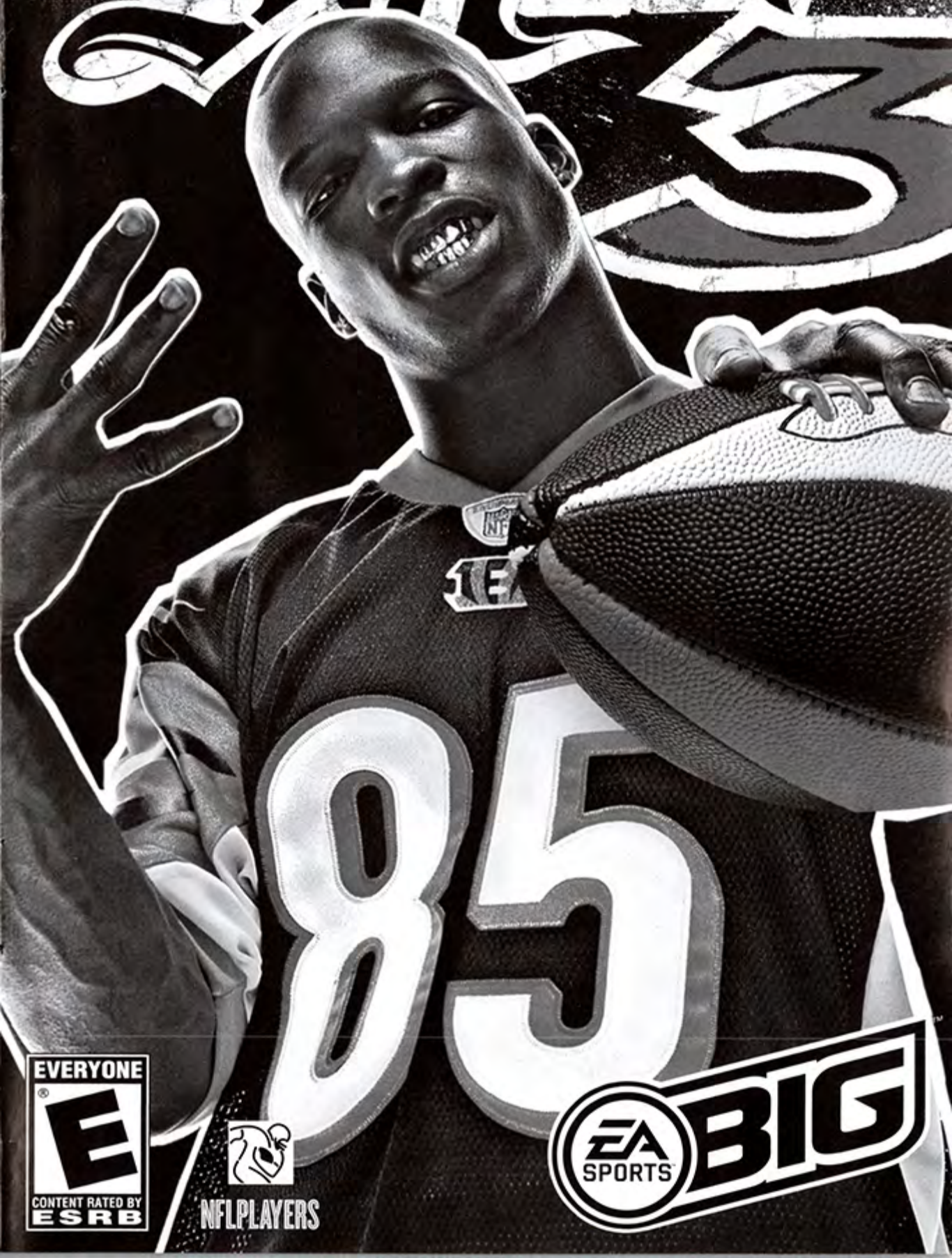




STREET



EVERYONE
E
CONTENT RATED BY
ESRB



NFLPLAYERS



BIG

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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

