



STREET

**IN-DEPTH
OFFENSIVE
&
DEFENSIVE
STRATEGIES**

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STREET





prima's official strategy guide



Prima's Official Strategy Guide

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Introduction4

Playing Modes.....5

Play It.....5

Environments5

Offensive and Defensive Controls.....21

Introduction.....21

Offensive Controls21

Defensive Controls.....31

Offensive Playbook34

Introduction.....34

Run Plays.....34

Pass Plays36

Trick Plays39

Defensive Playbook.....42

Introduction.....42

Stop Run.....42

Vs. Short Pass45

Vs. Long Pass47



Teams50

Introduction.....50

NFL Teams51

Chicago Bears.....51

Cincinnati Bengals52

Buffalo Bills.....53

Denver Broncos.....54

Cleveland Browns.....55

Tampa Bay Buccaneers56

Arizona Cardinals57

San Diego Chargers.....58

Kansas City Chiefs.....59

Indianapolis Colts60

Dallas Cowboys.....61

Miami Dolphins62

Philadelphia Eagles.....63

Atlanta Falcons.....64

San Francisco 49ers65

New York Giants.....66

Jacksonville Jaguars67

New York Jets68

Detroit Lions.....69

Green Bay Packers70

Carolina Panthers.....71

New England Patriots72

Oakland Raiders73

St. Louis Rams74

Baltimore Ravens.....75

Washington Redskins76

New Orleans Saints.....77

Seattle Seahawks78

Pittsburgh Steelers79

Houston Texans80

Tennessee Titans81

Minnesota Vikings82

X-ecutioners.....83

KaySlay84

NFL Legends.....85

NFC East All-Stars86

NFC North All-Stars.....87

NFC South All-Stars.....88

NFC West All-Stars89

AFC East All-Stars.....90

AFC North All-Stars91

AFC South All-Stars92

AFC West All-Stars293

Cheat Codes94

Introduction

During a recent trip back to my hometown of Chicago, I found out that a group of guys, old guys (Mather High School, Class of '69), still gathered on Thanksgiving Day at Green Briar Park to play tackle football. We used to play in the morning, before the Packers-Lions game, a Thanksgiving Day tradition in the Midwest. The temperature was usually in the 30s, and the hard-packed, mostly frozen ground didn't have much give to it. But, we didn't care. It was football at its purest. And, no matter how many bruises we absorbed, there was a Thanksgiving Day table waiting to soothe our pain. What is your pickup football game memory? Did you play on the beach or in an alley, on a grassy field, or an asphalt parking lot? Wherever you played, or still play, I'm sure your head is full of stories.

What does all of this have to do with NFL Street? Quite simply, it's the reason you will love this game. Playing football on the street is not just an activity, it's a culture. And, now you can do it on your console system, without the risk of torn jeans, skinned knees, and sore ribs. If you've played ball with your buds on a chilly November afternoon in New York, or at Malibu Beach on a hot summer day, you know what I mean.

So, what are you waiting for? Choose up sides, take your team to the streets, and carve out a new urban legend. And, when your hands are sore from mashing the controller, call up some friends, grab a football, and find a field. It's the stuff memories are made of.



Playing Modes

Play It



There are four ways to play NFL Street, and you access all modes by selecting Play It from the main menu screen. Each style of play is described in the sections below. The Quick Game section also includes an introduction to player attributes and team creation.

NOTE

In all NFL Street playing modes, you have the option of loading or creating a User ID from the Select Controller screen. After creating a team and User ID in NFL Challenge, be sure to load your User ID in Pickup Game, All NFL Pickup, and NFL Challenge modes, so you can earn Challenge Tokens and Development Points for your accomplishments on the field. Style Points (not to be confused with Development Points) are always compiled, and you can view them on the User Stats screen for each User ID. Although you do not earn tokens and points in Quick Game, by loading your User ID you can play with your created team, if you have one.



Quick Game



If you are playing NFL Street for the first time, you choose from 32 NFL teams. As you pay your dues in NFL Challenge, you unlock additional teams (see the NFL Challenge section below for more information).



