

PLAYBOOK

989TM
SPORTS

NFL
GAMEDAYTM
2002



PLAYERS

SONY



COMPUTER
ENTERTAINMENT

NFL GAMEDAY™ 2002

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NFL GAMEDAY™ 2002 TIPS AND HINTS

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US

1-900-933-SONY (1-900-933-7669)

\$0.95/min. auto hints, \$1.40/min. live, \$6.95-\$16.95 for tips by mail (subject to availability), \$5.00-\$20.00 for card recharge

Within Canada:

1-900-451-5757

\$1.50/min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM PST.

PlayStation 2 Online

www.scea.com

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

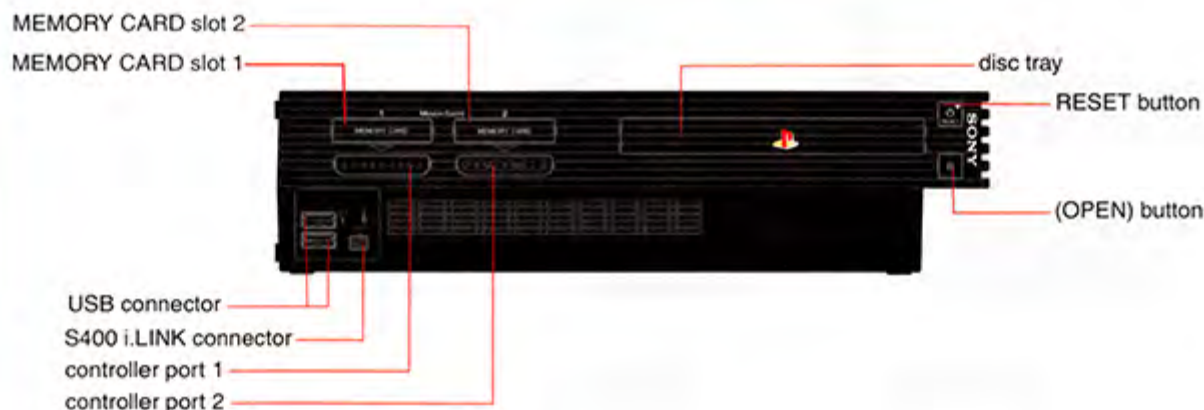
TABLE OF CONTENTS



Getting Started	2
Starting Up	3
Saving Data	3
Game Controls	4
Preseason	9
Team Matchup	9
Season	17
Season Team	17
Season Menu	17
Tournament	20
Tournament Team Selection	21
Tournament Brackets	21
General MGR	22
GM Team	22
General MGR Events	23
Options	26
Gameplay	26
Memory Card (8MB) (For PlayStation 2)	29
Playing The Game	31
Playcalling Screen	31
Pause Menu	34
NFL GameDay 2002 Credits	36

GETTING STARTED

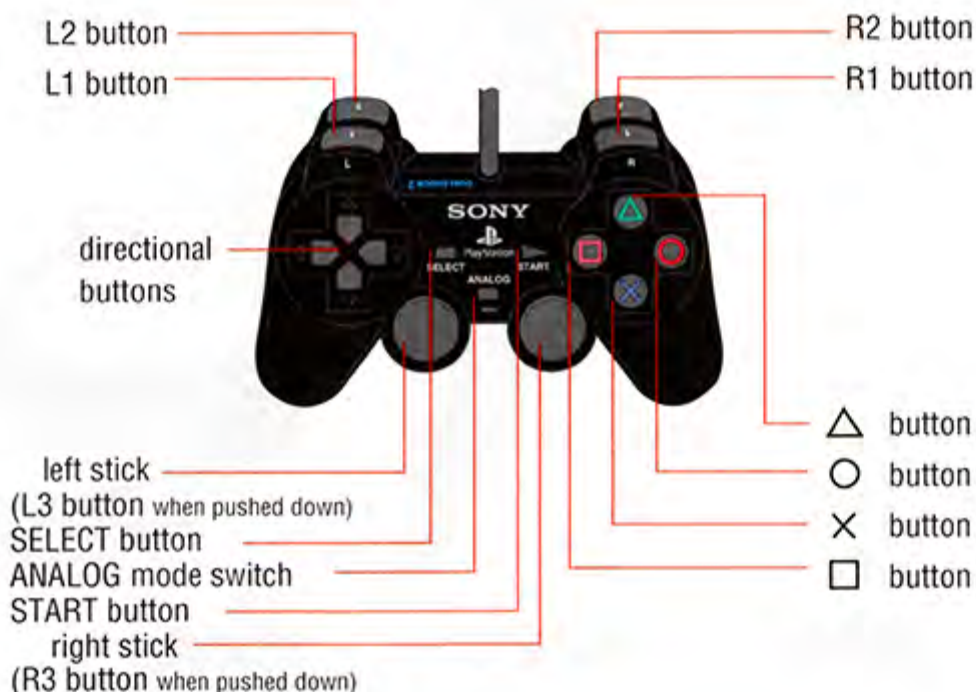
PLAYSTATION 2 SETUP



Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NFL GameDay 2002 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER



SAVING DATA

You must insert your MEMORY CARD (8MB) (for PlayStation 2) 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. 157KB-351KB of memory must be available on your MEMORY CARD (8MB) (for PlayStation 2) in order to save game data, 242KB-358KB are needed for General Manager data, and 108KB of memory is needed to save game options and user records. If you don't use a MEMORY CARD (8MB) (for PlayStation 2), all NFL GameDay 2002 data will be lost when you turn OFF your PlayStation 2 console. See *MEMORY CARD (8MB) (for PlayStation 2)* on page 29 for more information.

GAME CONTROLS

Quick Start Controls are a basic set of game controls that will provide you with enough ability to play and enjoy the game without having to learn advanced control combinations.

QUICK START CONTROLS

KICKING

Activate kick meter	Press  until the kick meter is full and then press  again to kick the ball
Direct the kick Left / Right	 / 

OFFENSE

Snap ball	
Bring passing icons up after snap	 /  /  /  + 
Throw to a receiver	 ,  ,  , or 
Catch	
Spin move	
Speed burst	

• DEFENSES



Tackle / Dive	□
Switch to defender closest to the ball	○
Jump / Deflection / Interception	△
Speed burst	×
Swim move Left or Right	L1 or R1
Forearm shiver (bump a receiver at the line of scrimmage)	R2

▶ ADVANCED CONTROLS

Advanced Controls allow you to play the game at a much higher level. Learn these controls to perform special actions on the field and to have more control over the game and its outcome.