BASIC CONTROLS

Offense

Move player	left analog stick
Snap ball	⊗ button
Pass ball	⊞ button, ▲ button, or ⊙ button
Jump/Dive	⊗ button (after snap)
Spin	⊙ button (hold)
Juke	⊙ button (tap)
Power move/Stiff arm	⊞ button

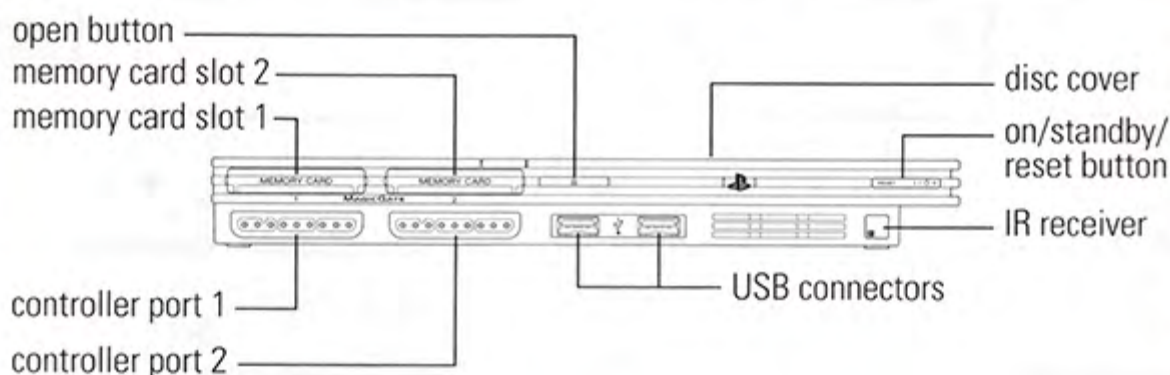
NOTE: To begin the game (or after a score), press the ⊗ button to throw off. You can press the left analog stick ←/→ to aim before throwing off to your opponent.

Defense

Move player	left analog stick
Switch player	⊙ button
Tackle/Dive	⊞ button
Jump	⊗ button
Rip/Spin	⊞ button (when engaged)
Defend pass/Intercept ball	▲ button
Power tackle	L1 button + ⊞ button

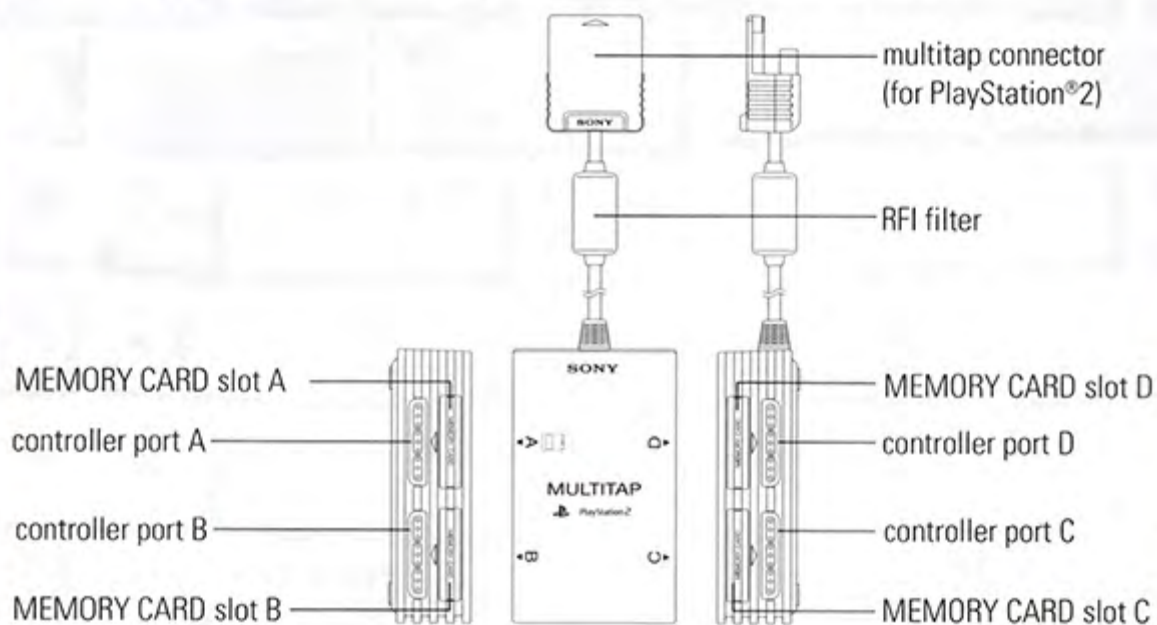
NOTE: For advanced controls on both side of the ball, see p. 3.

GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Press the OPEN button to open the disc cover.
4. Place the *NFL STREET 3* disc with the label side facing up in the disc holder, and then close the disc cover.
5. Attach game controllers and other peripherals as appropriate.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

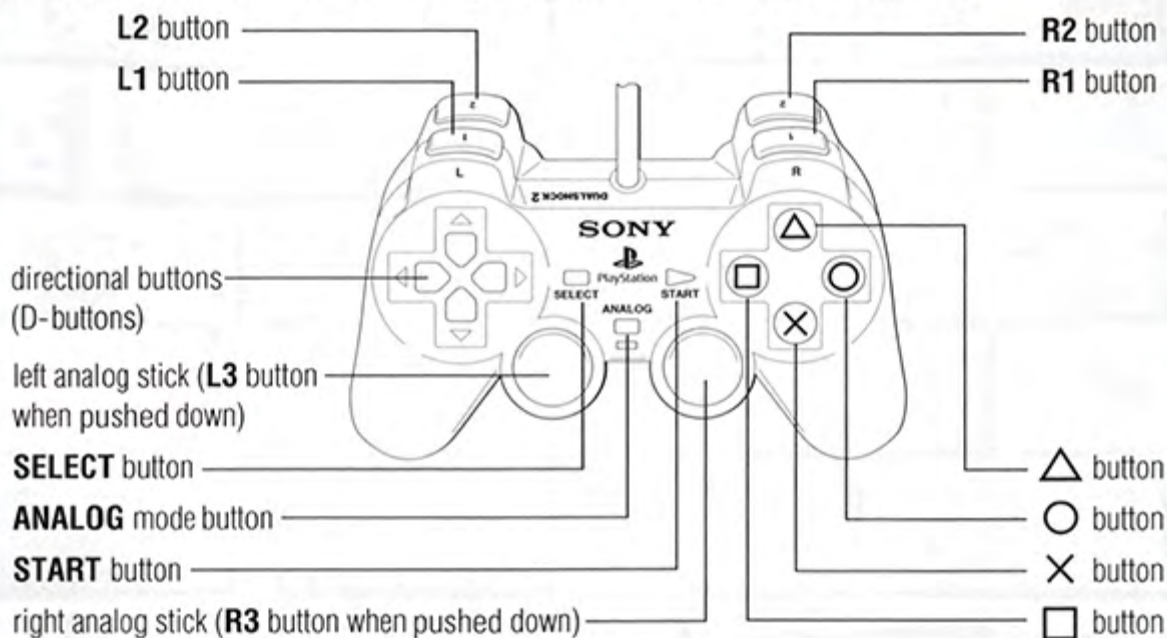
NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



WWW.EASPORTSBIG.COM

STARTING UP

DUALSHOCK®2 analog controller configurations



ADVANCED CONTROLS

Both Sides of the Ball

PRE-SNAP

Call audible (see p. 6)	L1 button
Coach cam	R2 button
Receiver cam	L2 button
Cycle through players	○ button (or △ button on defense only)
Pause game	START button

POST-SNAP

Turbo	R1 button
Style move (see p. 6)	L1 button
Switch players (all positions)	○ button

Offense

PRE-SNAP

Max protection (see p. 6)	L1 button, then R1 button
Receiver motion	left analog stick/D-button ←/→
Be the Receiver	○ button (see p. 6)

QUARTERBACK WITH BALL/RUNNING WITH BALL

Jump throw	X button then □ button, △ button, or ○ button
Style throw	L1 button + □ button, △ button, or ○ button
Pitch ball	△ button
Turbo	R1 button
Bring down passing icons	R2 button
Signature style (see p. 7)	L1 button (hold) + right analog stick
Aerial style (see p. 6)	NOTE: Quarterbacks can only perform this beyond the line of scrimmage. right analog stick in any direction (after jumping off wall or object)