NFL Street is played with seven-man teams, and every player does double duty on offense and defense, so you don't have the luxury of two squads. Each NFL team includes 13 players, so you assemble a team

based on your playing style. If you'd rather not select your players one at a time, click on Auto Pick to let the CPU assemble your team.

TIP

There are no rules when it comes to picking your players, so it is important to consider playing style, rather than tradition. For example, if you prefer a run-oriented offense, skip the quarterback position and select two running backs. Conversely, if you like to air it out, bypass running backs in favor of receivers. However, don't forget that your offensive players must also play defense. Look for attributes that contribute positively on both sides of the ball, so you don't end up with a glaring weakness that is easily exploited.

You can think even more globally and assemble a team that generally favors offense or defense. For example, selecting defensive backs strengthens your pass defense, and if the defenders have high Catching ratings, they can double as receivers on offense.

The following table will help you analyze your prospective players and consider the value of each Player Attribute.

Player Attributes

Attribute	On Offense	On Defense
Passing	Speed and accuracy of passes	No value on defense
Speed	Arguably, the most important attribute for getting to the end zone quickly	Speed Burst helps a slow defender catch up to a quick ball carrier, but you still need Speed to cover the field on defense
Blocking	A key for protecting your QB and making holes for the running back	A factor only on an interception return or run back of a fumble
Agility	The ability to jump and juke a defender out of his cleats	A strong rating enables a defensive back to leap in front of the ball
Catching	Important for pass receivers or running backs receiving pitches	Critical attribute for defensive backs when going for interceptions
Run Power	Ability to break tackles	A factor only when your defensive player has the ball
Carrying	A high rating means fewer fumbles	Multiple fumbles on one play are common, so your defenders should be sure-handed or they'll give the ball right back to the offense
Tackling	Not a factor	Ability to wrap up a ball carrier, and achieve proper pursuit angles
Coverage	Not a factor	How well a defender reacts to the ball and a receiver's moves; high Catching and Coverage ratings produce acrobatic interceptions
D-Moves	Not a factor	Ability to finesse or overwhelm a blocker and blow up an offensive play before it gets started



After finalizing your lineup, select one of two playing environments: EA Field or The Courtyard. EA Field is wide-open, perfect for an explosive, deep passing attack. The Courtyard is more suitable for trucks than football players. It is narrow and full of sideline obstacles, so you'd better think vertical and bring your power running game.


NOTE

Six more fields are locked at the beginning of play, but you unlock them by completing challenges. See the "Environments" section at the end of this chapter for pictures and strategy tips for all eight environments.



The rules of a Quick Game are very simple. The first team to reach a predetermined number of touchdowns (points scored) or Style Points wins. There is no time limit, and like all *NFL Street* venues, there are no time outs, punts, kickoffs, or field goals. You have four downs to get a first down, or you lose possession. When the Play Selection screen appears, you have 25 seconds to call a play and snap the ball.

NOTE



Select your scoring rules and other settings on the Options screen before beginning a game.

PICKUP GAME



Like Quick Game, you must assemble a team of players before playing a Pickup Game. However, this time, both sides alternate their selections from the same pool of 40 players, so you must put more thought into

building your team. While it is always fun to select your favorite players, you should build a team that best supports your style of play, with the understanding that one style on offense usually affects your strategy on defense.



Although you do not earn Development Points and Challenge Tokens in Quick Game, your moves are still rated, and a running total of each team's Style Points appears at the top of the screen.

NOTE

The following table will guide you in selecting players to support your style. You can also build a balanced squad, but this may prevent you from being spectacular in at least one facet of the game. For examples of team styles, review the Rosters chapter, where you'll find four different squads for each team.

NOTE

Each Style move that earns points is posted on the screen during or after the play.

Team Styles

Style	Attribute Emphasis
Speed	Speed, Agility, Run Power
Power	Run Power, Blocking, Speed
Passing	Passing, Speed, Agility, Catching
Defensive Specialists	Tackling, Coverage, Catching



When you compile enough points, the GameBreaker bar at the top of the screen flashes, indicating that you can call a GameBreaker at any time (review the "Offensive and Defensive Controls" section for tips on how to use your GameBreakers). When a GameBreaker is active, he glows white and runs around the field like a possessed man. On offense you are likely to score from anywhere on the field, while on defense, a GameBreaker consistently causes turnovers. A GameBreaker continues until a score or change of possession.