• OFFENSE

BEFORE THE SNAP

Audible	□
Bring camera back to preread wide receivers	L1 or R1
Send wide receivers in motion if the play is designated with a player in motion	← / →
Pause	START

RUNNING

Speed burst	×
Dive	□
Spin move	○
Hurdle	△
Stiff arm	L1 or R1
Juke	R2

RECEIVING

Jump / Catch	△
One-handed catch	L2 + △
Dive for pass	□

PASSING

Brings up receiver icons after snap	← / → / ↑ / ↓ + ×
Throw to a receiver	×, □, △, or ○

• DEFENSE

BEFORE THE SNAP

Switch man	○
Switch to previous man	L2 + ○
Move player	← / → / ↑ / ↓
Audible	□

AFTER THE SNAP

Speed burst	×
Switch to defender closest to the ball	○
Wrap tackle / Dive	□
Jump / Deflection / Interception	△

• **ADVANCED OFFENSE**

Dive over pile	L2 +
Shoulder charge	L2 +
High step	L2 +
Double spin	L2 +

TOTAL CONTROL PASSING

Activate Total Control Passing (before snap)	L2
Throw the ball out of bounds (after receiver icons are up)	L1 or R1
No-huddle-offense (after whistle is blown)	L2 +
Overthrow / Underthrow receiver	/ + , , or
Lead receiver	/ + , , or
Lob pass	Tap , , or
Bullet pass	Hold , , or
Pump fake (after receiver icons are up)	R2 + , , or

• **ADVANCED DEFENSE**

High tackle	L2 +
Shoulder charge to jar the ball loose	L2 +
Switch to deepest defender in coverage	L2 +
One-handed deflection / Interception	L2 +
Switch defensive line position	L2 + /
Super swim move	L2 + L1 or R1

From the Main Menu you can choose the type of game format you want to play. You can also choose from a number of game options. Before selecting a mode for your game which will move you to the next setup screen, customize your game and the play on the field by altering the following game options.

MODE

Play a Preseason game, start a Season or Tournament, or choose the General Manager mode which gives you an opportunity to test your skills as a Coach and General Manager.

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

LEVEL

Four different player levels give you the opportunity to play a game at your skill level. Skill levels will determine your offensive and defensive ability. The Rookie and Veteran levels provide a very good challenge, whereas the All Pro and Hall of Fame levels provide a much greater test of skill.

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 for game quarters in minutes by choosing between the number 1-15. There are four quarters played during regulation plus an Overtime period if necessary.

OPTIONS

Make changes to your gameplay options or use this selection to alter the files on your MEMORY CARD (8MB) (for PlayStation 2). See *Options* on page 26 and *MEMORY CARD (8MB) (for PlayStation 2)* on page 29 for more information.

- Press **←** / **→** to choose Gameplay or MEMORY CARD.

MOVIES

View the making of the game, game credits, or the game intro.

- Press **←** / **→** to choose an option.

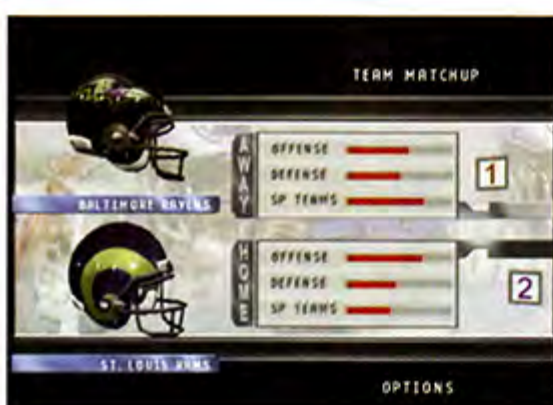
PRESEASON

Play in a Preseason game between any two teams. Use them to get ready for a full 16-game NFL Season. All 31 NFL teams, plus All-Time Teams and Super Bowl Teams from the past are available.

TEAM MATCHUP

Choose the away and home teams for your game.

- Press **↑** / **↓** to select the Home or Away Team.
- Press **L1** / **R1** to toggle team strengths, helping you make your decision.
- Press **←** / **→** to select a team. Press **○** to bring up and toggle between All-Time and Super Bowl teams.
- Press **↑** / **↓** to OPTIONS and press **×** to make changes to physical game conditions. See *Matchup Options* on page 10.



CHOOSE SIDES

The Choose Sides screen is where you select a team to control for the game. When using the Multitap (for PlayStation 2), at least one controller must be connected to Controller Port 1 or 1-A.

- Press **↑** / **↓** to choose a team.

MULTI-PLAYER GAME

Adding a Multitap (for PlayStation 2) allows you to utilize up to five controllers for a game. With two Multitaps, up to eight controllers total can be used at the same time.

MATCHUP OPTIONS

The Matchup Options are the game time and weather conditions of your game. Games played in domed stadiums will not be affected by weather conditions. You can also change the stadium in which the game will be played and the type of jerseys the teams will be wearing.

- Press **↑** / **↓** to choose an option, and then **←** / **→** to make a change.

FRONT OFFICE

Use the Front Office to do the work of the team's General Manager. Make key roster moves by trading players, signing or releasing free agents, drafting players, and creating players.

TEAM ROSTER

View the roster breakdowns of each NFL team along with each player's profile. When viewing a player's abilities, the higher the number for ability attributes, the greater the total ability of the player.

- Press **L1** / **R1** to choose a team.
- Press **L2** / **R2** to cycle through each position, viewing players one position at a time.
- Press **↑** / **↓** to scroll through the players, and then press **←** / **→** to view categories. You can press **○** to sort a selected category from highest to lowest. You can also press **□** to bring up a Player Popup Card, which describes the player's NFL experience, his contract figures and his physical makeup. Press **□** from the player card to toggle between the player card and career stats. Press **△** to exit.



TEAM ROSTER

ROSTER COUNT: 51/53
UNDER SALARY CAP
\$9,046 MILLION

WARS ROSTER

POS	NAME	SALARY	YRS	AGE
QB	13 Kurt Warner	\$5,500K	3	27
QB	12 James Martin	\$500K	78	30
QB	10 Marc Bulger	\$315K	67	24
RB	28 Marshall Faulk	\$5,000K	90	31
RB	24 Trung Canale	\$595K	76	25
RB	25 Robert Holcombe	\$475K	72	26
FB	47 James Hodgins	\$515K	78	26
FB	35 Justin Watson	\$520K	73	26
WB	60 Isaac Bruce	\$2,676K	93	31

ROSTER BREAKDOWN · PLAYER POPUP CARD · EDIT PLAYER MODEL

- If you would like to change a player's appearance on the field, press **×** to edit the player model.
- Press **↑** / **↓** to select a category, and then press **←** / **→** to change a value.
- Press **×** to save your changes and go back to the Team Roster Menu.