RECEIVER WITHOUT BALL

Jump/Jump in a specific direction	X button/X button + D-button
Dive	□ button
Catch	△ button

WALL MOVES

Jump on or off wall/Plant on wall	X button
Wall throw (QB only)	L1 button + □ button, △ button, or ○ button
Wall run	D-button ↑ (while planted on wall)
Wall catch	L1 button + △ button (near wall)
Wall juke	L1 button + ○ button (near wall)

GAME BREAKER MOVES

Pass	L2 button + □ button, △ button, or ○ button
Juke	L2 button + ○ button (tap)
Spin	L2 button + ○ button (hold)
Double jump	L2 button + X button (at the apex of your first jump)
Stiff arm	L2 button + □ button

Defense

PLAY PREDICTION (PRE-SNAP)

Predict pass	R1 button + D-button ↑
Predict run	R1 button + D-button ↓
Predict trick play	R1 button + D-button ←/→

NOTE: You must first call up the Audible selection screen (press the L1 button) to predict a play.

GAME BREAKER MOVES

Lock On interception	L2 button + △ button
Lock On tackle	L2 button + □ button

TACKLE

Power tackle	L1 button + □ button
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SETTING UP THE GAME

Play your game with your rules with *NFL STREET 3*. Assemble a team and dominate the streets—on the ground and in the air—like never before. The best place to begin is with a Quick Game.

USER ID

Before you storm the streets, be sure to create a User ID to keep track of your personal stats and accomplishments. An active User ID saves high scores, statistics, and more to your memory card (8MB)(for PlayStation®2).

CONTROLLER SELECT SCREEN/GAME SETTINGS SCREEN

Before your Quick Game begins, decide if you want to play the game with an active User ID. This way your stats can be saved to your memory card. You can also load a User ID from the Controller Select screen that can only be used to load a Created Team into game. This User ID doesn't become the default, and your stats for the game won't be saved. This User ID must be selected from the Controller Select screen after it has been loaded in order to play with the Created Team.

Next, pick the teams for the upcoming game from the Game Settings screen. From here you can also change the game's Difficulty level, User Assist, Game Type, and Location. Once the settings are set, the teams take to the streets.

GAME TYPES

There's more to just scoring the most points on gameday—and you can decide how to play your game. Do you have the all-around skills to dominate every aspect of the game? Let's see what you got.

Standard	Street football as you know and love it. The first player to reach the required score wins the game.
Bank	All Style Points recorded by both teams go into a bank until a touchdown is scored. The team that scores collects the points, and the bank returns to zero after each score. The game ends when the winning team earns the required amount of points.
Defensive Scoring	Players receive points in non-traditional ways with big plays on defense. The team that scores the required amount of points first wins.
Play Elimination	Both teams start off with the same amount of offensive plays in the playbook. Run a play with negative results or a play that gains zero yards (such as an incomplete pass) and that play is removed from your playbook. The team with the most points when the losing team runs out of plays wins the game.
Time Attack	Teams have one minute to score points. Score in under a minute and the extra time on the clock is awarded as points. The team with the most points when time expires wins the game.
Yards for Points	Every yard gained earns points; passing yards are worth one point and rushing yards are worth two. The first team to reach a pre-determined set amount of total yards and score a touchdown wins.

USER ASSIST

When User Assist is set to ON it's easier for you to catch up in the scoring when playing against the CPU. Hopefully you won't need to rely on this helpful feature very often.

PLAYING THE GAME

Use an arsenal of super moves to hit in-game targets and activate bonuses, then choose the game type before each game. Whether you're launching yourself off trash cans or triggering a momentum-swinging Game Breaker, earn respect among the NFL brotherhood and win over the streets.

TUTORIALS

The quickest way to get your game up to speed is by checking out the interactive tutorials. See what's new, what's hot, and what not to do. After educating yourself by playing out the action on the field, put your knowledge to the test in one of the many game modes featured in *NFL STREET 3*.