A pool of 40 players is randomly generated for each Pickup Game and the distribution of talent at each position is rarely balanced. The players are arranged by position, and you can check the Roster screen during the

selection process to compare both teams. When you are down to your last couple of picks, check the opposing roster carefully to see how your team matches up. A single key player to fill out your roster may determine whether you are competitive or in danger of a serious thrashing.

NOTE

If you call a GameBreaker while the other team's GameBreaker is active, both are immediately cancelled.

NOTE

The number of players at each position is different for every Pickup Game. Hence, you might have seven wide receivers in one pool, and only four in the next. This holds true for every position, so look at the entire selection of available players before you choose a team style. If you decide from the start to fashion a power running attack, but the selection of runners and blockers is thin, you won't be able to support your style of play.

ALL NFL PICKUP



Although the same rules apply for selecting a team in All NFL Pickup, you have the entire pool of NFL players from all 32 teams, along with NFL Legends such as Barry Sanders, Ken Stabler, and William

Perry. With so much talent, you can choose players freely, because you will never run out of quality players at any position.

NFL CHALLENGE



After playing a few pickup games, it's time to create a team from scratch and take them to the streets in NFL Challenge. Unlike the playing modes described earlier, you begin NFL Challenge

with a team of fictitious players who lack the attributes of the NFL players you've been using. But, the street is your school, and after a few successful challenges, you'll be on your way to building an urban football dynasty.

Team Creation



The first step is to select a Roster type: Balanced, Rush Offense, Rush Defense, Pass Offense, Pass Defense, or Custom. If you select one of the pre-made rosters, you receive seven players and 200 Development Points to use for fine-tuning your players' Attributes (10 categories), Height, and Weight. However, if you select Custom, you begin with all 8,000 Development Points to use on your team of default (unskilled and very small) players.

Name, Jersey Number, and Appearance



A good place to start is with the basics: First and Last Name, Position, Jersey Number, Face, Hairstyle, and Hair Color. There is no cost for being creative here, so give your players some style. How about purple dreads with a pony tail?

Gear



There is no cost for editing your player's clothing and gear. So, you can customize uniforms, tattoos, armbands, shoes, and more without using any of your 8,000 Development Points.

Later, when you complete specific Challenges, you can earn special Impact Gear that actually improves a player's performance.

Celebration



Looking good when you celebrate may not earn Style Points, but it gets on your opponent's nerves, and that's definitely worth something in *NFL Street!*

Style Moves



You can assign up to four Signature Style moves to each player. The trick is to use as many Style moves as possible when you are in the open field (using Style moves in heavy traffic is dangerous, due to the increased frequency of fumbling). Combine your moves with other actions such as first downs, completed passes, and touchdowns, and you rack up Style Points, which eventually earn you a GameBreaker. You can choose from more than 60 unique moves. See the "Offensive and Defensive Controls" section for a complete list of Style moves and point values.

Height and Weight



The point costs for height and weight are less at the lower levels, but more expensive as your player approaches the maximum height and weight of 7', 380 lbs. It's nice to have a 300-pound lineman

leading the way, but don't spend too many points here, or you'll be unable to distribute enough Attribute points to field a decent team.