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 may be rejected.

- Press **SELECT** to bring up a Roster Breakdown to see how many players you need and have at each position.

CREATE PLAYER

Create a player that can fill a need or create yourself, using your name and physical attributes. You can create up to 40 players.

To Create a player from the Create Player Menu:

- Highlight the Create Player option and press **X** to move to the Create Player screen.
- Highlight the FIRST NAME or LAST NAME option and press **○** to bring up the alphanumeric chart. You must enter a first and last name to continue.
- Press **↑ / ↓ / ← / →** to choose a character or option and press **X** to enter it. To delete a character or space, press **↑ / ↓ / ← / →** to select DELETE and press **X**.
- To complete your name, press **↑ / ↓ / ← / →** to select END and press **X** to lock it in and deactivate the chart. Change a created player name by highlighting the name and pressing **○** to start the naming process over.
- After naming your player, press **↑ / ↓** to make other selections, and then press **← / →** to make a change.

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

- Press **X** to continue to the Player Appearance screen.
- Press **↑ / ↓** to choose player characteristics, and then press **← / →** to make changes.
- Press **X** to continue to the Player Attributes screen. From this screen, you have the chance to adjust your player's abilities, such as his 40 yard time and awareness (IQ). There are 120 total points that you can distribute among the abilities within the 12 categories. Each time an ability is increased, the total number of points decreases. For example, using 50 points in the Running category leaves you 70 for the rest.

- Press ◀ / ▶ to move through the categories.
- Press ↑ / ↓ to select an ability, and then press ◀ / ▶ to change the ability level.
- To move to a different category after altering an ability level, press ↑ / ↓ to move off of the ability options, and then press ◀ / ▶ to move to a different category.
- Press ⊗ when done to view your player summary.
- Press ⊗ again if you are satisfied with your player.
- When prompted, press ◀ / ▶ to select YES and press ⊗ to create the player.

Super Player

Create a Super Player, giving him the abilities of your favorite NFL players (e.g., the arm of Donovan McNabb). 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 12 until you get to the Player Attributes screen. **From there:**

- Press ↑ / ↓ to select a player attribute, and then press ◀ / ▶ to choose a professional player.
- Press ⊗ when done to view your player's attributes.
- Press ⊗ again, and then when prompted, press ◀ / ▶ to select YES and press ⊗ to create the player.

Delete Player

Delete a player from the list of created players.

- Press ↑ / ↓ to select a player to delete and press ⊗.
- When prompted, press ◀ / ▶ to select YES to delete the player.

TRADE PLAYER

In attempting a trade, players involved must be reasonably matched or the league will reject it. Also remember that 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 trade window. Make multiple player selections if you wish.
- Press **⊙** to move to the other team menu, and then press **← / →** to choose another team.
- Press **↑ / ↓** to select a player and press **⊗** to add him to the trade window.
- Press **⊙** to move to the TRADE option and press **⊗**.
- When prompted, press **← / →** to select YES from the popup box and press **⊗** to complete the trade.

DRAFT

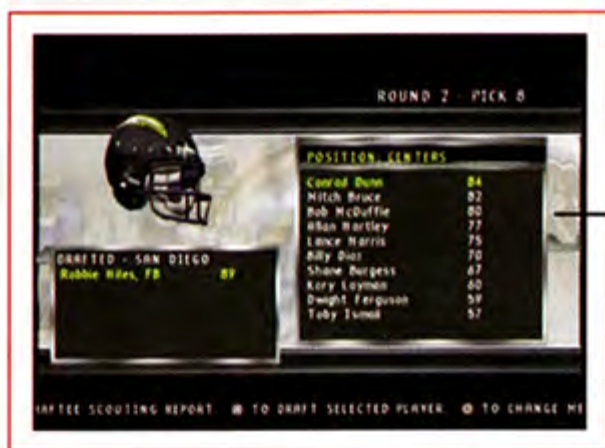
Players are drafted at 15 positions for a total of 50 rounds. You can manually draft each position for every team, have the CPU hold an auto draft, or manually draft for some teams and have the CPU draft for the rest.

To manually draft from the Draft's main screen:

- Press **← / →** to select a team.
- Press **⊗** to add a team 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 select the DRAFT PLAYERS option and press **⊗**.
- Press **⊗** from the Commence Draft popup to start the draft.

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.



Players still available

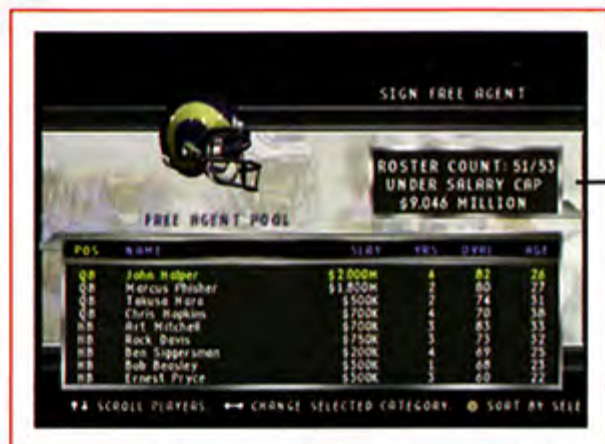
- Press **↑** / **↓** to scroll through the players still available in the draft. You can press **□** when a player is highlighted to view a popup card of his stats.
- Press **⊗** to draft a player.

NOTE: You can press **SELECT** at any time during the draft to have the CPU take control and finish the draft automatically.

SIGN FREE AGENT

Sign a Free Agent to a team from the Free Agent Pool. Rosters max out at 64 players. To make room on the roster for additional Free Agents, use the Release Player option.

- Press **L1** / **R1** to change teams and view salary cap information.
- If there is room under the salary cap and you have openings on your roster, press **↑** / **↓** to select a player and press **⊗**.
- When prompted, press **←** / **→** to select YES from the popup box and press **⊗** to sign him.



The number of players on the roster and its available spots, and the salary cap situation

RELEASE PLAYER

You can release a player from any team. When a player is released from a team roster, he is moved to the Free Agent Pool where any team can sign him.

- Press **L1** / **R1** to change teams.
- Press **↑** / **↓** to select a player and press **⊗**.
- When prompted, press **←** / **→** to select YES from the popup box and press **⊗** to release him.

RESET ROSTERS

Resetting rosters will delete all created players and roster modifications.
To reset all rosters to their original form:

- Press **←** / **→** to select YES from the popup box and press **⊗**.

