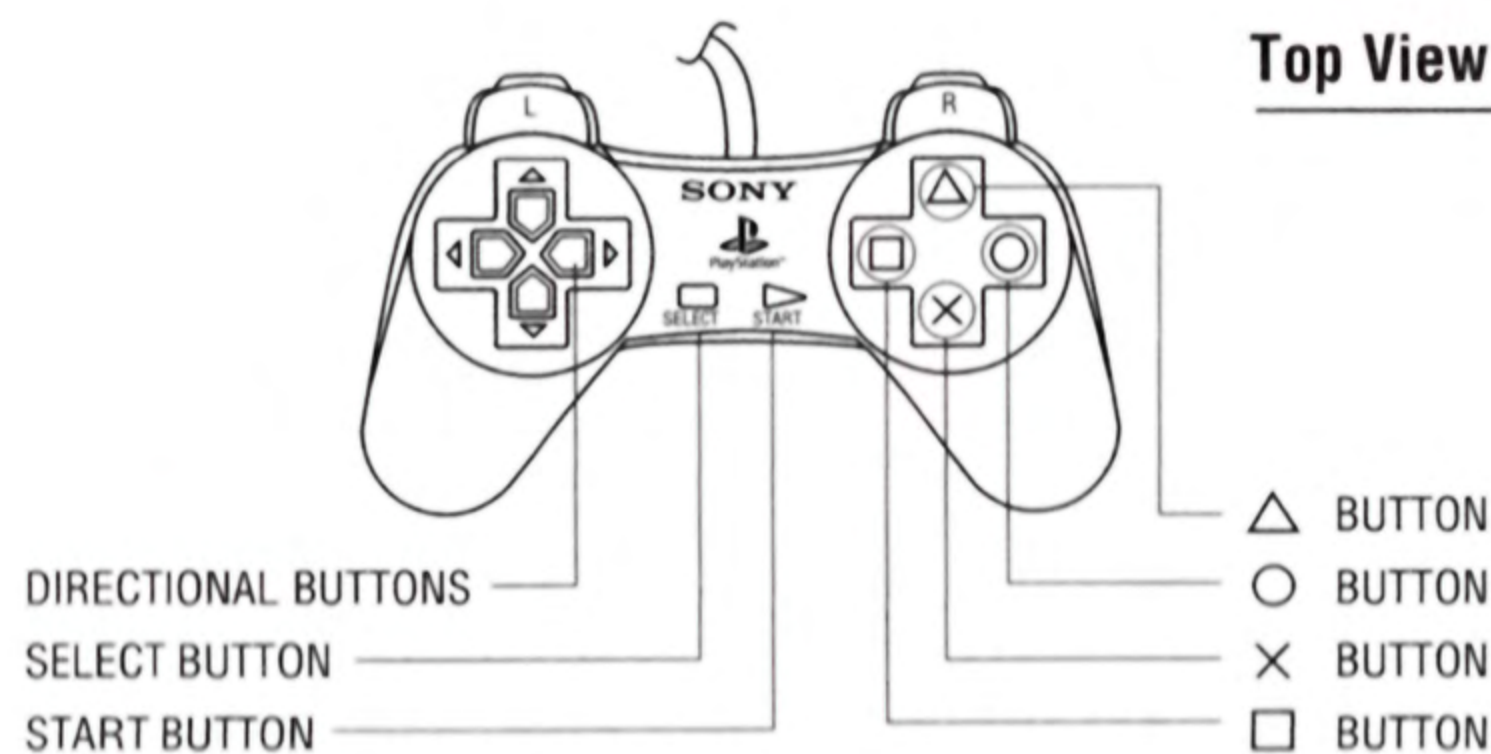
SAVING DATA

You must insert your MEMORY CARD before you save or load a file. NFL GameDay 2002 saves user-defined options and all data for Seasons, Playoffs, Roster Changes and Created Players. Five blocks of memory must be available on your MEMORY CARD in order to save game data, fifteen blocks are needed for General Manager data, and one block is needed to save Game Options, User Records and Playbooks. If you don't use a MEMORY CARD, all NFL GameDay 2002 data will be lost when you turn OFF your PlayStation game console. See *MEMORY CARD* on page 12 for more information.