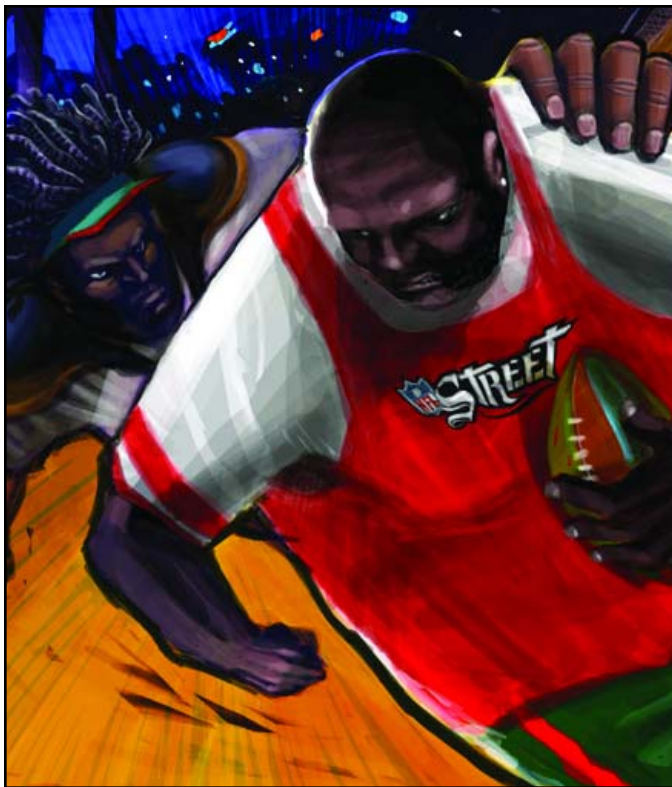
Attributes

Player Attributes

- *Passing:* Speed and accuracy of passes
- *Speed:* How fast a player runs
- *Blocking:* The ability to run and pass block
- *Agility:* Jumping ability and speed of jukes and spins
- *Catching:* Pass and pitch catching ability
- *Run Power:* Ability to break tackles
- *Carrying:* A high rating means fewer fumbles
- *Tackling:* Tackling ability and accuracy of pursuit angles
- *Coverage:* Defensive pass cover skills; ability to react to the ball and make interceptions (Catching is also a factor on interceptions)
- *D-Moves:* Ability to get through, around, and by blockers



Players are rated between Level 1–20 for each Attribute. You can exceed Level 20 with the addition of Impact Gear earned by completing Challenges. Attribute improvement costs more as a player's ability improves, as reflected in the table below.



Point Costs Per Level

Level(s)	Point Cost Per Level
1-3	5
4-5	10
6	15
7	20
8	25
9	30
10	35
11	45
12	60
13	75
14	100
15	175
16	300
17	450
18	650
19	900
20	1,000

CAUTION

Once you improve a player's Attributes and then save the team to your Profile, you cannot redistribute the Development Points. So, make sure you are satisfied with a player before you save your team, because you cannot reverse the changes.

Team Editor



As your squad begins to take shape, go into the Team Editor and alter your colors, name, and logo to suit your team's personality.

Taking the Challenge



When you begin NFL Challenge, you have a choice between two Challenge Locations: NFC West at EA Field, and AFC West at San Diego, CA (both locations

must be completed before other ladders are unlocked). After selecting a location, choose between Challenge Mode and NFL Ladder.

Challenge Mode



In Challenge Mode, you wager tokens for the ability to take a challenge (you begin with 800 tokens). You can select any of the 24 Challenges, but as a new player with a relatively inexperienced team, you probably lack the skills to compete at the higher levels. Furthermore, the higher-level challenges are very costly (the top four cost 760 tokens each!). You encounter five Difficulty levels in NFL Challenge: No Skills, Weak Skills, Got Skills, Legendary Skills, and Mad Skills.

NOTE

The token cost for each challenge is a one-time fee. If you fail, you can go back as many times as necessary to complete the challenge successfully.



The first four challenges are relatively easy, and each one pays 100 Development Points, along with a special piece of Gear. As you earn Development Points, use them to

strengthen your team in preparation for the more difficult challenges to come. The following tables include every challenge and reward.