ON THE FIELD

Game Screen



PLAYCALLING

On offense you can pick Run, Pass, and Trick plays. On defense, the three options are Stop Run, Short Pass, and Long Pass. Each of the play types has multiple pages of plays to choose from to keep the other team guessing. Press the **□** button to flip the play before choosing it. Press the **L1** button/**R1** button to scroll the pages. To throw off your opponent, press the **○** button to bluff that you're choosing a certain play.

PLAY PREDICTION

While on defense, try to gain an advantage by guessing your opponent's next move. Will it be a run, pass, or trick play? If you guess correctly, you receive an attribute boost to help make it easier to stop your opponent in their tracks. Guess wrong, and it's easier for them to gain yards on you.

CALLING AUDIBLES

Keep your opponent guessing by changing the play at the line of scrimmage. To call an audible, press the **L1** button at the line before the ball is snapped. Press the D-button in the direction corresponding to the new offensive play or defensive scheme you want to choose.

On offense, go into Max Protect by pressing the **L1** button to call an audible, and then press the **R1** button. Max Protect keeps at least one running back in the backfield to block and then release him into a pattern on a pass play. This is useful in stopping blitzes.

On defense, press the **L1** button to call an audible, and then press the **R1** button to predict what type of play the offense is going to run. You boost your defensive attributes for the play by correctly predicting what the offense will do. However, if you guess incorrectly, your defensive attributes decrease for the play.

BE THE RECEIVER

Before the snap, press the **○** button to switch control to one of your available receivers and then press the **×** button to snap the ball. After the snap, try to find a hole in the defense as the receiver, and throw to any available receiver, including yourself, by pressing the appropriate button.

STYLE MOVES/STYLE POINTS

Why not look good when beating down an opponent? So use style moves in the middle of the action to earn some serious Style Points. Not only will Style make you look good, but it gets you closer to triggering Game Breaker. However, style also makes it much easier to lose the ball. Be careful.

AERIAL STYLE

Raise your game to the next level with an Aerial Style move. Aerials can be pulled off while in mid-jump off of an object or a wall. Simply press the right analog stick in any of eight directions while at the apex of a jump off of the wall or an object to perform an amazing Aerial. All Aerial Style moves earn Style Points and help move your team even further downfield.

GAME BREAKERS

When you earn enough Style Points, you're rewarded with a Game Breaker that you can use on offense or defense to turn the tide of the game. Players can bank up to three Game Breaker tokens which can be used to pull off any of the various Game Breaker moves. Both offense and defense have a variety of moves. Time them correctly and you can counter the other side's Game Breaker move.

SIGNATURE STYLE

Make your fiercest rivals look silly by taunting them with a unique Signature Style move at any point during the game. Every player comes equipped with four Signature Style moves—use them often.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to a memory card. All unsaved information will be lost otherwise. If you want to load a different User ID, access the User ID Manager from the Game Settings menu. From here you can also switch to any MEMORY CARD slot with a valid memory card inserted. That MEMORY CARD slot then becomes the default location to which User ID and Options saves occur.

GAME MODES

EXHIBITION

There are three types of exhibition games for you to choose from. All three are a bit different from one another. All three are in your face.

Single Game

Play a single game where the only thing that matters is if you win or lose. Results do not carry over to the next game—but the memories of victory do.

Street Event

Test your skills in a number of unique game mode, including Crush the Carrier, Jump Ball Challenge, Open Field Showdown, 2 Minute Challenge, and 4 on 4.

Pickup Game

Fulfill your fantasy by assembling a dream team of football studs. Players from every team are available to choose from and you select all seven starters one by one.

[NEW] RESPECT THE STREET

Earn and maintain respect by dominating games—and your biggest rivals—coast-to-coast. If you have respect on your street, you can decide how to play the next game.

EARNING RESPECT

Before taking the streets, assemble a team of players to be by your side every step of the way in Respect the Street mode. You can be as creative as you want by personalizing each player, or you can use the defaults provided for you. Remember, you do have the option to go back and add to your player attributes at any point during your run. Although your squad starts off outside the limelight, you will soon make a name for yourselves after each victory.

Once you begin to earn respect, you'll unlock more plays for your playbook, other players will want to join your squad, and you'll be able to skip games you don't want to play.

