PRIMA Official Game Guide

Eric 'ECM' Mylonas

PROLOGUE .............................................. 2
INTRODUCTION ......................................... 4
TRAINING CAMP: ROOKIES AND VETS WELCOME .... 8
BUILDING A TEAM/CHARACTER .................... 20

NFL TEAMS
Bears .............................................. 24
Bengals ............................................ 26
Bills .................................................. 28
Broncos ............................................ 30
Browns .............................................. 32
Buccaneers ......................................... 34
Cardinals .......................................... 36
Chargers ............................................ 38
Chiefs ............................................... 40
Colts .................................................. 42
Cowboys ............................................ 44
Dolphins ............................................ 46
Eagles ............................................... 48
Falcons ............................................. 50
49ers ................................................ 52
Giants ............................................... 54
Jaguars .............................................. 56
Jets .................................................... 58
Lions ................................................ 60
Packers ............................................. 62
Panthers ........................................... 64
Patriots .............................................. 66
Raiders .............................................. 68
Rams ................................................ 70
Ravens .............................................. 72
Redskins .......................................... 74
Saints ............................................... 76
Seahawks .......................................... 78
Steelers ............................................. 80
Texans ............................................... 82
Titans ................................................ 84
Vikings .............................................. 86
The Streets ........................................ 88
Cheats/Secrets ..................................... 94

Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is a division of Random House, Inc.

INTERNET CONNECTION required for online play. Online play may not be available on all platforms. See product pack for details.

© 2004 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. © 2004 NFL Properties LLC. Team names/logos are trademarks of the teams indicated. All other NFL-related trademarks are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2004 PLAYERS INC. All other trademarks are the property of their respective owners. EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Electronic Arts Inc.

Product Manager: Jill Hinckley
Editor: Fernando Bueno
Design & Layout: Derek Hocking

Please be advised that the ESRB rating icons, “EC,” “E,” “T,” “M,” “AO,” and “RP” are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (916) 522-3250. Please note that the ESRB rating only applies to the content of the game itself and does NOT apply to the content of this book.

Important:
Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

Library of Congress Catalog Card Number: 2004116574
For well over a decade, EA SPORTSTM has brought gamers the best lineup of sports games, bar none. With that success under their belts, they branched out more into fantasy sports titles featuring your favorite teams and athletes doing things that would get them banned from their respective leagues in a nanosecond. Thus the EA SPORTS BIG™ lineup of “STREET” titles was introduced with NBA and NFL titles. Not content to stop with just single editions, this year’s lineup of titles includes NFL STREET 2, NBA STREET V3, and the all-new FIFA STREET.

The series that started the whole street phenom laces up its sneakers for its third outing on Xbox® video game system from Microsoft, PlayStation® 2 computer entertainment system, and Nintendo GameCube™. Now with more of the zebra-free play that you crave, you build killer combos and GameBreakers that hit the court with the full force of a nuclear assault. As if that wasn’t enough, you also have a much higher level of customizability and nearly 20 times more content over NBA STREET 2!

First there was basketball. Then came football. Now the label turns its attention to the most popular sport in the world with FIFA STREET. While it may not get nearly as much respect as it deserves in the States, soccer (or football as it’s internationally known) is more popular than all the major U.S. sporting leagues combined. Now you can play it without those nasty red cards and bend it like Beckham can only dream.
Q: How did EA come up with the “STREET” series of games?
A: The NFL STREET franchise was born from our desire to make a game that’s less complex and more approachable than Madden NFL Football. For years we’ve looked for ways to make Madden easier to pick-up-and-play, without dumbing it down and alienating its hard-core community. That’s where features like Madden 101, Training Camp, and tutorials come from. In the end, we decided it was best to create a game that emphasized style over strategy—a game built purely for fun and not tied to the realism of typical NFL football. That’s NFL STREET, and we’ve taken that high-flyin’ concept to new levels with NFL STREET 2.

Q: Do you find that fans of Madden NFL Football, et al., are also big fans of the “STREET” games or do you find each series has a unique audience?
A: We were actually a bit surprised with the enthusiasm the Madden NFL Football faithful have shown for NFL STREET. In their eyes it’s a great break from the strategic chess matches of Madden NFL Football. NFL STREET is about fast action... and that rings true with all of us.

Q: Which EA studio handles the “STREET” titles? Are these the same teams that do the more down-to-earth sports titles (e.g. Tiburon on Madden NFL Football also does NFL STREET)?
A: NFL STREET 2 was created at EA Tiburon, where we also make Madden NFL Football, NCAA® Football, and NASCAR® Racing. There are quite a few Madden NFL Football veterans in key positions on the NFL STREET 2 team. NBA STREET and FIFA STREET live at EA Canada, where the respective NBA LIVE and FIFA Soccer simulation teams also reside.

Q: For gamers who’ve never played the “STREET” games, what would you say are the best reasons to try it if they’re big fans of standard EA SPORTSTM titles?
A: NFL STREET 2 is about taking real-world football and blowing it out in every direction. Players are bigger, stronger, faster, and less tied to real-world physics. The result is about high-flyin’ football, played on neighborhood fields with all your NFL heroes.
Welcome to Prima's Official Game Guide for EA SPORTS BIG'S™ NFL STREET 2. Herein you'll find all the info you need to conquer the streets as you climb to the top of the NFL heap. We'll run you through the stats, plays, and info on your favorite players and teams, as well as offer invaluable advice as to how to make the most of the returning features (from NFL STREET) as well as a swath of all-new moves to put the big hurt on your asphalt antagonists.

Poundin' the Pavement

PlayStation® 2 computer entertainment system

**Offense**

**Pre-Snap:**
- ◀: Snap Ball
- ■: Activate GameBreaker
- ▲: View Receivers
- ◆: Coach Cam
- ◇: Audible

**Left Analog Stick:** Control Player
**Directional Pad:** Send Player in Motion

**Post-Snap:**
- ◀: Stiff Arm/Shoulder Charge
- ◆: Spin/Juke
- ■: Hurdle/Dive
- ▲: Pitch/Catch
- ◎: Toggle Pass Icons

**Left Analog:** Control Player
- ◇: Style/Wall Moves
- ◇+: Turbo
- ◇+:■: Power Shove
- ◇+:▲: Wall Catch
- ◇+:Right Analog Stick: Signature Style

**Defense**

**Pre-Snap:**
- ◀: Switch Player
- ■: Activate GameBreaker
- ▲: View Receivers
- ◆: Coach Cam
- ◇: Audible

**Left Analog:** Control Player

**Post-Snap:**
- ◀: Spin/Rip
- ◆: Switch Player
- ■: Dive
- ▲: Catch/Deflect

**Left Analog:** Control Player
- ◇: Turbo
- ◇+:■: Power Tackle
- ◇+:▲: Wall Catch

Xbox® video game system from Microsoft

**Offense**

**Pre-Snap:**
- ◆: Snap Ball
- ■: Activate GameBreaker
- ▲: View Receivers
- ◆: Coach Cam
- ◇: Audible

**Left Analog:** Control Player
- ◇: Control Player
- ◇+: Send Player in Motion

**Post-Snap:**
- ◆: Stiff Arm/Shoulder Charge
- ◆: Spin/Juke
- ■: Hurdle/Dive
- ▲: Pitch/Catch
- ▲: Toggle Pass Icons

**Left Analog:** Control Player
- ◇: Style/Wall Moves
- ◇+: Turbo
- ◇+:■: Power Shove
- ◇+:▲: Wall Catch
- ◇+:□: Signature Style
Defense

Pre-Snap:
1: Snap Ball
2: Switch Player
3: Activate GameBreaker
4: Switch Player
5: View Receivers
6: Coach Cam
7: Audible
8: Control Player

Post-Snap:
1: Spin/Rip
2: Switch Player
3: Dive
4: Catch/Deflect
5: Control Player
6: Turbo
7: Power Tackle
8: Wall Catch

Offense

Pre-Snap:
1: Snap Ball
2: Activate GameBreaker
3: View Receivers
4: Coach Cam
5: Audible
6: Control Player

Direction Pad: Send Player in Motion

Post-Snap:
1: Stiff Arm/Shoulde Charge
2: Spin/Juke
3: Hurdle/Dive
4: Pitch/Catch
5: Toggle Pass Icons
6: Control Player
7: Style/Wall Moves
8: Turbo
9: Power Shove
10: Wall Catch
11: Signature Style

Game Modes

Own the City

Own the City mode stars you (or another alter-ego of your choice) battling through a series of events in an attempt to leave your mark on the city. In this mode you recruit other players as you win various matches, and accrue Development Points.
Street Events
These are a series of minigames (of which you'll also partake in Own the City mode).