GAME CONTROLS

QUICK START CONTROLS

Quick Start Controls are a basic set of game controls that enable you to play a game without having to learn advanced control combinations.

OFFENSE

Snap the ball	✗
Bring up receiver icons after snap	✗
Throw to a receiver	✗, ▣, △, or ◉
Catch	△
Speed burst	✗
Special moves (spin, juke, stiff arm or shoulder charge	◉

KICKING

Activate kick meter	Press and hold ✗ until the kick meter is full. Release ✗ to kick the ball.
Direct the kick Left / Right / Up / Down	← / → / ↑ / ↓

DEFENSE

Tackle / Dive	▣
Switch to defender closest to the ball	⊙
Jump / Deflection / Interception	△
Speed burst	⊗
Swim move Left or Right	L1 or R1
Forearm shiver	R2

BASIC CONTROLS

OFFENSE BEFORE THE SNAP

Snap the ball	⊗
Fake hut	△
Call audible	▣
Bring camera back to preread receivers	L1 or R1
Send man in motion	← / →
Total Control Passing (see page 8)	L2
Max Pass Protection (see page 9)	R2
Play as a Skill Receiver (see page 9)	⊙
Pause	▶ START

PASSING

Bring up receiver icons after snap	✕
Throw to a receiver	✕, ▣, △, or ◉

RECEIVING

Jump / Catch / One-handed catch	△

RUNNING

Speed burst	✕
Hurdle	△
Spin move / Special moves	◉
Dive	▣
Stiff arm Left or Right	L1 or R1
Juke	R2

DEFENSE BEFORE THE SNAP

Switch player	◉
Switch to previous player	L2 + ◉
Move player	← / → ↑ / ↓
Call audible	■
Shift defensive line	L2 + ← / →
Bump & Run	L2 + ↑ / ↓

DEFENSE AFTER THE SNAP

Speed burst	✕
Switch man	◉
Wrap / Dive tackle	■
Jump / Deflection / Interception	▲

ADVANCED CONTROLS

ADVANCED OFFENSE

Dive over pile	L2 + ■
Shoulder charge	L2 + ✕
High step	L2 + ▲
Double spin	L2 + ●
Pitch ball	L2 + R2

TOTAL CONTROL PASSING

Activate Total Control Passing	L2
Bring up receiver icons after snap	✕
Throw out of bounds	L1 or L2
Underthrow or overthrow receiver	↑ / ↓ + ✕, ■, ▲, or ●
Lead receiver	← / → + ✕, ■, ▲, or ●
Lob pass	Tap ✕, ■, ▲, or ●
Bullet pass	Hold ✕, ■, ▲, or ●
Pump fake	R2 + ✕, ■, ▲, or ●
Spike ball	L2 + ●

MAX PASS PROTECTION

Press **R2** before the snap on a passing play to activate Max Pass Protection. Max Pro will keep the running back designated for a pass route in the backfield to block for the quarterback.

PLAY AS ANY SKILL RECEIVER

In a 1-player game, before the ball is snapped, press ⊚ to be able to scroll through the eligible receivers for the play. The receiver icon that you have selected will blink, indicating that you have control of that player. Once the ball is snapped, run any route with the controlled receiver. When you press the pass button, the ball will be thrown to your receiver.

ADVANCED DEFENSE

High tackle	**L2** + ▣
Shoulder charge	**L2** + ✕
Switch to deep man in coverage	**L2** + ⊚
One-handed deflection or interception	**L2** + △

PREGAME SETUP

Before selecting a mode for your game, that will move you to the next setup screen, customize the attributes of the game with the following options from the Main Menu.

NOTE: To move to the Team Select screen for a mode, highlight the mode selection and press ✖.

LEVEL

Four different player levels allow you to choose the level of play best suited for your current skills. Master the Rookie and Veteran levels before moving onto the All-Pro or Hall of Fame levels.

STYLE

Set up the style of your game by choosing Simulation for ultra-realistic gameplay or Arcade for faster gameplay with exaggerated special moves.

NOTE: Advanced Game Controls can be used in Simulation and Arcade mode.