THE MAP

From New York to California, and Texas to Michigan, the Map is where you'll find your competition. There are a handful of teams waiting for your challenge at each location—some stronger than others—and it's up to you to knock them off one-by-one.

As you will see, you must earn the respect of some teams before they will allow you to challenge them on their turf. So instead of dreaming big, your journey to stardom begins by playing a few amateur teams at various locations across the Map. As you knock off these squads, the higher-caliber teams become available to you. Soon you'll be facing off against amateur teams led by NFL players, games against NFL teams and, finally, Chad Johnson's All-Star team.

AFTER A GAME

As you progress you unlock drills that can help improve your team. Use these to your advantage before moving on to the next game. As you get better, you'll soon have the respect and street cred that you're looking for. As you progress through the mode you'll unlock drills.

ATTRIBUTES

Player attributes on both sides of the ball can be improved using Development Points earned in Respect the Street drills. Before each game begins, cash in some of those hard earned points to improve player skills in a number of different areas.

You can also use credits earned through winning games to unlock cool gear from the Store. As you know, sometimes it's just better to look good than to feel good.

Passing	The arm strength of your gunslinger
Speed	How fast a player runs
Blocking	Run- and pass-blocking ability
O-Moves	The ability to use the walls and perform juke, spin, and cut moves during receiver routes
Catching	Pass and pitch catching ability
Run Power	Ability to break tackles
Jumping	How high a player jumps
Tackling	Tackling ability and the accuracy of pursuit angles
Coverage	Defensive coverage skills and reaction to the ball on passes, which leads to interceptions
D-Moves	Ability to get through, around, and by blockers

NOTE: Game Breakers and the User Assist options are always ON in Respect the Street mode.

PLAY ONLINE

Take on the best the nation has to offer with STREET Online. Here's where you can earn some serious respect.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

A network adaptor (Ethernet/modem)(for PlayStation²) and a memory card (8MB)(for PlayStation²) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play NFL STREET 3 online. NFL STREET 3 is compatible with Your Network Configuration files created from other PlayStation² online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation²) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB)(for PlayStation²).

PLAYING ONLINE

In order to play NFL STREET 3 online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

Your Network Configuration file and the EA Login are only supported in MEMORY CARD slot 1 or 1-A

EA SPORTS BIG PERSONA NAMES

You can have up to four EA SPORTS BIG Persona Names. Change or create new Persona Names from the Persona Name screen or from the Edit My Account information screen. You must visit ea.com to delete Persona Names.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection); **6000** (VOIP).

WELCOME TO NFL STREET 3 ONLINE

The Online lobby is your main resource for connecting to players from across the nation. All the tools you need to connect to other players are available from the Online menus.

Quick Game	Choose the Quick Game option to find the next available player for Online play.
Online Lobby	Features six different types of games for online play. Play a game with NFL Teams, NFL Pickup Teams where you can draft players to your squad, or take the field with your own Created Team. You can also play in the following mini-game modes: Crush the Carrier, Jump Ball Challenge, and Open Field Showdown. There are different lobbies for various skill levels, and lobbies for those that want to use VOIP.
Stats	See how well you stack up against the competition with the online Leaderboard and Report Card.
Community Area	View the FAQ and get the latest news here.
Options	Set your game options to fit your playing style.

HINTS AND TIPS

- ⊕ You jump higher and faster if you hold down the Turbo button.
- ⊕ Grab the game modifiers, credit collectibles, or footballs to help swing the momentum in your favor, give you credits to buy gear, or unlock cool skins for the in-game football.
- ⊕ Using Power Tackle increases the chance of a fumble by the ball carrier.
- ⊕ Some Game Breakers counter others. For example, a Lock-On Tackle may stop that Game Breaker Juke or Spin if you pull it off in time.
- ⊕ Once you unlock the ability to spot points in Respect the Street mode, you can use the feature to add bonuses to your respect level and the credits you earn.

LIMITED 90-DAY WARRANTY

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15223

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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

Mailing Address: Electronic Arts Technical Support
P.O. Box 9025
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In Australia, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

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Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
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