They feature:
**Crush the Carrier**: Remember playing this as a kid? It's back and this time with a vengeance. See how long you can rock the rock.

**Jump Ball Battle**: Ever watch those QB Challenge shows on TV? Well think of this as the Wide Receiver Challenge: you need good hands to snag these rifle-like passes.

**Open Field Showdown**: Mano-a-mano action at its finest (sometimes even two-on-two). Your goal is to either defend or score against another, single player in a “best out of” fashion.

**2 Minute Challenge**: The goal here is to score, score, score with no clock stoppage. Think fast and get those plays rolling into the end zone, then prevent your opponent from rolling over you.

**4 on 4**: In this variation on a theme, you have four-on-four teams, with a QB who can’t run (over the line of scrimmage, anyway). Oh, and you also have only five seconds to pick a play.

**Quick Strike**: Each team gets one drive at their opponent’s end of the field, and the team with the most points at the end wins. If no one scores, the line keeps getting pushed back until someone scores in sudden death.

NFL Challenge
This is the meat-and-potatoes mode for many players. Take your customized team all the way to the top of NFL by partaking in various events to earn Development Points to enhance each member of your team. You have only 150 days in which to make the grade, and each event costs a set number of days. The key is to spend those days wisely and go for the most Dev Points in the least amount of time.

NFL Gauntlet
Run the gamut of NFL from Bears to the Vikings and everybody in between as you attempt to defeat every team in the NFL. Along the way, unlock a special goodie for your collection.
Pickup Game

Take a random team of players from a set number of candidates and make the most of it. Beware, however, because as is the case with a box of chocolates, you never know what (or whom) you’re going to get.

Tutorials

As the name implies, in this set of events Xzibit walks you through the basics of NFL STREET 2. Complete these challenges and you unlock Xzibit’s team.

Online

Think you have what it takes to take on the world? Well get ready to strut your stuff online on the PlayStation 2 console and Xbox. If you thought the competition was fierce in the offline modes, you ain’t seen nothin’ yet....

Tips, Notes, and Cautions

:TIP:
A Tip gives you a juicy slice of information that helps you take your game to the next level or points out some of the basics that make football, football.

:NOTE:
A Note points out some item of interest, but generally doesn’t have a direct impact on gameplay.

:CAUTION:
Cautions warn you what not to do in a given situation, such as trying to run the ball up the middle against a crushing blitz.

GAME ON!

With the bare necessities out of the way, it’s time to take it to the streets and show the world what you’re made of. Flip the page to start digging into what exactly makes NFL STREET 2 tick.
This section is to help you come to grips with what makes NFL STREET 2. We'll run through all the moves at your disposal, as well as the various minigames, Hot Spots, GameBreakers, etc. so that you have as solid grounding in how the game works. From there it's up to you to make the most of your play time.

**Basic Moves**

**Running**

**Turbo**

Need an extra burst of juice to sprint past a defender? Squeeze R for a turbo boost, but watch out—you only have so much rocket fuel in your tank.

---

**Stiff Arm**

To ward off rushing attackers when you're carrying the ball, hit A to give them the ol' stiff arm and then carry on down the field.

**Juke**

Tap X

Execute a quick juke by tapping X to dodge to the left or right as a defender comes in for the diving tackle. Time this right, and it's end zone here you come.

---

**NOTE:**
The listed commands are for the Xbox version. See the Introduction for other console button assignments.
The spin can cause the defender to miss. Be careful, though: in heavy traffic you can spin right into another defender or, worse yet, your own blocker.

Hurdle over tacklers by tapping 3 to make a quick hop over outstretched arms or bodies. This can come in very handy with the right timing as, on occasion, dog piles get in the way.

If you’re near the end zone, press 1 to launch yourself into goal territory. Mis-time it and you’ll do a hurdle that’ll probably get you nailed.

This move is fantastic, but very risky: just hit 1 while you’re running with the ball to pitch it to your nearest teammate. It’s easily picked off however, so use this only when you’re sure to make the “pitch.”
## Passing

### Rolling Out

Hold ◇ for a boost of turbo to get you of a tight spot and allow some breathing room to launch a pass downfield.

### Touch Pass

A touch pass is a high-arcing toss that’s good for leading a receiver down field. Just be careful. If opponents are in tight coverage, it’s fairly easily knocked down or picked off.

### Bullet Pass

To fire off a rocket of a shot to the receiver, hold the passing button to send a bullet straight to his waiting arms. Careful, though: under heavy coverage you could toss it right into an approaching DL.

### Pump Fake

A quick tap of ○ executes a pump fake to outfox onrushing defenders. Once they bite, reset yourself and fire down field.
Defense
Switch Players

Press 2 to cycle through players on the field. After the snap, this switches you to the player nearest to the ball, where you can deliver a crushing sack.

Line Moves

Press 1 to get through or around the defensive line. This is a very important move, especially when you’re getting stonewalled and your opponent is much stronger.

Dive Tackle

The key to stopping any offense dead in its tracks is the tackle. Press 3 to execute a diving tackle that’s sure to catch some players off guard.

Interception

If you’re in the ball’s flight path (and you will be if you’re guarding your man), while the ball is in flight, switch defenders, then press 4 to try to pick it off. Worst-case you’ll bat it down, making it that much harder for the offense.
Power Tackle

The power tackle is an extra-strong tackle, but it comes with a price—if you miss, that player is out of the play nearly altogether. If it connects, though, it is much more likely to result in a fumble.

Style Points

It isn’t worth much on the street if you don’t look good doing it, and this is where Style Points come into play. As you’re raging up and down the asphalt, you can rack up points simply for looking good.

Chains

Chain together different types of moves to build up an even heftier number of points. The quicker you build up Style Points, the faster you earn extra bonuses and, most importantly, max out your GameBreaker meter.

A Scenario

Say you’re running down field and the QB lets loose with a blistering pass. Hit \(\text{X}+\text{X}\) to make a Style Grab, then rush along the wall executing a Wall Hurdle \(\text{X}+\text{X}\) to leap up and over an onrushing defender, and then complete that with a Signature Style move by holding \(\text{D}+\text{X}\) and waltz into the end zone—pure style, right? Exactly. You’ve managed to chain a small army of moves, and your GameBreaker meter will explode—not to mention your overall point total.
STYLING

To do a very basic Styling move, simply hold ☞ as you move. This counts toward a chain, so it’s always good to squeeze it in, if only for a split-second.

:CAUTION:
Styling makes you more likely to fumble if you’re hit. Make sure no other players are in reach when you execute one or you’ll go down hard.