CLOCK

Set the length of the game by choosing the number of minutes to play per quarter. There are four quarters played during regulation, plus an Overtime period if necessary.

OPTIONS

Use Options to further customize the attributes of your game.

MUSIC / ANNOUNCER

Adjust the volume levels of the front-end, game music, play-by-play, and color commentary announcers.

PENALTIES / INJURIES

Adjust the frequency of called penalties and player injuries.

CONTROLLER

Use this option to set the configuration of the controller for offense and defense. Hold **L2**, after selecting a controller configuration, to view controller functions for Total Control mode.

- Press ← / → to select a controller configuration to view.
- Press ↓ to select the OFFENSE option, and then press ← / → to view the configuration for offense and defense.
- Press ↑ / ↓ to the control option, and then press ← / → to select your controller setup.

VIBRATION

To activate the vibration function on your DUALSHOCK™ analog controller, choose VIBRATION ON to feel the collision of a big hit.

SCHEDULE

In Season mode, you can view the schedules of each NFL team.

- Press ← / → view different team schedules.

CODE ENTRY

Use Code Entry to add a unique dimension to your game. Bonus codes are activated and revealed to you after you defeat the CPU in any of the Season formats.

- From ADD CODE, press ✖ to activate the alphanumeric chart.
- Press ← / → / ↑ / ↓ to choose a character or option and press ✖ to enter it. To delete a character or space, press ← / → / ↑ / ↓ to select DELETE and press ✖.
- Press ← / → / ↑ / ↓ to select END and press ✖ to save your name and exit the chart.

MEMORY CARD

The MEMORY CARD screen allows you to manage the files on your MEMORY CARD. See *Saving Data* on page 3 for more information.

NOTE: Make sure the MEMORY CARD is in the correct slot. To change to a different slot, press ⬆ / ⬇ to SLOT 1, and then press ⬅ / ➡ to select a different slot.

TO SAVE A FILE

- Press ⬆ / ⬇ to SAVE.
- Press ⬅ / ➡ to select the type of game information to save and press ✗.
- Enter a name for the file and then press ✗ to save the file.

TO LOAD A FILE

- Press ⬆ / ⬇ to LOAD.
- Press ⬅ / ➡ to select the type of game information to load.
- Press ◉ to view the available files to load.
- Press ⬆ / ⬇ to select a file and press ✗ to load it.

TO DELETE A FILE

- Press ⬆ / ⬇ to DELETE FILES and press ◉ to view the available files.
- Press ⬆ / ⬇ to select a file and press ▣.
- Press ⬆ / ⬇ to select YES and press ✗ to delete the file.

TO RENAME A FILE

- Press ⬆ / ⬇ to RENAME FILES and press ⨂ to view the available files.
- Press ⬆ / ⬇ to select a file and press ◉.
- Press ⬅ / ➡ to choose a character to modify and press ⬆ / ⬇ to change the character.
- Press ⨂ to accept the file name.

EXHIBITION

Use Exhibition games as a way to learn the game and work on the basics. Get your team in game shape and ready for a full 16-game NFL Season. Exhibition results cannot be recorded in Season standings and cannot be saved to the MEMORY CARD.

TEAM MATCH UP

Here's where you choose the teams for your game. Choose from this year's NFL teams or great All-Star and Super Bowl teams from the past.

- Press ⬆ / ⬇ to select the Home or Away Team options.
- Press **L1**, **L2**, **R1**, and **R2** to toggle between team strengths that will help you decide on a team.
- Press ⬅ / ➡ to select a team. Press ◉ to bring up and toggle between great All-Star and Super Bowl teams.

FORECAST

Set the weather conditions of the game and the time that the game will be played. Games played in domed stadiums will not be affected by weather conditions. Set Random to ON to have the CPU choose a weather condition for you.

MODIFIED ROSTERS

If you have already altered team rosters in your pregame setup, keep Modified Roster set to ON to enable you to play your Exhibition with all roster changes.

OPTIONS

Use Options to customize the attributes of your game.

CHANGE STADIUM

Use Change Stadium to change the geographical location of the game.