• USER RECORDS

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

USER RECORDS

You can choose to set User Records ON/OFF. When this option is highlighted, all User Records will appear on the screen.

ENTER USER NAMES

- To set a User Record Name, press **⊙** to select ENTER USER NAME.
- Press **↑** / **↓** to choose a controller 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. Your User Record Name will be associated with the controller.

MEMORY CARD

Use a MEMORY CARD (8MB) (for PlayStation 2) to load game data or user records that have previously been saved. See *MEMORY CARD (8MB) (for PlayStation 2)* on page 29 for more information on how to load files.



SEASON

A Season consists of 16-games. During a Season, you control the team as a General Manager and Coach. Win enough games to make it into the Playoffs and earn a trip to play in the Super Bowl.

SEASON TEAM

Choose a team for your Season.

- Press **←** / **→** to select a team.
- Press **L1** / **R1** to toggle team strengths, helping you make your decision.
- When you have decided on a team, press **×** to move to the Season Menu screen.

SEASON MENU

This menu is used to set up each week's game and view weekly box scores. See *Front Office* on page 10 and *MEMORY CARD (8MB) (for PlayStation 2)* on page 29 for more information. The Season Schedule for your team is located to the left of this screen. You can view the entire year's weekly schedule by pressing **L1** / **R1**.

Weekly games



PLAY GAME

- Press **X** from this option to begin the game.

SIMULATE WEEK

Use this option to simulate every game played in the league for that week. If a particular week's games are simulated, the results of that week's matchups will be posted.

- Press **X** from this option to simulate games. To Simulate multiple weeks or entire Seasons press **R2** + **□**.

SEASON REPORT

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

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 the AFC and NFC.

Pro Bowl Voting

The Pro Bowl voting is based on your current Season. View the leaders of the Pro Bowl voting from both Conferences as the Season unfolds.

MVP Awards

View the Most Valuable Player voting for each week's games.

Team Report

View the players that are injured for each team and the length of time they'll be out of action. During postseason play, team status information will also be available.

Coach's Report

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

Hall of Fame

In GM mode, view the updated record breakers of retired players.



STATISTICS

View the stat leaders throughout the league.

Team Leaders - Offensive and Defensive

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

NFL Leaders

View the individual stats of the leaders from around the league.

Team Rankings

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

Individual

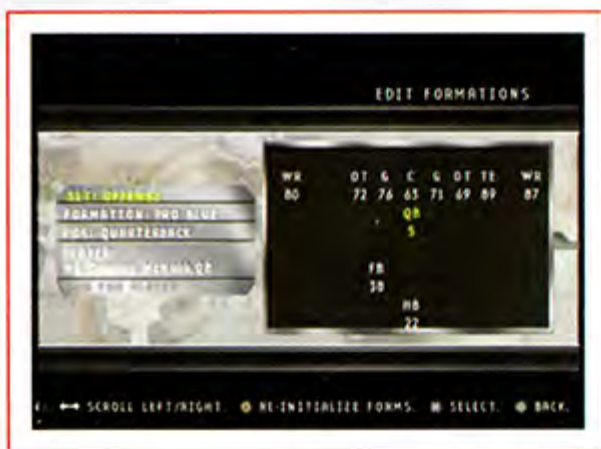
View the stats of each player from any team roster.

Career

In GM mode, view the description of a career in progress.

FORMATIONS

This is a unique opportunity to set up your offensive and defensive play-calling by adjusting plays with player personnel changes. You can choose any play from your playbook, choose one or more positions to change, and make player substitutions with any player on the roster.



- Press **↑** / **↓** to choose a side of the ball, formation, position, and player, and then press **←** / **→** to make a choice.
- When you have finished making your formation changes, press **↑** / **↓** to highlight SUB FOR PLAYER and press **⊗**. To reverse your changes back to the original formation, press **⊙**.

SETUP

The Setup Menu enables you to make changes to your game setup. See *Main Menu* on page 8 for information on these menu options.

MEMORY CARD

See *MEMORY CARD (8MB) (for PlayStation 2)* on page 29 for more information.

TOURNAMENT

Tournament allows you to feel what it's like to play in the postseason without having to earn your way there through the regular Season. 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.

For each user controlled or CPU controlled participant, enter a player name.

- Press **←** / **→** to choose an 8 or 16-player Tournament format.
- Press **⊙** to move to Player Name, and then press **↑** / **↓** to select a CPU number.

Tournament format

Player names



- Press **X** to activate the alphanumeric chart.
- Press **↑ / ↓ / ← / →** to choose a character or option and press **X** to enter it. To delete a character or space, press **↑ / ↓ / ← / →** to select DELETE and press **X**.
- To complete your name, press **↑ / ↓ / ← / →** to select END and press **X** to lock it in and deactivate the chart.
- Press **○** to move to DONE and press **X**.
- When prompted, press **X** to start the team selection process.

TOURNAMENT TEAM SELECTION

The CPU will randomly select teams for the CPU players.

- Once the CPU finishes selecting teams for CPU player names, you select teams for your own player names. Press **← / →** to select a team and press **X**. You can press **L1 / R1** to toggle team strengths, helping you make your decision.
- When the selection process is complete, press **X** to continue.
- When prompted, decide whether you would like to draft players for your Tournament team. If you do, press **← / →** to select YES from the popup box and press **X** to draft players. See *Draft* on page 14 for more information.

TOURNAMENT BRACKETS

From the Tournament screen, you'll see the bracket layout of the Tournament. Pressing **○** will bring up the Tournament Menu. See *Season Menu* on page 17 for more information on repeated menus.

- To play a Tournament game, select a game bracket and press **X** to bring up the Controller Select screen. Tournament matchups can be simulated by highlighting a game bracket and pressing **□**.
- When the Tournament is complete, press **X** from this screen to bring up the box scores of the Tournament games.
- Press **← / →** to view each round's game box scores.

General Manager mode gives you an opportunity to test your skills as a Coach and General Manager during a multiple year format. You'll control a team by making every important decision including replacing retired players, resigning players with expired contracts, drafting players, deciding which rookies will make the team, and salary cap management.

During the Season, your General Manager status will be evaluated. If your team is successful, you'll have job security. If your team underachieves, you'll get fired. If you get fired and you're lucky, you may still get other offers.

GM TEAM

Be the General Manager of your favorite team or take on the challenge of turning around a poorly run franchise.

- Press **← / →** to choose a team. You can press **L1 / R1** to change team strength categories, helping you make your decision.
- Press **×** to bring up the alphanumeric chart to create a name for your coach.
- Press **↑ / ↓ / ← / →** to choose a character or option and press **×** to enter it. To delete a character or space, press **↑ / ↓ / ← / →** to select DELETE and press **×**.
- To complete your name, press **↑ / ↓ / ← / →** to select END and press **×** to lock it in and deactivate the chart.