Style Juke

The Style Juke puts a little extra flair into your garden-variety juke. Execute one of these to put one over on an approaching defender, then laugh as you leave him eating your tar.

Signature Style

A riff on Styling, the Signature Style move really pumps you up by executing a player’s own, personalized taunt.

Style Spin

If you’ve got forward motion, execute a Style Spin. You perform a quick pirouette then zip by the outfoxed foe—poetry in motion.
**Style Hurdle**

(1)+X

The Style Hurdle gives you that extra boost to leap up and over (or out of) the grasp of an attacking defender. After that, kick in the turbo to make down the field like a runaway train.

**Style Dive**

(1)+X

If you're near the end zone, execute this move to get some extra air to sail in for the score. If you're not close enough, however, you'll do a Style Hurdle instead.

**Style Pass**

(1)+ pass button

Want to make a smooth pass? Simply hold (1) and then execute a pass as you normally would. This is a good way to get a chain started if you have the time to pull it off. Be careful, though, as Style Passes are more easily picked off.

**Style Catch**

(1)+Y

This slick catch is more risky than a standard grab, but it boosts your Style Point count so, if the coast is clear (and your receiver has good hands), go for it.
Wall Juke

Use the Wall Juke just like a standard juke, except that you get a quick boost off the wall.

Wall Dive

Need some extra yardage as you race for the end zone? Cruise up along the walls and execute one of these to get some big ups to careen over the goal line and into celebration territory.

Wall Hurdle

Use the Wall Hurdle to accrue extra yardage when a defender is racing toward you like a 350-pound runaway freight train. Kick hard and you’ll fly right over his head for some extra gains.

Wall Pass

Need to avoid an onrushing sack attack? If you’re near a wall, use the all-new Wall Pass to climb the wall, and fire a rocket pass far downfield. Careful, though: don’t go firing into turnover territory.
Wall Catch

In heavy coverage and near the wall? Switch to the receiver to take control from the AI, and this move helps you leap over your opponents’ heads and snag a completion from the jaws of potential interception.

**GameBreakers: Now with x2 Power!**

**Broken!**

GameBreakers return to the STREET and, this time out, they’re an even more potent weapon in your arsenal. All you need to do to earn one is fill up the GameBreaker meter. If you’re really hardcore and can manage to hold onto that first GB till you fill the meter a second time, you’ll get a GameBreakerx2. This is where things get really interesting.

But first: a standard GameBreaker (activated by pressing ) tips the scales in your favor, big time. All of your players get super-charged: on offense they’re faster (super turbo-charged) and can break tackles and make plays that you’d never be able to do normally; on defense the simple act of colliding with the ball carrier usually results in a fumble, if not an outright strip.

Sound unfair? Not entirely. If you also have a GameBreaker handy, you can cancel out your opponent’s (at the cost of your GB, of course). This makes using GameBreakers a very strategic affair, because it really makes you think twice about holding onto it. Of course, there is one good reason to not use it immediately, which brings us back to GameBreakerx2. This super-charged GameBreaker requires you to fill the GB meter with a GameBreaker already in reserve.

**Broken x2**

The key difference with a GBx2 is that it initiates a canned sequence—you get an automatic turnover whether you’re on offense or defense. The results of this can be devastating, especially if you’re playing to a set score.

**TIP:**

If you use your GameBreaker and reach 200,000 points you will not be rewarded with a GameBreakerx2—you must have a GameBreaker in stock to earn a GBx2.

**Street Events**

The Street Events are both a separate component that can be played individually and an integral part of Own the City mode. This section is dedicated to their part in Own the City mode (due, in part, to their difficulty if you don’t build a player conducive to these games).
Crush the Carrier

Ouch!

The player carrying the ball (the Carrier) constantly earns points as long as he controls the ball. So as you’re running around the field, the score constantly climbs. Styling gets you big points, as does making the tackle. Lose the ball and your point accrual ends. That being said, while it sounds simple, it can be anything but.

For starters, if the player that’s racing around with the rock is slow, the chase is going to be over before it starts. You won’t be able to escape the clutches of the faster players and you’ll have a hard time catching the current Carrier. Make sure your character has some development devoted to the Speed attribute.

Also, any skill or gear that helps break tackles (Run Power, most significantly) can be a boon. Remember that you can tap \[ \text{ } \] rapidly to shake off attackers (though this won’t work for long if you’re being accosted by multiple opponents). You can also stiff arm opponents that are weak tackles instead of spinning or hurdling them.

One more important note: If the ball gets knocked out of bounds (assuming you’re on a field that has such) the player with the lowest score automatically recovers the ball and becomes the Carrier. This can be an effective strategy if you find your character simply can’t keep up, speed-wise, with the quicker and/or stronger characters.

Jump Ball Battle

Mad ups!

In this Street Event, you have a set of QBs at one end of the field launching volleys of passes down field to where you, and a gaggle of other receivers, wait. The goal is to catch as many passes as possible to rack up a high score.

This one’s fairly basic and you needn’t do any style moves to accrue additional points. In fact, the biggest challenge is timing your hops correctly to elbow out the competition for the tosses. In many cases, there’re enough balls to go around as all the receivers will be evenly spaced to catch one.

Simply face the ball and stand in the center of the orange icons on the ground to make a successful catch assuming there’s no interference from other players. Naturally if your back is to the ball, you won’t catch much of anything.

Timing is everything in this event, so do your best when anticipating when to execute a jump. Naturally, Wide Receivers are the best class to use, as their superior skills (if you’ve been building them along the standard WR lines) give them the edge.

The NFL STREET ball (denoted by the red icon) is worth double points. Competition for that particular ball is always fierce.
Open Field Showdown

He could go all the way...

The Open Field Showdown pits one-man (or sometimes two-man) teams against one another in a series of “jousts.” The team on offense simply wants to move the ball across the goal line to score some points while the defense wants to prevent that. In any event, you’ll end up taking turns until the timer runs out.

When you’re playing this mode as a single player, the best bet, on offense, is to run straight up the middle, toward your opponent, then break left or right while squeezing turbo. If you manage a small lead from there, break off at a 45 degree angle and race for the end zone. In most cases, your opponent (if he’s slower) will try to dive tackle and just miss.

On defense, your best bet is to start running toward the middle, telegraphing where the runner is going with the ball. Then, if necessary, employ some turbo to close the gap, then use a power tackle to bring the opponent down (if you go for a regular tackle, remember to hit square on).

When more than one player is on the field (two vs. two, for example) pitching comes heavily into play: from here, use ( to toss the ball to your teammate and then send him running for the end zone.

A secondary strategy for dealing with two-man teams is to let your teammate act as a lead blocker, then race up the sides of the field and use the wall to avoid the second defender (via (D)+

A good Running Back/Defensive Back and Offensive Lineman/Linebacker are your best team for the two-player mode. Otherwise stick to the Running Back.

2 Minute Challenge

No time!

The 2 Minute Challenge pits three- vs. two-man teams against one another in two-minute, two-round battles to see who can score the most points. The twist is that you may use only passing plays. Interceptions and turnovers, etc. cost you three points. Also, the clock never stops ticking, so you have to go, go, go to make the most of your time on offense.

The team on offense has three men and the team on defense gets two, so your best bet is to have a Quarterback and two Wide Receivers (who double as Defensive Backs on defense). From there, try hard to get a TD on every play. You can try for two-play TDs, but that won’t work in your favor as the matches get tougher.

Note that you get a very limited playbook for this mode and there isn’t much of a down side to running the same play again and again. It comes down to the individual match-ups on the field more than anything else, so if your guys are faster, you’re set. If not, well, things could get rough.