* From Switch Stadium, press ← / → to choose ON.
* Press ↑ / ↓ to the city name option.
* Press ← / → to choose a stadium site.
* Press ⊗ to accept your choice.

SELECT HOME JERSEY

Select the type of jersey each team will be wearing for the game.

USER RECORDS

User Records are tabulated from games in which the controllers used are set with a user record name.

User Names

* To set a user record name, from User Names, press ⊗.
* Press ↑ / ↓ to choose a controller(s) to set with a user name and press ⊗ to activate the alphanumeric chart.
* Press ← / → / ↑ / ↓ to choose a character or option and press ⊗ to enter it. To delete a character or space, press ← / → / ↑ / ↓ to select DELETE and press ⊗.
* Press ← / → / ↑ / ↓ to select END and press ⊗ to save your name and exit the chart.

View Records

View records tabulated from previous games.

User Records

Keep User Records ON to record all records associated with game controllers that have been assigned with user names.

CUSTOM PLAYBOOK

Load Playbooks created in the Play Editor mode for your offense and defense. Both Home and Away teams can load Playbooks.

- Press ⬆ / ⬇ to select Home or Visitor Playbook.
- Press ✖ to load the selected Playbook.

FRONT OFFICE

Use the Front Office to do the work of the team's General Manager.

Team Rosters

View the players and their profiles on each NFL roster. When viewing a player's abilities, the higher the number for an ability attribute, the greater the total ability of the player.

- Press **L1**, **L2**, **R1**, or **R2** to choose a team.
- Press ⬆ / ⬇ to scroll through the players and ⬅ / ➡ to change categories.
- Press ✖ to bring up a Player Popup Card, which describes the player's NFL experience, his contract figures and his physical makeup. Press ⬛ to be able to change the player's name, and then press ✖ to edit it.

Salary

The salary of the player is important to keep in mind. If you want to make a trade or sign free agents, you must be able to fit them under the salary cap. Before making a trade, know the salaries of the players involved or your trade will be rejected.

- Press ⬛ for a Roster Breakdown, showing the current and required number of players at each position.

Create Player

Using Create Player, you can create the type of player that dominates a game, or create yourself using your name and physical attributes. Your player will move from Training Camp where he can be placed on a team roster or into the Free Agent Pool.

NOTE: To create a player for the Free Agent Pool, press ← / → from the TEAM option to select FREE AGENT.

- From a name option, press ⊗ to activate the alphanumeric chart.

- Press ← / → / ↑ / ↓ to choose a character or option and press ⊗ to enter it. To delete a character or space, press ← / → / ↑ / ↓ to select DELETE and press ⊗.

- Press ← / → / ↑ / ↓ to select END and press ⊗ to save your name and exit the chart. Change a created player name by highlighting the name and pressing ⊗ to start the naming process over. You must enter a first and last name to continue to the next screen.

- After naming your player, press ↑ / ↓ to make other selections, and then press ← / → to make a change.

- Press ↑ / ↓ to select the CREATE PLAYER option and press ⊗ to continue to his team's training camp.

- Press ← / → to choose your player's position. Each position will have a salary cap number. Also notice the NFL Prospects section of the screen. There may be positions available to your player that will make him a blue or white chip player.

- Press ⊗ to continue.

- Press ← / → to select YES and press ⊗ to create your player.

Super Player

Create a player with exceptional abilities that has all of the attributes of your favorite players (e.g., Brett Favre's arm strength). Keep in mind that with each Pro-Bowl player attribute comes a high-dollar salary figure. It is important to keep track of this due to your team's Salary Cap restriction. Follow the directions in *Create Player* on page 16 until you get to training camp. From there:

- Press ⬆ / ⬇ to select a player attribute, and then press ⬅ / ➡ to choose a professional player for that attribute.
- Press ⬆ / ⬇ to select the CREATE PLAYER option and press ⊗ to continue.
- Press ⬅ / ➡ to select YES to create the player or NO to reject him.

Delete Player

Delete any player from the list of previously created players. From the Create Menu:

- Press ⬆ / ⬇ to select DELETE PLAYER and press ⊗ to continue.
- Press ⬆ / ⬇ to select a player and press ⊗.
- Press ⬅ / ➡ to select YES to delete the player or NO to cancel.