GENERAL MGR: YEAR 1

Use this screen to setup each week's game and keep track of the league's statistical information and reports. You'll return to this screen after each game is played and when the Season is over and the Playoffs begin. Once the Season, Playoffs, and Pro Bowl have ended, as the GM, you'll now perform all the necessary duties to improve your team.

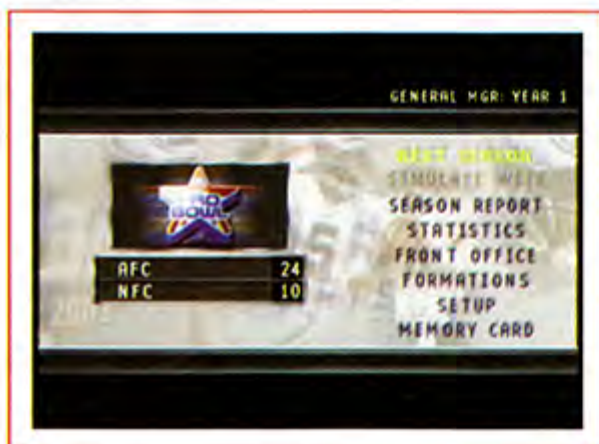
See *Season Menu* on page 17 and *Front Office* on page 10 for more information on this screen's repeated menus.

• NEXT SEASON

Once you select this menu option, put on your GM hat. It's time for you to earn your money and make changes to last year's roster to better your team.

- When prompted, press ◀ / ▶ to select YES to continue to the next Season and press ⊗.

Selecting Next Season will put the GM process in motion



GENERAL MGR EVENTS

• RETIRED PLAYERS

Your first job will be to review the list of retired players.

- Press Ⓒ to move to the player list, and then press ↑ / ↓ to view the entire list of retired players.
- Press Ⓒ to highlight CONTINUE and press ⊗ to move to the next screen.

• EXPIRED CONTRACTS

Now you'll have to decide if you want to sign your own Free Agents from last year's team.

To look over the list of players first:

- When prompted, press $\leftarrow$ / $\rightarrow$ to select NO to sign all Free Agents and press $\otimes$.
- Review the list of expired contracts and the amount of cap space you have left.



To sign one of your Free Agents:

- When prompted, if NO is selected from the popup box to not sign all of your Free Agents, press $\uparrow$ / $\downarrow$ to select a player, and then press $\otimes$. A contract negotiation screen will appear with the salary request of the Free Agent. Review the amount and determine if your team has the cap room and the need for this player.
- Assuming you do, press $\leftarrow$ / $\rightarrow$ to select YES and press $\otimes$.
- After signing your own Free Agents, press $\odot$ to move to the CONTINUE option and press $\otimes$ to move to the next screen.

• COMBINE

The player combine gives you a chance to scout this year's group of players entering the NFL Draft.

- Press ← / → to select a player position, and then ↑ / ↓ to view the entire list of prospects.
- After reviewing the list, press Ⓒ to move to the CONTINUE option and press ✕ to move to the next screen.



• DRAFT WAR ROOM

The Draft War Room is where you can review your team roster and determine the position(s) for which you need to fill. If you need to add a player at a position to meet the number required, that position will appear in red. You also can see your team's weaknesses. Before the draft, you can make trades to begin the process of filling out your roster. See *Trade Player* on page 14 for more information.

- Press Ⓒ to move to the CONTINUE option to start the draft. See *Draft* on page 14 for more information on holding a draft.

Number of players at that position on the team and the number required



Player weaknesses

NOTE: Between each round of the draft, you will go back to the Draft War Room where you can make trades and review your rosters. Take your time and draft according to the needs of your team. Or take a chance and pick a diamond in the rough that could develop into a game-breaker.

• DRAFT DAY SUMMARY

The Draft Day Summary lists the players that you selected in the draft, as well as any players you acquired in draft day trades. From this screen you'll need to decide whether you want to sign any or all of the players drafted. Any player(s) you try to sign will take you through the contract negotiation process where you'll need to make a decision on whether he's worth the money to add to your team. See *Expired Contracts* on page 24 for more information on signing draft picks.

- After signing your players, press **○** to move to the CONTINUE option and press **⊗** to move on to start the following Season.



OPTIONS

GAMEPLAY

LEVEL

Choose the skill level of gameplay to Rookie, Veteran, All Pro, or Hall of Fame.

MIN QUARTER

Set the length of the game quarters. There are four quarters played during regulation plus an Overtime period if necessary.



PENALTIES

Adjust the frequency of penalties called during the game. A setting of LOW will limit penalties from occurring, as a HIGH setting will bring about a high number of penalties.

INJURIES

Player injuries can turn the course of the game. With Injuries ON, a team can lose its best player for not only the game, but for an extended period of time. Keep Injuries OFF to prevent player injuries from occurring.

GAME SPEED

Use Game Speed to set the pace of the game. The higher the setting, the faster the game moves.

CLOCK SPEED

Clock Speed allows you to set the pace of the game clock. The higher the setting, the faster the clock will move, shortening the time it takes to play the game.

MUSIC VOLUME

Adjust the volume of the in-game music. The higher the setting, the louder the sound.

ANNOUNCER VOLUME

Adjust the volume of the play-by-play and color commentary announcers. The higher the setting, the louder the sound.

CROWD VOLUME

Adjust the volume of the crowd noise. The higher the setting, the louder the sound.

SOUND EFFECTS VOLUME

Adjust the volume of the game sound effects. The higher the setting, the louder the sound.

CAMERA OPTIONS

Choose one of the camera angles from which you will view the playing field. The Quarterback Cam brings you right under the Center. The GameDay Cam is a mid-range view of the field. The Multi-Player Cam is best suited when using a Multitap (for PlayStation 2), allowing you to see the whole field. The Classic Cam is the game's default view.

CPU RUNNING

CPU Running allows you to set the CPU's offensive running ability. The higher the setting, the better the CPU's ability to run the ball against you.

CPU RUN DEFENSE

CPU Run Defense allows you to set the CPU's ability to stop the run on defense. The higher the setting, the easier it will be for the CPU to stop your running attack.

CPU PASSING

CPU Passing allows you to set the CPU's offensive passing attack ability. The higher the setting, the better the CPU's ability to pass the ball against you.

CPU PASS DEFENSE

CPU Pass Defense allows you to set the CPU's ability to stop the passing game. The higher the setting, the easier it will be for the CPU to stop your passing attack.