4 on 4

2 x 2 on 2

Depending on the rule set, this Street Event ends the instant the pre-determined score is reached. Touchdowns are good for six points and turnovers.
are worth three points (note that these include fumbles and interceptions, not turnovers on downs). And the pièce de résistance: the QB only has five seconds to get rid of the ball and cannot run with it (he can, however, pitch it).

Due to the four-on-four situation, you definitely want a QB and a pair of Wide Receivers. After that, assuming you have the option, add another WR or perhaps a Linebacker (for when you’re on defense because the QB can always have someone covering him). It may also be worth considering a Running Back due to the open nature of the fields with only four players on D.

Due to the time constraints (five-second rule) you’ll jam through the playbook pretty quickly. Strongly consider using more running plays this time out. With so few players on the screen, a strong runner has practically free rein over his slower counterparts.

Don’t underestimate the value of trying for a team that’s good at causing turnovers, as that can end the game nearly as quickly as going for TDs will.

Quick Strike
Spare no one

In this variation, each team gets two series to put up as many points as possible. Better yet, they get to start a stone’s throw from the goal line, making big scores the rules rather than the exception. If a tie results at the end of the two series, the line is pushed back and the series go on until someone comes out on top.

Because you want to score as often as possible within your series (four downs and that’s all she wrote) go for a pass-heavy offense to nail one-off TDs on each play. Barring that, you can try a concerted running game if you have a very strong Running Back (but only if).
NFL STREET 2 has two modes where you control a team you have some say in constructing. As the game progresses, you gradually increase their attributes and stats through the many challenges thrown your way.

**NOTE:**
In Own the City mode you customize only one player. In NFL Challenge you control the fate of the entire team.

This chapter shows you the best way to configure your various players for optimal results and is broken down by position. (For Own the City mode, you need only concern yourself with the position of your main character.)

You’re probably thinking that your best option in Own the City mode is to create a QB and go with that, but we strongly recommend a Running Back, mainly because his skill set serves you better in a wider variety of the Street Events. Crush the Carrier and Open Field Showdown are much, much easier with a well-built RB rather than a well-built QB.
A team in *NFL STREET 2* consists of seven players and can be any combination of position types, though the recommended breakdown is as follows:

**Offense**
- Quarterback (QB): 1
- Wide Receivers (WR): 2
- Running Back (RB): 1
- Offensive Linemen (OL): 3

**Defense**
- Defensive Linemen (DL): 3
- Defensive Back (DB): 3
- Linebacker (LB): 1

Because *NFL STREET 2* is played in “Iron Man” fashion (each player doubles-up on positions—one for offense and one for defense) the trick is to configure your players so that they can be useful in both capacities. The good news is that certain positions naturally make for easy transitions from offense to defense. For example:

- Offensive Lineman = Defensive Lineman
- Wide Receiver = Defensive Back
- Running Back = Defensive Back
- Quarterback = Linebacker

**NOTE:** You can, depending on how you want to play them, swap the Defensive Back and Linebacker positions from QB to RB, but that’s really up to the player.

### Configuring Players by Position

**Offense**

**Quarterback (QB)**
- Key Attribute(s): Passing, Speed
- Suggested Height: 6’+
- Suggested Weight: 180–210 lbs.

The centerpiece of any offensive effort is, of course, the Quarterback. Make sure he has a high Passing rating for connecting with his Wide Receivers under heavy pressure—ignore this at your peril! Beef up his Speed because as you progress through the game, your opponents’ rushing game increases massively, making for situations where a QB with good scrambling skills is key. Height’s also important for a QB because he needs to be able to get bullet passes over onrushing Linemen when they’re up close and personal. Don’t count on your Flutie-sized QB to carry the day in *NFL STREET 2*.
Wide Receiver (WR)

Key Attribute(s): Catching, Speed, Jumping
Suggested Height: 6’+
Suggested Weight: 170–200 lbs.

Wide Receivers are the go-to guys early on in the game because your computer-based opponents probably won’t have developed enough to have decent pass protection. But don’t make the grave error of overloading your WRs (remember, you have two of them ideally) at the expense of other positions such as the Running Back. Key among the WR’s attributes are Catching (for obvious reasons), Speed (so when he does make the catch, he can make a beeline for the end zone, burning the ‘Backs in the process), and Jumping (so they can make leaping catches). Size-wise, go a bit lighter on Receivers (gotta stay lean and mean, after all) but taller WRs are always a plus, too, for that extra inch or three when making that wall catch. Also, if you have the points to burn, add Run Power to their repertoires.

Running Back (RB)

Key Attribute(s): Run Power, Speed
Suggested Height: 5’8”–6’

As the game progresses, your ground attack becomes more important due to the increasing pass protection abilities of the Defensive Backs. That makes it imperative that you have a solid Running Back. Of primary importance to a RB is his Run Power so that he can crash through onrushing tackles. Back that up with solid Speed and he’ll take off like a rocket after shaking off tackles. RBs don’t need to be towering mountains of muscle, though Weight increases the chance for a Running Back to fall forward during a tackle. Equip him with a few points in D-Moves or O-Moves to give him all the right moves as he makes his way up and downfield.

Offensive Linemen (OL)

Key Attribute(s): Blocking
Suggested Height: 6’2”+
Suggested Weight: 300+ lbs.

These walls of muscle are key to keeping alive the pocket (the area where your QB can maneuver unmolested by an onrushing, sack-crazed, defensive line). They also open up routes between the defensive line for your Running Back to strut his stuff. Invest heavily in Blocking as that keeps the heat off the QB.

Defense

When you’re editing defensive skills, your players still come up in their offensive positions, so be careful when maximizing defensive attributes—ou don’t want to spend those precious Dev Points in the wrong place!
Defensive Back (DB)

Key Attribute(s): Speed, Coverage, Jumping
Suggested Height: 6’+
Suggested Weight: 170–200 lbs.

The DBs are key to shutting down air assaults as well as nuking the RB if he penetrates the defensive line. Spend lavishly on Speed and Coverage so that the WRs never have a chance to get open and/or actually catch the ball. Also give points to Jumping as the DB needs to defend against leaping WRs and make leaping interceptions. Consider adding some points to tackling to bring down any wayward RBs (as well as dragging down any WRs that manage to catch the ball on your watch), too. Size approximates that of the WR recommendations and, as they’ll probably be doubling up, works in your favor.

Defensive Linemen (DL)

Key Attribute(s): Tackling, D-Moves
Suggested Height: 6’+
Suggested Weight: 300+ lbs.

These big burly fellows are all that stands between you and utter annihilation, so make sure they’re of sufficient size to batter their way through the offensive line where they’ll attempt to lay out the QB in a sack attack. As they double up as OL you’re all set. Just spend some points on Tackling and D-Moves to bring their defensive skills up to par with their offensive skills.

Linebacker (LB)

Key Attribute(s): Tackling, Speed
Suggested Height: 6’+
Suggested Weight: 200–230 lbs.

The Linebacker is the machine that determines whether the Running Back is going to score today or not. Prowling the line just behind the DLs, the LB is a potent defensive force and shouldn’t be neglected at any cost. Spend heavily on Tackling and Speed. Size-wise, he’s more conducive to matching him up with your QB, so take that into consideration when moving onto defense.

Gear

As you amass a small fortune in credits, hit the Shop to add some much-needed gear that boosts your players’ performance. Whether it’s a new pair of sneakers or pads, these items gradually increase your performance in key areas. Also, as you progress through the game, you unlock more Shop items that boost your players even further. These items are key to getting the most out of every player so visit early and often while you’re building up their other attributes.
NOTE: The Strong Point/Weak Point rankings are relative to that team’s particular strengths and weaknesses as an overall unit.