Trade Player

Trades must be accepted by the League to go through. On your roster, you must have a minimum number of players at each position.

- Press ⬅ / ➡ to choose a team.
- Press ⬆ / ⬇ to select a player to trade and press ⊗ to add him to the trading block list. Make multiple player selections if you wish.
- Press ◉ to change the team selection, and then press ⬅ / ➡ to choose another team.
- Press ⬆ / ⬇ to select a player and press ⊗ to put him on the trading block.
- Press ◉ to move to the TRADE PLAYER option and press ⊗.
- Press ⬅ / ➡ to select YES from the pop-up box and press ⊗ to attempt the trade. If the trade has been rejected, make another offer.

Draft

Players are drafted at six positions (quarterbacks, running backs, receivers, linebackers, defensive linemen and defensive backs) for a total of six rounds. You can control the draft by manually drafting each position for every team, you can have the CPU hold the draft, or you can manually draft for teams of your choice and have the CPU finish drafting for the rest of the teams. At the end of each round, you can either continue or exit the draft by selecting an option and pressing ⊗.

To manually draft from the Draft's main screen:

- Press ⬆ / ⬇ to select EDIT MANUAL LIST and press ⊗.

- Press ⬅ / ➡ to select a team and press ⊗ to add it to the manual draft list. Add as many teams as you wish. To delete a team from the manual draft list, press ⬅ / ➡ to the desired team and press ⊗.

- Press △ to close the list.

- Press ⬆ / ⬇ to select BEGIN DRAFT and press ⊗ to start the draft.

- Press ⊗ to continue.

You will be drafting one player from each position. When a team you have selected for manual drafting comes up in the draft order:

- Press ⬅ / ➡ to choose a player position.

- Press ⬆ / ⬇ to scroll through the players still available in the draft.

- Press ⊗ to draft a player.

- At the completion of each round, press ⊗ to continue the draft.

- At the end of the draft, press ⬅ / ➡ to select YES from the pop-up box to save the draft results and press ⊗. Select NO to cancel the draft results and go back to the Front Office.

Sign Free Agent or Release Player

The same steps are taken when signing a Free Agent from the Free Agent Pool or releasing a player from a team roster.

NOTE: There is a limit to the number of Free Agents that you can sign to a team. To make room on the roster for additional Free Agents, use the Release Player option. Remember to keep track of a team's Salary Cap restrictions. Press ◉ to bring up a Player Popup Card, which describes the player's NFL experience, his contract figures and physical makeup.

- Press **L1**, **L2**, **R1**, or **R2** to choose a team.
- Press ⬆ / ⬇ to select a player and ⬅ / ➡ to view his attributes.
- Press ✗ to sign or release him.

Reset Rosters

Use this option to reset changes made to all NFL team rosters.

SEASON

A Season consists of 16 games. At the end of a Season, your team could have a chance to compete in the Playoffs and possibly the Super Bowl. See *Pregame Setup* on page 10 for more information on setting up a game.

SEASON TEAM

Choose a team for your Season. Under Options you can set up league realignment and turn the Salary Cap restriction ON/OFF. See *Salary Cap* on page 20 for more information.

- Press ⬅ / ➡ to select a team. Press **L1**, **L2**, **R1**, or **R2** to toggle between team strength categories to help with your selection.
- Press ⬆ / ⬇ to OPTIONS, and then press ✗ to set the Season options. See *User Records* on page 14 for more information on this repeated menu option.
- Press ⬆ / ⬇ to the team selection, and then press ✗ to move to the Season Menu.

REALIGN LEAGUE

You have the opportunity to set up Divisions and Conferences with non-divisional opponents. Play exciting matchups within your Division by switching a weak opponent with a proven champion.

SALARY CAP

You can turn the Salary Cap restriction ON/OFF. Set to OFF, you can sign or trade for as many high-salaried players as you like. When making changes to your roster (trading players, signing free agents or releasing players), the team's Salary Cap figure will be shown on the setup screen. Any attempted player movement which results in this number being exceeded will be rejected.

SEASON MENU

This screen is used to set up each week's game. See *Pregame Setup* on page 10 and Front Office on page 15 for descriptions of repeated game screen menu items.