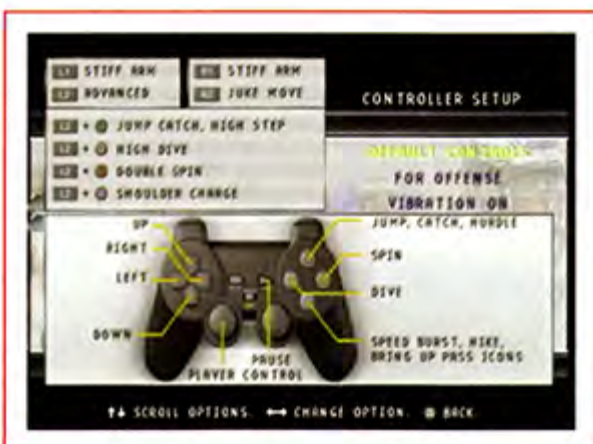
CPU IQ

CPU IQ allows you to set the CPU's intelligence. The higher the setting, the smarter the CPU's team will play on the field.

CONTROLLER

You can set the configuration of the controller for offense and defense to four different settings. Hold **L2** after selecting a controller configuration to view controller functions for advanced controls.

- Press **↑** / **↓** to select the FOR OFFENSE option, and then press **←** / **→** to choose FOR OFFENSE or FOR DEFENSE.



- Press **↑** / **↓** to the setup option (when you first enter this screen, this option will appear as DEFAULT CONTROLS), and then press **←** / **→** to select a controller setup. Changing configurations will rotate the control commands of the **⊗**, **⊠**, **△**, and **⊙** buttons.
- Press **↑** / **↓** to the vibration option. The vibration option activates the vibration function on your DUALSHOCK 2 analog controller. Keep VIBRATION ON to feel player collisions.

SCHEDULE

View the schedules of each NFL team for the Season. Games can be simulated, but remember that simulating a game further down in the schedule will simulate all games prior to it in Season mode.

MEMORY CARD (8MB) (FOR PLAYSTATION 2)

Use the MEMORY CARD (8MB) (for PlayStation 2) to manage game files. You can save or load Game Data, In Game Options, GM Data, Controller Configurations, User Records, and User Profiles. See *Saving Data* on page 3 for more information.

When you select a Save option, the number of KB units needed to save it to your card will scroll on the screen.

NOTE: Make sure the MEMORY CARD (8MB) (for PlayStation 2) is in the correct MEMORY CARD slot. To change to a different slot, press **↑** / **↓** to the MEMORY CARD option, and then press **←** / **→** to select a different slot.

Saved file names



• **SAVE**

- Press **↑** / **↓** to the Save option.
 - Press **←** / **→** to select the type of game information to save and press **⊗** to activate the alphanumeric chart.
 - Press **←** / **→** to move spaces and **↑** / **↓** to select a letter or number, spelling out a name for the file.
 - Press **⊗** to save the file.
-

• **LOAD**

- Press **↑** / **↓** to the Load option.
 - Press **←** / **→** to select the type of game information to load.
 - Press **⊗** to move to the window showing the files saved on the MEMORY CARD (8MB) (for PlayStation 2).
 - Press **↑** / **↓** to select a file and press **⊗** to load it.
-

• **DELETE FILES**

- Press **↑** / **↓** to the Delete option and press **⊗** to move to the window showing the files saved on the MEMORY CARD (8MB) (for PlayStation 2).
 - Press **↑** / **↓** to select a file and press **Ⓚ**.
 - When prompted, press **↑** / **↓** to select YES and press **⊗** to delete the file.
-

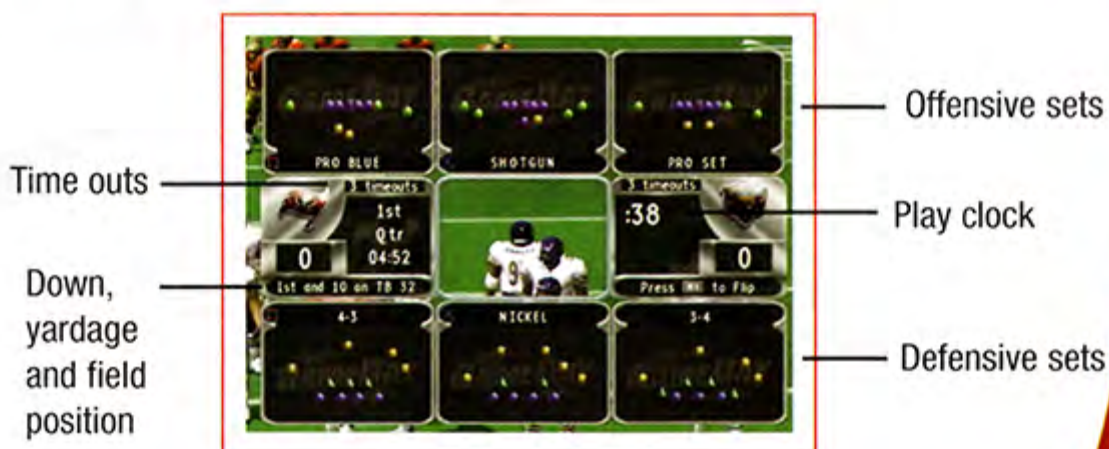
• **RENAME FILES**

- Press **↑** / **↓** to the Rename option and press **⊗** to move to the window showing the files saved on the MEMORY CARD (8MB) (for PlayStation 2).
- 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.

PLAYING THE GAME

PLAYCALLING SCREEN

Once a team has received the ball, the Play Selection screen will appear from which you will make your offensive and defensive calls for each down. You can also check the time on the play clock and time remaining in the quarter, your timeouts remaining, your field position, your down status, and yards-to-go.



To select an offensive or defensive play:

- 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 **△** 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.

KICKING GAME

To kick a punt or field goal, you need to select the appropriate offensive formation and play.

- Press **← / →** to choose the SP TEAMS formation.
- Press **← / →** to choose a kicking play.

To kick the ball:

- Press **⊗** to start the kick meter until it is full.
- Press **⊗** again to kick the ball.



Kicking meter

ON OFFENSE

The following are a few reminders to help ensure successful offensive production.

• **PLAY CLOCK**

After each play, the offense has 40 seconds to call a play and run it before it is flagged for a delay of game penalty.

• **NO-HUDDLE OFFENSE**

The no-huddle offense is a way to throw the defense off balance and also to provide a way to run quick plays as time runs down on the clock. When the whistle is blown, ending a play:

- Press **L2** + **SELECT** to run the previous play.