Generally, from a roster perspective, the Chicago Bears are a fairly balanced team (insofar as their overall balance in offense and defense). That being said, the make-up of their team doesn’t necessarily favor a particular style of play, making them useful for the average player that wants a team that doesn’t require massive compensation for weaknesses on either side. The only real issue, however, is that the Bears aren’t a particularly powerful team no matter how you stack the roster.
Conferences: AFC  Division: AFC North  Strong Points: Offense  Weak Points: Defense

Roster

The Bengals lean slightly in favor of offense, but they’re close enough to defense such that neither side suffers terribly in relation to the other. That being said, their QB is only particularly strong in the Passing ability so you’ll need that offensive line to hold solid while he picks whom to go to.

The Bills have a very solid defense and a not-too-shabby offense. Led by Drew Bledsoe, who has a very solid arm, and Henry at running back to cut a swath through an onrushing defensive charge, the Bills are a very solid team in NFL STREET 2. Most players could do a lot worse than going with the town that gave the world “wings.”

QB: D. Bledsoe
WR: E. Moulds
WR: T. Vincent
OL: T. Spikes
OL: M. Williams
OL: P. Williams
RB: T. Henry

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.
Conference: AFC  Division: AFC East  Strong Point: Defense  Weak Point: Offense

**Playbooks**

**Defense**

- Long Pass
- Stop Run
- Short Pass

**Offense**

- Trick
- Passing
- Running

**Bills**
The post-Elway Broncos hasn’t been much of a source of joy for current residents of the Mile High City, and their NFL STREET 2 incarnation isn’t a whole lot to get worked up over, either. Though, in relative terms, their offense is decent, they’re certainly on the most impressive group going even with Jake Plummer’s arm leading the charge.
Oddly enough, the Browns are pretty evenly matched up against their Ohio compatriots, the Bengals. With their overall stats almost a mirror image of one another, a coin toss is, basically what separates the two. Like the Bengals, the Browns have a decent offense and slightly unimpressive defense so adjust your game accordingly.

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.

QB: J. Garcia
WR: A. Davis
WR: R. Griffith
OL: W. Holdman
OL: R. Tucker
OL: G. Warren
RB: A. Henry
Playbooks

Running

Passing

Trick

Offense

Defense

Conference: AFC  Division: AFC North  Strong Point: Offense  Weak Point: Defense

Primagames.com
Mike Alstott’s running power and Galloway’s wings make the Buccaneers a fairly potent offensive force with an equally able defense to back it all up. A very solidly balanced team, the Buccaneers will shiver the timbers of any of the top ten teams in NFL STREET 2 with a bit of practice.

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.

QB: B. Johnson
WR: T. Brown
WR: J. Galloway
OL: S. Rice
OL: D. Brooks
OL: R. Barber
RB: M. Alstott
The Cardinals hold up better, as a general rule, under an offensive rather than defensive situation (though their weaknesses in defense do tend to drag them down a bit more than one might like). However, with Emmitt Smith at running back and McCown at QB anything they lack in defense they should be able to make up for in points on the board.

QB: J. McCown
WR: A. Boldin
WR: B. Johnson
OL: L. Davis
OL: R. McKinnon
OL: C. Pace
RB: E. Smith

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.
Conference: NFC  Division: NFC West  Strong Point: Offense  Weak Point: Defense

Playbooks

Running

Passing

Trick

Offense

Cardinals

Defense

Short Pass

Stop Run

Long Pass
Conference: AFC  Division: AFC West  Strong Point: Offense  Weak Point: Defense

Roster

Chargers

Drew Brees  
Sammy Davis  
Adrian Dingle  
Donnie Edwards  
Mike Goff  
Quentin Jammer  
Ben Leber  
Keenan McCardell  
Zeke Moreno

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.

QB: D. Brees
WR: K. McCardell
WR: Q. Jammer
OL: B. Leber
OL: Z. Moreno
OL: M. Gott
RB: L. Tomlinson

Surprisingly, the Chargers are another middle of the road team, with a balance that favors their offensive over defensive aspects—you’ll wanna get out front first and fast to offer the less capable defense a buffer with which to work within or you may soon find yourself on the receiving end of a nasty blow-out. Always make sure to take advantage of San Diego’s hero, LaDainian Tomlinson, to exploit the running game.
Playbooks

Conference: AFC  Division: AFC West  Strong Point: Offense  Weak Point: Defense

Running

Passing

Trick

Offense

Defense

Chargers

Playbooks

Offense

Running

Passing

Trick

Defense

Stop Run

Long Pass

Short Pass
Conference: AFC    Division: AFC West    Strong Point: Offense    Weak Point: Defense

Roster

Tony Gonzalez
Trent Green
Dante' Hall
Eric Hicks
Priest Holmes
Eddie Kennison
Mike Maslowski
Johnnie Morton
Will Shields
Ryan Sims
Eric Warfield
Greg Wesley
Jerome Woods

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.

The Chiefs suffer from a lack of defense, with their offense putting in a fairly good showing. However, with Green at QB and Hall at WR you've got a very potent pair that can connect from long distance offering them a decidedly solid passing game. With Holmes at RB they've also got a good running game, as his powerful legs run over the competition.
Conference: AFC  Division: AFC West  Strong Point: Offense  Weak Point: Defense

Playbooks

Running

Passing

Offense

Trick

Defense

Stop Run

Long Pass

Short Pass
While not all teams can be over-the-top powerful, the Colts appear to be weaker than most in defense with stand-outs in the offensive power of Peyton Manning's staggering throwing power and two able receivers ready to take his shotgun blasts in the chest. On defense you'll want to watch it as the team is a bit weak against the run, with not terribly impressive pass protection, either.
The house that Bill Parcells is currently trying to build is one longer on offense than defense but, overall, is a very solid group of players. Even though Testaverde isn’t one of the best QBs going, he’s got more than enough back-up, offensively, to make their ground game potent and, when he connects, some zippy receivers can carry the load.

QB: V. Testaverde
WR: R. Williams
WR: K. Johnson
OL: L. Allen
OL: D. Nguyen
OL: M. Wiley
RB: T. Glenn

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.
As far as NFL STREET 2 is concerned, the Dolphins are a very good team with very high offensive power and competitive defensive power, making them one of the better teams in the game. While none of their players particularly leap out at you, the overall package is what counts and, taken together, they’re a force with which to be reckoned with in the air or on the ground.
The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QA position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QA position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QA position. Solid receivers, and a very solid defense round out the package.

QB: D. McNabb  
WR: T. Owens  
WR: B. Dawkins  
OL: J. Kearse  
OL: T. Thomas  
OL: J. Trotter  
RB: J. Ritchie

The Eagles are a solid team with better than average ratings in both offense and defense making them something for the residents of Philly to be proud. They have a very solid defense, and the ‘ghost’ of Randall Cunningham seems to possess Donovan McNabb, given his raw speed at the QB position. Solid receivers, and a very solid defense round out the package.
Playbooks

Conference: NFC  Division: NFC East  Strong Point: Balanced  Weak Point: Balanced

Offense

Running

Passing

Trick

Defense

Stop Run

Long Pass

Short Pass

Eagles
Conference: NFC    Division: NFC South    Strong Point: Offense    Weak Point: Defense

Roster

Keith Brooking
Keion Carpenter
Alge Crumpler
Chris Draft
T.J. Duckett
Warrick Dunn
Ed Jasper
Patrick Kerney
Peerless Price
Bryan Scott

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.