PLAY GAME / SIMULATE WEEK

From this menu option, you can start the game or simulate the current week's game for the entire League.

- Press ⬅ / ➡ to choose an option.
- Press ✖ to either start or simulate the game.

SEASON REPORT

Keep track of the team's schedule, its place in the standings and the individual leaders in the league.

TEAM SCHEDULE

View the schedule of any team. Look for upcoming matchups and the previous wins and losses of each team.

TEAM STANDINGS

View the Divisional standings of both the American and National Football Conferences.

PRO BOWL VOTING

The Pro Bowl voting is based on the Season you are playing. You can view the leaders of the Pro Bowl voting from both Conferences as the Season unfolds.

MVP AWARDS

Most Valuable Player voting is based on the Season you are playing. Check the votes at the end of each game.

PLAYOFF REPORT

View the brackets of team pairings for the Playoffs. Each round of the Playoffs will show the winner and final score of each game.

NOTE: Playoff games can be simulated.

INJURY REPORT

View the players injured on each team and the length of time they will be out of action.

COACH'S REPORT

In General Manager mode, check the status of your coaching abilities.

STATISTICS

View the team statistics throughout the league.

• Press ← / → / ↑ / ↓ to scroll through each category.

TEAM LEADERS — OFFENSIVE AND DEFENSIVE

View the team leaders on offense and defense. Your Season team will be shown in green.

NFL LEADERS

View the individual stats of the offensive and defensive leaders from around the league.

- From this option, press ← / → to choose a category.
- Press ⊗ to view the NFL Leaders.

TEAM RANKINGS

View the team rankings of each NFL team in all major categories.

INDIVIDUAL

View the stats of each player from any team roster.

- Press **L1**, **L2**, **R1** or **R2** to choose a team.

STARTING LINEUP

Set the offensive starters for your team.

- Press ← / → to choose a position.
- Press ↑ / ↓ to PLAYER, and then press ← / → to choose a player for that position.
- Press ↑ / ↓ to SET POSITION and press ⊗ to set the player to the position.
- Press ↑ / ↓ to ACCEPT and press ⊗ to accept the changes.

TOURNAMENT

A Tournament can be set up as an 8-team (Two rounds plus a Tournament final) or 16-team (Three rounds plus a Tournament final) competition. To play a Tournament, you need to choose a player number and player name for each participant.

- From 8 PLAYER, press ← / → to choose an 8 or 16-player Tournament format.

- Press ⊗ to move to the PLAYER NAME portion of the screen, and then press ↑ / ↓ to select a CPU number.

- Press ⊗ to activate the alphanumeric chart.

- Press ← / → / ↑ / ↓ to choose a character or option and press ⊗ to enter it. To delete a character or space, press ← / → / ↑ / ↓ to select DELETE and press ⊗.

- Press ← / → / ↑ / ↓ to select END and press ⊗ to save your name and exit the chart. Change a created player name by highlighting the name and pressing ⊗ to start the naming process over.

- Press △ to move back to 8 PLAYER.

- Press ↑ / ↓ to CONTINUE.

- Press ⊗ to start the assignment process for the CPU teams. The CPU will randomly select teams for the CPU players.

- When the assignment process comes to a CPU name for which you are choosing a team, press ← / → to select a team and press ⊗.

- When the selection process is complete, press ⊗ to continue.

BRACKETS

View the tree brackets of your Tournament. Tournament matchups can be simulated by highlighting a game bracket and pressing ◉.

- To play a Tournament game, select a game bracket and press ⊗ to bring up the Controller Select screen.

TEAM STATS

You can view the offensive and defensive stats for the teams in the Tournament. Teams will be ranked 1-8 (or 1-16) based upon their stats in a particular category.

- From the Statistics Menu, press ↑ / ↓ to select an option and press ⊗ to view the stats.
- Press ← / → to change categories.
- Press ↑ / ↓ to view teams.

INDIVIDUAL STATS

View the statistics of each player involved in the Tournament. Players will be listed based on their productivity.