• **VIEW PASSING ICONS**

You can view the passing icons of your receivers before the play starts. When you choose a play from the play calling screen, notice that the hot receiver's route will appear in yellow. It's good to know this receiver's passing icon so you can get the ball in his hands as soon as possible.

- Before the snap, press **R1** / **L1** to draw back the camera and view the passing icons associated with each receiver.

Passing icons



PAUSE MENU

Press  to pause the game and bring up the Pause Menu. Use the Pause Menu to change current game settings or to view game information.

- Press  /  to highlight an option and press .

• GAME STATS

View the stats compiled by each team during the game.

- Press  /  to view all categories of team stats.
- Press  /  from team stats to view player stats.
- Press  /  to view player stats.
- Press  to change teams.

• CALL TIMEOUT

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

• SUBSTITUTIONS

Substitute a player from the bench for any player on the field. Offensive players used for defensive positions will only accumulate offensive statistics.

- Press  /  to the Defense/Offense option. If you are playing on offense when you use substitutions, this option will be shown as 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, and then press  /  to change a player.
- Press  to return to the game.

NOTE: Sub All Forms will place the highlighted player in all appropriate positions. Auto-sub allows the CPU to automatically substitute players.

- ***CUSTOMIZE GAME***

Change the game's difficulty level and attributes.

- ***INSTANT REPLAY***

View the action from the latest play from multiple angles.

- ***CAMERA OPTIONS***

Choose from a variety of camera angles to view your game.

- Press ← / → / ↑ / ↓ to select the camera angle and press ⊗.

- ***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 select a formation for the new play and press the corresponding icon.
- Press ← / → to select a new play and press the corresponding icon.
- Press △ to accept audible changes and return to the game.

- ***QUIT GAME***

Quit the game and return to the Main Menu. In Season or General MGR mode, when you quit a game, you'll have the opportunity to simulate that game before returning to the Main Menu by selecting the Quit & Simulate option.

NFL GAME DAY™ 2002

CREDITS

989 SPORTS

VICE PRESIDENT, PRODUCT DEVELOPMENT

Shuhei Yoshida

DIRECTOR, PRODUCT DEVELOPMENT

Kelly Ryan

PRODUCER

Chris Gill

SENIOR PROJECT MANAGER

Craig Ostrander

LICENSING ACCOUNT MANAGER

Kristin Shatkouski

DIRECTOR, PRODUCT DEVELOPMENT

Services Group

Dwayne Mason

SOUND DESIGN AND EFFECTS

Rex Baca and Chris Jahnkow

IN-GAME MUSIC

Chuck Carr

DIALOG EDITING

Joel Copen and Ira Rubnitz

PLAY-BY-PLAY ANNOUNCER

Dick Enberg — recorded and produced by Rex Baca

COLOR COMMENTATOR

Dan Fouts — recorded and produced by Rex Baca

SCRIPT WRITER

Pat Hegarty

MOTION CAPTURE MANAGER

Jason Parks

MOTION CAPTURE PROJECT COORDINATOR

Marc Kater

STUDIO SESSION MANAGER

Jerry Ashworth

STUDIO TECHNICIANS

James Scarafone and Dan Legg

MOTION CAPTURE ANIMATORS

Frank Strocchio, Brian Phipps, Michael Graessel,

Eryan Roston, Chad Moore, Brian Ranssch, Johnny

Walker, Jake Wilson and Travis Parks

MOTION CAPTURE TRACKERS

Tony Lui, Ryan Beeson, David Ibarra and Michael

Shinkle

CINEMATIC SUPERVISOR

Scott McMahon

CINEMATIC CG SUPERVISOR

Bob Estus

CINEMATIC COMPOSITING SUPERVISOR

Jeff Vargas

CINEMATIC PRODUCTION COORDINATOR

Gina Cafasso

LEAD PREVISUALIZATION ARTIST

Ron Padua

PREVISUALIZATION ARTIST

Steve High

CINEMATIC CG ARTIST

Byung-Gun Jung

CINEMATIC COMPOSITORS

Jahil Nelson and Ian O'Rourke

VIDEO PRODUCTION ARTISTS

Don Lacy and Aaron McFarland

STATISTICAL RESOURCES

Paul Johnson

SENIOR VICE PRESIDENT, MARKETING

Andrew House

DIRECTOR, MARKETING

Ami Matsumura-Blair

PRODUCT MANAGER

Allan Frankel

DIRECTOR, PR

Molly Smith

PR MANAGER, SPORTS

Jamie Tica

DIRECTOR, PROMOTIONS

Sharon Shapiro

SENIOR MANAGER PROMOTIONS, SPORTS

Bob Johnson

PROMOTIONS

Janeen Anderson, Blaire Elliot, Aimee Duell, Tracy

Ryder and Johanna Legarda

LEGAL AND INTELLECTUAL PROPERTY

Lisa Linger, Michelle Manahan, Riley Russell, Jim

Williams and Nates Morrison

CREATIVE SERVICES

Josh Bingham, Peggy Gallagher, Ted Jalbert, Marie

Macaspac, Dayton Paiva, Jack Siler, Noel Silvia,

Ben Wallace and Marilyn Weyant

DOCUMENTATION AND LAYOUT

David Lovalvo

PACKAGE DESIGN

Creative Dynamics, Inc.