QB: M. Vick
WR: D. White
WR: P. Price
OL: E. Jasper
OL: P. Kerney
OL: K. Brooking
RB: W. Dunn

The Falcon's have a pretty serious defensive deficit and, in football, that can be fatal. They have a solid offense with Duckett or Dunn at RB and Vick at QB featuring a solid arm and very good speed. That being said, we'd advise leaning towards the Falcons running game due to a bit of relative (in relation to their running game) weakness in the receiver department.
The 49ers of Joe Montana and Steve Young aren’t what they once were, with some big holes offensively and defensively when compared, head-to-head, with some of their more powerful street brethren. They have a few decent players, but none in particularly key positions making playing them effectively a bit more daunting a proposition than some others.
The New York Giants are another fairly average team with ratings (and players) that don’t exactly scream “world championship material” from the bleachers. They’re balanced pretty evenly but that doesn’t mean a whole lot when they’re getting run over on defense and stopped cold on offense. Not one of the better teams in the game even with a guy named Tiki on the roster.

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.
With the Jaguars you get a decent team that doesn’t stand out from the pack in any significant way but can offer up a solid experience despite having any overly impressive, franchise-style, players. They do have some decent receivers and a fairly able QB in Byron Leftwich matched up with a good defense. In the right hands, though, it’s probably a safe bet they can hang with the big boys.

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.

QB: B. Leftwich
WR: J. Smith
WR: R. Williams
OL: D. Darius
OL: M. Peterson
OL: J. Henderson
RB: F. Taylor
Conference: AFC    Division: AFC South    Strong Point: Offense    Weak Point: Defense

Playbooks

Offense

Running

Passing

Trick

Short Pass

Stop Run

Long Pass

Defense

Jaguars

Primagames.com
The Jets have a very solid offense, and a fairly impressive defense, with Pennington at QB, Curtis Martin at RB, and McCareins with a very good mix of stats at his disposal. They’re a well-balanced team and probably one of the better, overall, teams in the game whether you want to focus on running or passing.
Playbooks

Conference: AFC  Division: AFC East  Strong Points: Balanced  Weak Points: Balanced

Offense
- Running
- Passing
- Trick

Defense
- Stop Run
- Long Pass
- Short Pass
The Motor City hasn’t had a lot to brag about for a long, long time now (Barry bailing didn’t help) and this holds true for their video game counterparts. They have a solid offense but they’re failings in defense put a lot of pressure on that offense. Overall, they end up being fairly average, but you’ll have to be careful to staunch the offensive assaults of their opponents.
Conference: NFC  Division: NFC North  Strong Point: Offense  Weak Point: Defense

Playbooks

Offense
- Running
- Passing
- Trick

Defense
- Stop Run
- Long Pass
- Short Pass

LIONS
Conference: NFC
Division: NFC North
Strong Point: Offense
Weak Point: Defense

Roster

Nick Barnett
Na’il Diggs
Donald Driver
Brett Favre
Robert Ferguson
Bubba Franks
K. Gbaja-Biamila
Ahman Green
Cletidus Hunt
Marco Rivera
Darren Sharper
Javon Walker

Note: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.

The house that Favre constructed brick by brick, comes in with a decent offense and a pretty unimpressive defense making them another one of those teams that has to get points on the board early to compensate. On defense you’ll have to be very careful as they just don’t stack up very well against the majority of teams in the game, leaving them very vulnerable—especially to an able passing game.
The Panthers come into the game relying on their defense to carry the day as their offense has very little to write home about. They have good pass protection and can shut down an above average running game but putting up serious points will prove to be problematic due to weaknesses in their own passing game with the running game being pretty much non-existent.

QB: J. Delhomme
WR: S. Smith
WR: M. Muhammad
OL: J. Gross
OL: K. Jenkins
OL: J. Peppers
RB: S. Davis

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.
Conference: NFC  Division: NFC South  Strong Point: Defense  Weak Point: Offense

Playbooks

Running

Offense

Passing

Trick

Defence

Long Pass

Stop Run

Short Pass
The Patriots have a decent organization that sports a fairly impressive defense with an above average offense. Most of the players on the team have at least a few attributes making them, pound for pound, the match of some of the better players in the game. Still, you’ll have to watch that the offense holds up their end of the bargain as its defense that’s going to carry the day.

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.

QB: T. Brady
WR: D. Branch
WR: T. Law
OL: T. Bruschi
OL: M. Light
OL: R. Phifer
RB: C. Dillon

The Patriots have a decent organization that sports a fairly impressive defense with an above average offense. Most of the players on the team have at least a few attributes making them, pound for pound, the match of some of the better players in the game. Still, you’ll have to watch that the offense holds up their end of the bargain as its defense that’s going to carry the day.
Oakland's fans have always been a dedicated lot, but they won't find much to love in this particular gaming rendition. Though their defense is able, it's not up there with the best and their offense is, on the whole, lacking in several areas. It'll probably take a lot of persistence to be successful with the Raiders even with Gannon's rifle-like arm (after all, you need someone to pass to).
Another decent team, the Rams don’t particularly excel in any given category but are pretty solid through and through. With a few stand-out players (Faulk, Bulger, et al) they can run and throw the ball with equal vigor, and their defense, while not tip-top, should be able to carry them through the rough spots without too much heartache.

QB: M. Bulger
WR: T. Holt
WR: I. Bruce
OL: L. Little
OL: O. Pace
OL: R. Pickett
RB: M. Faulk

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.
Conference: NFC  Division: NFC West  Strong Point: Defense  Weak Point: Offense

**Playbooks**

**Offense**

- Running
- Passing
- Trick

**Defense**

- Stop Run
- Short Pass
- Long Pass

Playbooks for the Rams.
The Ravens are a good, solid, team that can hang with the best in NFL STREET 2. They have a fairly evenly matched offense and defense in balance and have enough weapons on offense to run and throw the ball with every chance of success. Their pass protection is great and they have a solid line to hold off all but the worst assaults making them a good pick.

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.

QB: K. Boller
WR: K. Johnson
WR: C. McAlister
OL: R. Lewis
OL: E. Mulitalo
OL: J. Ogden
RB: J. Lewis

TRAVIS TAYLOR
Conference: AFC
Division: AFC North
Strong Point: Balanced
Weak Point: Balanced

Playbooks

Ravens

Offense

Defense

Long Pass  Stop Run

Short Pass

Trick  Passing  Running
The Redskins may have a decent offense but where they might excel in aspects they have a very serious hole in the defensive department. You'll need to put up big gains on offense to offset a lot of potential trouble spots on defense. Unfortunately, their serious lack in this department makes them more of a team you take on because you're very good at the game rather than a team you can sit down with and expect to win with right off the bat.

QB: M. Brunell
WR: L. Coles
WR: R. Gardner
OL: J. Jansen
OL: C. Griffin
OL: M. Barrow
RB: C. Portis

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.
## Playbooks

### Offense
- **Running**
- **Passing**
- **Trick**

### Defense
- **Stop Run**
- **Long Pass**
- **Short Pass**

**Conference:** NFC  
**Division:** NFC East  
**Strong Point:** Offense  
**Weak Point:** Defense
The Saints come into the game riding on a good offense with a middling defense which drags them down a bit. Working within those constraints they have a good passing game and very good running game powered by a well-balanced (if not particularly overwhelming RB) in Deuce McAllister. They may not be about to win any championships, but a player can do a lot worse.

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.