- Press L1, L2, R1, or R2 to choose a team.
- Press ◉ to view the Roster Breakdown.
- Press ← / → to change categories.
- Press ↑ / ↓ to scroll through the roster.

GENERAL MANAGER

General Manager mode gives you an opportunity to test your skills as a Coach and General Manager. Control a team by making every important decision. You will be replacing retired players, resigning players with expired contracts, deciding which rookies will make the team, drafting players and Salary Cap management.

During the Season, your General Manager status will be evaluated. If your team does well, you will remain with the team. If your team underachieves, you will get fired. You may however be offered another opportunity by a different team.

GM TEAM

Choose your favorite team or try to turn around a struggling franchise.

- Press ← / → to choose a team. Press **L1**, **L2**, **R1** or **R2** to change team strength categories, which can help you with your selection process.

- Press ✖ to bring up the alphanumeric chart and name your team.

- Press ← / → / ↑ / ↓ to choose a character or option and press ✖ to enter it. To delete a character or space, press ← / → / ↑ / ↓ to select DELETE and press ✖.

- Press ← / → / ↑ / ↓ to select END and press ✖ to save your name and exit the chart. Change a created player name by highlighting the name and pressing ✖ to start the naming process over.

- Press ← / → to choose whether or not to bypass Preseason events and press ✖ to enter the General Manager screen.

PRACTICE

Use Practice games to fine-tune your team and prepare your players for an upcoming opponent. With practice, you'll find your team out on the practice field where you can set formations and plays for both sides of the ball, practicing plays until you get it right. Press ► to bring up the Pause Menu and choose different practice options.

- Press ← / → to cycle through the available formations.

- Press ✖, ■, ▲, or ● to select a formation and bring up the play selections. To return to the formation selection, press ↑ / ↓ or press ▲ from the play selection.

- Once the formation is set, select the play. To flip the play and run a mirror image of that play, press **R1**. To return to the original play, press **R1** again.

- Press ← / → to cycle through the available plays and press ✖, ■, ▲, or ● to choose a play.

- Repeat the previous steps to set up the defense.

PLAY EDITOR

Play Editor mode allows you to create custom offensive and defensive Playbooks for your team by selecting plays from your team's Playbook and changing the player assignments for any play. Once you select a play to customize, you will be able to select each player in the formation and then choose different assignments for him to run. Setup as many plays as can fit within the Playbook.

- From the Choose Side Menu, press ⬆ / ⬇ to select OFFENSE or DEFENSE and press ✖ to open a Playbook.

- Press ⬅ / ➡ to cycle through the available formations.

- Press ✖, ◼, ▲, or ◉ to select a formation, bringing you out on the practice field.

- Press ⬅ / ➡ to choose a player.

- Press ✖ to view route options.

- Press ⬆ / ⬇ to change the player route.

- Press ✖ to set the new route for that player.

- Repeat the previous steps for as many players as you wish.

- Press ▶ to bring up the Editor Menu.

PAUSE MENU

INSTANT REPLAY

Gives you a second chance to view the latest play.

CALL TIMEOUT

Each team receives three timeouts per half. The number of timeouts remaining is shown.

SUBSTITUTIONS

Substitute a player from the bench for any player on the field. Offensive players switched to defensive positions will only be credited with offensive statistics.

- Press ← / → to Defense/Offense.
- Press ↑ / ↓ to FORMATION, and then press ← / → to choose a formation.
- Press ↑ / ↓ to POSITION, and then press ← / → to choose a position.
- Press ↑ / ↓ to the player name option, and then press ← / → to change a player.
- Press △ to return to the game.

SUB ALL FORMS

Sub All Forms will place the highlighted player in all appropriate positions.

AUTO SUB

If a player injury occurs on the field, a player off of the bench will automatically be substituted in for the injured player.

CHOOSE AUDIBLES

Set three audible plays on offense and defense by pressing the icons on your controller that correspond to the icons of the play.

- Choose a play to change by pressing the corresponding icon.
- Press ← / → to choose a formation for the new play.
- Press the corresponding icon to choose a new play.
- Press ⊗ to accept audible changes and return to the game.

CUSTOMIZE GAME

Use the attributes under the Customize Game Menu to alter the difficulty level of the game.

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