SAN DIEGO FIRST PARTY QUALITY ASSURANCE

DIRECTOR

Michael Blackledge

SENIOR MANAGER

Ritchard Markelz

TECHNOLOGY MANAGER

Kevin Simmons

LAB TECHNICIAN

Vince Loughney

PROJECT COORDINATORS

Fred Dodson and Eric Ippolito

CORE MANAGER

Mike Veigel

USABILITY MANAGER

Doug Damron

CORE LEAD ANALYST

Charles Brown

USABILITY LEAD ANALYST

Gary Valois

ANALYSTS

Jason Calvin, Cameron Larkins, Travis Yunis,

Michael Willette, Cruz Garcia, Vinnie Cancino,

Christopher Marsden, Geoff Show, Gabe Datté, Rich

Wilson, Mike Crespo, Daniel Guerrero, Sammie

Prescott, Dan Mallory, Randy Icasas, Greg Tyler,

Mike Hampton, Chris Greer, Erick Gonzales,

Rodger Aladray, Victor Wigglesworth, Christopher

Johnson, Troy Popp, Geoffrey Erickson, Derrick

Maddox, Dace McCartney, Joseph Hebel, Jason

Coker, Chris Evans, Armando Rodriguez, Bryan

Fong, Derek Parker, Tim Lanning, Moses Koriata,

Greg Hicks, Greg Nichols, Guillermo Garcia, Brian

Masi, Bill Anderson and Jose Osio

RED ZONE INTERACTIVE

LEAD PROGRAMMER

Marc-Edouard Mondesir

PROGRAMMERS

Jason Adler, Brian Bitto, Greg Broderman, Tony

Buhr, Matt Counte, Robert Enright, Clint Fischer,

James Gavigan, Robert Gordon, Takashi Hodama,

Kanwee Kiatnikorn, Mai Krakauer, Jacob Martinez,

Tim Parker, Dundee Reyno, David Simpson,

Stephen Waits, Gary Weis and Mike Weldon

ADDITIONAL PROGRAMMING

D.J. Christie, Adam Dickinson, Robert Gordon, Alex

Pudenz, Don Talicuran and William Todd

TECHNICAL DIRECTOR

Kelly Walker

LEAD ARTIST

Liam McMahon

LEAD ANIMATOR

Steve Paulsen

ANIMATORS

Bert Farache, Greg Naile and Elise Sabin

FACIAL ANIMATORS

Shawn DePriest, Andrew Wilson and Nicholas

Zeman

PLAYER MODELERS

Darrin Fuller, Wes Louie, Ed Maristela, Steve

Mitchell, David Paulsen and Grady Williams

ENVIRONMENT MODELERS

Randy Chua, Tyler Crook, Chris DePriest, Dennis

Eusebio, Chad Kelco, Jerry Kuklis, Charlie Navarro,

Antonio Trujillo, Dan Goodman and Anthony

Gianini

INTERFACE DESIGN

Al Anquillano and Baz Pringle

ADDITIONAL ART

Joel Goodman and Manuel Trujillo

ART DIRECTOR

Holliday R. Fuller

I.T. DIRECTOR

Mike Peay

I.T. TECHNICIAN

Joseph Thornhill

ASSISTANT PRODUCER

Geoff Houston

SENIOR PRODUCER

Bradley Spilkin

EXECUTIVE PRODUCER

Chris Whaley

Footage, courtesy of NFL Films.

© NFL Photos.

Intro Movie Score composed and conducted by

Larry Groupe

In-game Music: Chuck Carr, Riptide Music Inc.,

Master Source Music Catalog and Thud Rumble

Ltd.

This Game contains Associated Production Music

LLC Library Music

© Associated Production Music LLC

Used By Permission. All Rights Reserved

WWW.REDZONEGAMES.COM

SPECIAL THANKS

NFL — Monty Amdursky, Gene Goldberg, Gregg

Sauter and Tim Langley, Players Inc. — Clay

Walker, Howard Skell, LaShun Lawson and Tirzah

Orr; Shelley Ashitomi, Ron Eagle, Ed Loonam, Troy

Mack, Jeff Hutchinson, Genie Kim, Rich LaRocca,

Glenn Nash, Joel Pambid, Rick Rooney, Andrew

Adams, Bruce Adams, Donna Armentor, Mike

Blabac, Omar Broderick, Marv Cabanero, Jesse

Caid, Lori Chase, Claudette Castillo, Matt Costa,

Brian Dimick, Chris Drost, Brian Dunlap, Tenny

Fairchild, Michele Freeman, Jerry Gentile,

Elizabeth Giersbrook, Butch Friedhoff, Brian Hale,

Kaz Hirai, Kara Harris, Laura Heller, Sheri

Hockaday, Betsy Horowitz, Ian Jackson, Jennifer

Jones, Kirk Jue, Daniel Kinkead, Grace Kao, John

Koller, Chuck Lacson, Kenneth Law, Quinn Pham

Le, Scott MacMaster, Donovan McNabb, Christine

Mouchamel, Doug Mukai, Frank O'Malley, Susan

Nourai, Gary Pascoe, John Payne, Peter Raskin,

George Richard, Jonathon Ries, Maggie Rojas,

Mike Rose, Steve Ross, Glenn Rudolph, Rob Segal,

Matt Small, Cyril Tano, Deanna Templeton, Starla

Terrill, Joni Toney, Jack Tretton, Mark Valledor, Joe

Ward, Toney Wong, Kim Yuen, Scott Sismus, Joe

Ward, Dawn Williams, Patti Segovia, Chad

Williams, Steve Williams, John Thomas, Jeff

Kindt, Kirk Duall, Steve Benson, Michael

Furakawa, Michelle Nelson, Rapp-Collins and

TBWA/Chiat Day



LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship of a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either to repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Sony Computer Entertainment America, 919 East Hillsdale Blvd., Foster City, CA 94404

The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, teams icons, and mascots associated with the NCAA, universities, and conferences are the exclusive property of the respective institutions. © 2001 Sony Computer Entertainment America Inc. Designed and Developed by Killer Game.

Game © 2001 Sony Computer Entertainment Europe. An official product of the FIA Formula One World Championship. Licensed by Formula One Administration Limited. All rights reserved.  "Formula One", "Formula 1", and "F1", "FIA" "Formula One World Championship", (together with their foreign translations and permutations) are trademarks of the Formula One group of companies. © 2001 Sony Computer Entertainment America Inc.

© 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com. © 2001 PLAYERS INC. Designed and developed by Red Zone Interactive and 989 Sports development team. © 2001 Sony Computer Entertainment America Inc.

NHL Face Off is a trademark of the National Hockey League. NHL, National Hockey League, the NHL Shield and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and NHL Team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. ©2001 NHL. Officially licensed product of the National Hockey League.

National Hockey League Players' Association, NHLPA and NHLPA Logo are Trademarks of the NHLPA and are used, under license by Sony Computer Entertainment America Inc. © NHLPA. Officially Licensed Product of the National Hockey League Players' Association. Copyright 2001 by STATS, Inc. Any commercial use or distribution of the Licensed Materials without the express written consent of STATS is strictly prohibited. Designed and developed by Solworks. © 2001 Sony Computer Entertainment America Inc.

World Tour Soccer © 2001 Sony Computer Entertainment Europe

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation 2

989
SPORTS



ESRB
E
EVERYONE

F1
FORMULA ONE 2001
OFFICIALLY LICENSED PRODUCT

AVAILABLE IN
STORES NOW!

AVAILABLE IN
STORES NOW!

PlayStation 2

989
SPORTS

NCAA
FINAL FOUR
2002

ESRB
E
EVERYONE

NCAA

FINAL FOUR

SONY
P
PLAYSTATION 2

PlayStation 2

989
SPORTS

NHL
FACE OFF
2002

ESRB
E
EVERYONE

NHL

FACE OFF

2002

AVAILABLE IN
FEBRUARY!

WORLD TOUR
SOCCER
2002

COMING SOON!

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-3772
for more information.

See inside back cover for legal.