QB: A. Brooks
WR: J. Horn
WR: J. Pathon
OL: J. Sullivan
OL: W. Gandy
OL: S. Hodge
RB: D. McAllister

J. Sullivan
Fred Thomas
Conference: NFC  Division: NFC West  Strong Point: Offense  Weak Point: Defense

### Roster

**Seahawks**

- **Shaun Alexander**
- **Chad Brown**
- **Matt Hasselbeck**
- **Darrell Jackson**
- **Walter Jones**
- **Itula Mili**
- **Chike Okeafor**
- **Jerry Rice**
- **Koren Robinson**
- **A. Simmons**
- **Bobby Taylor**
- **Marcus Trufant**
- **Grant Wistrom**

**QB:** M. Hasselbeck  
**WR:** J. Rice  
**WR:** B. Taylor  
**OL:** G. Wistrom  
**OL:** C. Brown  
**OL:** W. Jones  
**RB:** S. Alexander

The Seahawks are a fairly balanced team that does pretty well in offense and not so well in defense (though they certainly outstrip the Redskins in this dept). With Hasselbeck at QB and the legendary Rice at WR (still going!) as well as Robinson and Alexander rounding out a solid offense, you’ll have a very able team capable of scoring against very solid defenses whether it’s running or throwing.

**NOTE:** The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.
The Steelers, sadly, don’t have much to write home about in NFL STREET 2, with a very unimpressive defense coupled with a good offense. The problem here is going to be trying to keep ahead of the curve on offense cause if you don’t score early, it may get ugly in short order—don’t count on this group for a lot of turnovers, etc. On offense, though, they do have the unstoppable mountain known as Jerome Bettis with some good receivers semi-hampered by Maddox at QB.
The most recent addition to the NFL fairs well in offense but takes a pretty nasty hit in defense. The team formerly known as the Oilers has a very solid passing game and a decent running game (though we'd emphasize sticking with passing, when possible). Like a lot of other teams, you'll want to get on the board early to compensate for some weakness on defense as this is another team that won't be causing a lot of turnovers.

**QB**: D. Carr  
**WR**: A. Johnson  
**WR**: J. Gaffney  
**OL**: A. Peek  
**OL**: J. Sharper  
**OL**: G. Walker  
**RB**: D. Davis

**NOTE**: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.
Playbooks

Conference: AFC  Division: AFC South  Strong Point: Offense  Weak Point: Defense

Running

Offense

Passing

Trick

Defensive

Stop Run

Short Pass

Long Pass  Trick Passing
The Titans are pretty evenly balanced though, as a whole, there isn’t a lot to write home about with their defense dragging them down a bit more than you might like. Generally, they have no real stand-outs and most of the players are decent but nothing to get worked up over, with a pair of good receivers and an OK QB (their running game isn’t something you’ll want to rely on too much, either). Again, as with so many other teams, you’ll need to score early to keep the game in check.
Conference: AFC
Division: AFC South
Strong Point: Offense
Weak Point: Defense

Playbooks

Offense

Running

Passing

Trick

Defense

Long Pass

Stop Run

Short Pass

Primagames.com
The Vikings, stat-wise, are a clone of the Titans and if you've read the Titans portion you'll already have a good idea of what to expect here. Daunte Culpepper and Randy Moss, naturally, are the best things about the Vikings though they do have a good (but not great) RB in Williams. As is the case with any team that has a better offense than defense, you'll need to make the most of your drives.

NOTE: The following roster provides the best balance for a given team. Though each team features 11-14 players, these 7 provide the best, overall, offensive/defensive combination.

QB: D. Culpepper
WR: R. Moss
WR: A. Winfield
OL: M. Birk
OL: C. Claiborne
OL: C. Hovan
RB: M. Williams

The Vikings, stat-wise, are a clone of the Titans and if you've read the Titans portion you'll already have a good idea of what to expect here. Daunte Culpepper and Randy Moss, naturally, are the best things about the Vikings though they do have a good (but not great) RB in Williams. As is the case with any team that has a better offense than defense, you'll need to make the most of your drives.
The Aqueduct
Always in play

Neighborhood: Iron Park
Style Point Record: 350,000
# of Hot Spots: 5

The trick in the Aqueduct is that there is no out of bounds, which keeps the ball bouncing about and, invariably, always in play. So if the rock gets jarred loose, never stop chasing because your opponent(s) won’t!

The Alley
Right up the alley

Neighborhood: Stonehurst
Style Point Record: 400,000
# of Hot Spots: 5

As the name implies, the Alley is a tight and fairly narrow strip of asphalt in the middle of Stonehurst. There are plenty of walls to work with, but, unlike the Aqueduct, it isn’t a complete fishbowl.

Hot Spots

Legend: Sterling Sharpe

NOTE: The Legends are unlocked randomly on each field by hitting the various Hot Spots scattered throughout the area.

Legend: Chris Carter

NOTE: The Legends are unlocked randomly on each field by hitting the various Hot Spots scattered throughout the area.
The Imperial Tower field is situated on a towering skyscraper in the heart of the city. Field width is pretty decent, and the fresh astro-turf might be a welcome change on the knees (and your entire body, for that matter).

**Hot Spots**

Legend: Randall Cunningham

NOTE: The Legends are unlocked randomly on each field by hitting the various Hot Spots scattered throughout the area.

Chicago-style El trains rumble past as you wage war on this narrow strip of concrete. Note the fine piece of graffiti art to one side of the “field” from which to draw inspiration (with you as the runaway train).

**Second St. Station**

Choo-choo!

**Legend:** Mike Singletary

NOTE: The Legends are unlocked randomly on each field by hitting the various Hot Spots scattered throughout the area.
The Backlot
Whole lotta room

Neighborhood: Eagle Heights
Style Point Record: 250,000
# of Hot Spots: 5

The Backlot is just that: a big, wide-open lot. If you like to run, this neighborhood gives you plenty of room to do it in any direction, with lots of space to sort out your lot in life.

Royal Park
A field grows in Brooklyn?

Neighborhood: Downtown
Style Point Record: 300,000
# of Hot Spots: 5

Royal Park is a little bit of heaven tucked away in the alleys of the concrete jungle. The actual field is quite narrow, so if you’re a runner, be wary as the walls loom large and fast.

Hot Spots

Legend: Darrell Green

Legend: Jack Lambert

NOTE: The Legends are unlocked randomly on each field by hitting the various Hot Spots scattered throughout the area.
**The Cage**

Fenced in

**Neighborhood:** Stonehurst  
**Style Point Record:** 325,000  
**# of Hot Spots:** 5

This chain-link prison has no out of bounds and nowhere to run or hide. On the plus side, you have a decent amount of space to work with, so it’s a bit harder for an opponent to run you to ground.

**The Tracks**

The wrong side of...

**Neighborhood:** Iron Park  
**Style Point Record:** 350,000  
**# of Hot Spots:** 5

This beat up, groundskeeper-free patch of dirt and grass in the middle of Iron Park also features its own railroad rumbling by in the background. This is another narrow field, so be wary of your running game.

**Hot Spots**

Legend: Anthony Munoz

NOTE: The Legends are unlocked *randomly* on each field by hitting the various Hot Spots scattered throughout the area.

Legend: Mean Joe Greene

NOTE: The Legends are unlocked *randomly* on each field by hitting the various Hot Spots scattered throughout the area.
Sportsplex
Home touchdown!

Neighborhood: Eagle Heights
Style Point Record: 385,000
# of Hot Spots: 5

This field happens to be a baseball diamond but, for today, it’s home to no-holds-barred gridiron combat. It’s another narrow field, so your running game can be seriously constrained if you’re fond of running up the sides (rather than taking the suicide chute up the middle).

The Dig
Diggin’ In

Neighborhood: Iron Park
Style Point Record: 290,000
# of Hot Spots: 5

Lots of dirt and lots of wide open space mark the Dig as a runner’s paradise. There’s plenty of room to pass, too. Just watch out for the Porta Potties lining the side of the field...

Hot Spots
Legend: Bo Jackson

NOTE: The Legends are unlocked randomly on each field by hitting the various Hot Spots scattered throughout the area.

Legend: Joey Browner

NOTE: The Legends are unlocked randomly on each field by hitting the various Hot Spots scattered throughout the area.
EA Field
It's in the Game

Neighborhood: Eagle Heights
Style Point Record: 400,000
# of Hot Spots: 5

The home turf of EA Sports™ HQ is a long, wide, area with plenty of room for rifle-armed attacks and runaway running back ramrod-din'. Out of bounds are hard to come by, so you better be up on your Wall Hurdles and other Style moves to come out of this one on top.

Gridiron Park
Run the Gauntlet

Neighborhood: Downtown
Style Point Record: 425,000
# of Hot Spots: 5

There's one last, secret, field to be had in NFL STREET 2. Looking like something straight out of Times Square, Gridiron Park is where the best of the best play. The only issue is—how do you get there?
NFL STREET 2 UNLOCKED!

In addition to all the hard-hitting, over-the-top, football thrills in NFL STREET 2, we have myriad codes that'll unlock just about everything in the game as well as offer a variety of ways to tailor how the game plays.

AFC West All-Stars | NFC East All-Stars | EA Field
AFC West All-Stars: **WAESFCST**
Unlock the AFC West All-Star Team in team select.
AFC East All-Stars: **EAAFSFCST**
Unlock the AFC East All-Star Team in team select.
AFC North All-Stars: **NAAOFRCSTH**
Unlock the AFC North All-Star Team in team select.
AFC South All-Stars: **SAOOGFUCTH**
Unlock the AFC South All-Star Team in team select.
NFC West All-Stars: **ENASFSCT**
Unlock the NFC West All-Star Team in team select.
NFC East All-Stars: **NNOFRCTH**
Unlock the NFC East All-Star Team in team select.
NFC North All-Stars: **NNAS66784**
Unlock the NFC North All-Star Team in team select.
NFC South All-Stars: **SNOOFUCSTH**
Unlock the NFC South All-Star Team in team select.
EA Field: **EA Field**
Unlock the locked turf for EA Field.
Team Reebok: **Reebok**
Unlock the special team, Team Reebok.

User Stats

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits Earned</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chalk up 15 wins</td>
<td>5,000</td>
</tr>
<tr>
<td>Chalk up 40 wins</td>
<td>15,000</td>
</tr>
<tr>
<td>Chalk up 100 wins</td>
<td>45,000</td>
</tr>
<tr>
<td>Chalk up 200 wins</td>
<td>90,000</td>
</tr>
<tr>
<td>Earn 5,400,000 Style Points</td>
<td>5,000</td>
</tr>
<tr>
<td>Earn 14,100,000 Style Points</td>
<td>15,000</td>
</tr>
<tr>
<td>Earn 35,400,000 Style Points</td>
<td>45,000</td>
</tr>
<tr>
<td>Earn 70,500,000 Style Points</td>
<td>90,000</td>
</tr>
<tr>
<td>Hook up for 36 passing touchdowns</td>
<td>5,000</td>
</tr>
<tr>
<td>Hook up for 94 passing touchdowns</td>
<td>15,000</td>
</tr>
<tr>
<td>Hook up for 236 passing touchdowns</td>
<td>45,000</td>
</tr>
<tr>
<td>Hook up for 470 passing touchdowns</td>
<td>90,000</td>
</tr>
<tr>
<td>Grind the ball out for 63 rushing touchdowns</td>
<td>5,000</td>
</tr>
<tr>
<td>Grind the ball out for 165 rushing touchdowns</td>
<td>15,000</td>
</tr>
<tr>
<td>Grind the ball out for 413 rushing touchdowns</td>
<td>45,000</td>
</tr>
<tr>
<td>Grind the ball out for 823 rushing touchdowns</td>
<td>90,000</td>
</tr>
<tr>
<td>Sack the other guy 54 times</td>
<td>5,000</td>
</tr>
<tr>
<td>Sack the other guy 141 times</td>
<td>15,000</td>
</tr>
<tr>
<td>Sack the other guy 354 times</td>
<td>45,000</td>
</tr>
<tr>
<td>Sack the other guy 705 times</td>
<td>90,000</td>
</tr>
<tr>
<td>Pick the ball off 32 times</td>
<td>5,000</td>
</tr>
<tr>
<td>Pick the ball off 85 times</td>
<td>15,000</td>
</tr>
<tr>
<td>Pick the ball off 212 times</td>
<td>45,000</td>
</tr>
<tr>
<td>Pick the ball off 232 times</td>
<td>90,000</td>
</tr>
</tbody>
</table>

Game Modes

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits Earned</th>
</tr>
</thead>
<tbody>
<tr>
<td>Play the 2 Minute Challenge Street Event</td>
<td>4,000</td>
</tr>
<tr>
<td>Play the 4 On 4 Street Event</td>
<td>4,000</td>
</tr>
<tr>
<td>Play the Crush the Carrier Street Event</td>
<td>4,000</td>
</tr>
<tr>
<td>Play the Open Field Showdown Street Event</td>
<td>4,000</td>
</tr>
<tr>
<td>Play the Quick Strike Street Event</td>
<td>4,000</td>
</tr>
<tr>
<td>Play the Jump Ball Battle Street Event</td>
<td>4,000</td>
</tr>
<tr>
<td>Complete a Quick Game</td>
<td>2,500</td>
</tr>
<tr>
<td>Complete a Pickup Game</td>
<td>3,000</td>
</tr>
<tr>
<td>Complete the Tutorials</td>
<td>25,000</td>
</tr>
<tr>
<td>Complete NFL Challenge</td>
<td>45,000</td>
</tr>
<tr>
<td>Complete NFL Gauntlet</td>
<td>45,000</td>
</tr>
<tr>
<td>Complete Own the City</td>
<td>45,000</td>
</tr>
</tbody>
</table>

Save Files

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits Earned</th>
</tr>
</thead>
<tbody>
<tr>
<td>Have an NFL STREET save at power-up.</td>
<td>25,000</td>
</tr>
<tr>
<td>Have a Madden NFL Football 2005 save at power-up.</td>
<td>25,000</td>
</tr>
<tr>
<td>Have an NCAA Football 2005 save at power-up.</td>
<td>25,000</td>
</tr>
<tr>
<td>Have a Need for Speed Underground save at power-up.</td>
<td>25,000</td>
</tr>
<tr>
<td>Have an SSX 3 save at power-up.</td>
<td>25,000</td>
</tr>
</tbody>
</table>

Miscellaneous

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits Earned</th>
</tr>
</thead>
<tbody>
<tr>
<td>Play a game of NFL STREET 2 online.</td>
<td>4,000</td>
</tr>
<tr>
<td>Create a User ID to get your Street Feats rolling.</td>
<td>1,500</td>
</tr>
<tr>
<td>Take on another team as the NFL Legends.</td>
<td>10,000</td>
</tr>
<tr>
<td>Complete a Quick Game at EA Field</td>
<td>4,000</td>
</tr>
<tr>
<td>Complete a Quick Game at Gridiron Park.</td>
<td>4,000</td>
</tr>
<tr>
<td>Take on another team as Team Xzibit</td>
<td>4,000</td>
</tr>
<tr>
<td>Take on another team as Team Reebok.</td>
<td>4,000</td>
</tr>
</tbody>
</table>

Street Feats Appendix

As you meet certain game requirements you'll accrue additional credits for spending on gear, players, etc. throughout the game. Herein you'll find the complete list of requirements and what reward you'll earn for meeting them.