Challenge Mode: NFC West

<i>Description</i>	<i>Difficulty</i>	<i>Rewards</i>	<i>Token Cost</i>
Score first against Cardinals	No Skills	100 Development Points; Long Sleeve Shirt 4	20
On your first drive, get a 1st down or score against the 49ers	No Skills	100 Development Points; Team Logo: Tigers	20
On your first drive, successfully dive for a TD against the Seahawks	No Skills	100 Development Points; Metal Pads 7	20
Beat the Cardinals in a game to 14 in 8 minutes or less	No Skills	100 Development Points; Jumpsuit Shirt	20
Beat the Seahawks to 50,000 Style Points	Weak Skills	Offensive Play: Reverse Pass; 100 Development Points	40
Successfully complete 2 Spins or Jukes and beat your opponent in a game to 24	Weak Skills	Offensive Play: PA Reverse; 100 Development Points	40
Successfully complete 2 Stiff Arms and beat your opponent in a game to 24	Weak Skills	220 Development Points; High-Tops 3	40
Successfully pitch the ball, complete 1 pass, and beat your opponent in a game to 20	Weak Skills	220 Development Points	40
On your first drive, run for a TD against the Seahawks	Weak Skills	220 Development Points; Short Sleeve Shirt 4	40
Be ahead of the Seahawks after 20 plays	Got Skills	480 Development Points; Sweatshirt 3	80
On your first drive, pass for a TD against the Cardinals	Got Skills	480 Development Points	80
Be ahead of the 49ers after 25 plays	Got Skills	480 Development Points; Ski Cap 4	80
Shut out the Rams in a game to 12	Got Skills	Impact Headband 1 (+1 Coverage)	80
Score a TD with an offensive GameBreaker and beat the 49ers in a game to 20	Got Skills	Impact Shoes 4 (+1 Speed)	80
Score a TD before the Rams score a TD	Got Skills	Impact Shoes 1 (+1 Agility)	80
Score a defensive TD and beat your opponent in a game to 36	Mad Skills	760 Development Points	120
Get 3 user tackles and beat the 49ers in a game to 20	Mad Skills	760 Development Points	120
Stop the 49ers from getting a 1st down (or scoring) on their first drive	Legendary Skills	1,120 Development Points	160
Make a goal line stand against the Rams	Legendary Skills	1,120 Development Points; Team Logo: Ninjas	160
Calling a running play, successfully pitch the ball twice on your very first play	Got Skills	Impact Gloves 3 (+3 Catching)	200
Beat the Cardinals in a game to 24	Mad Skills	Choose a player from the Cardinals' roster	760
Beat the Seahawks in a game to 24	Mad Skills	Choose a player from the Seahawks' roster	760
Beat the 49ers in a game to 24	Mad Skills	Choose a player from the 49ers' roster	760
Beat the Rams in a game to 24	Mad Skills	Choose a player from the Rams' roster	760



Challenge Mode: AFC West

<i>Description</i>	<i>Difficulty</i>	<i>Rewards</i>	<i>Token Cost</i>
On your first drive against the Chiefs, execute a play worth 8,000 style points	No Skills	100 Development Points; Team Logo: Kings	20
Run for 2 TDs and beat the Chargers in a game to 14	No Skills	100 Development Points; Jumpsuit Pants	20
Run for 1 TD, pass for 1 TD, and beat the Raiders in a game to 14	No Skills	100 Development Points; Basketball Jersey 4	20
Be ahead of the Broncos after 12 plays	No Skills	100 Development Points; T-Shirt 7	20
Beat the Raiders in a game to 14 without throwing an interception or losing a fumble	Weak Skills	Offensive Play: Flats; 100 Development Points	40
Shut out the Broncos in a game to 12	Weak Skills	Offensive Play: Posts; 100 Development Points	40
Successfully complete 1 Style pass, 1 Style pitch, and win against the Broncos in a game to 24	Weak Skills	220 Development Points; Sweatshirt 4	40
Successfully complete 2 Jukes or Spins, and beat the Chargers in a game to 24	Weak Skills	220 Development Points	40
On your first drive, successfully dive for a TD against the Broncos	Weak Skills	220 Development Points; Baggy Shorts 5	40
Beat the Chiefs in a game to 24 with no more than 3 lost fumbles and interceptions combined	Got Skills	480 Development Points; Camo Pants 3	80
Pass for 2 TDs and beat the Chiefs in a game to 24	Got Skills	480 Development Points	80
On your first drive against the Chargers, execute a play worth 15,000 Style Points	Got Skills	480 Development Points; Tennis Shoes 4	80
Successfully complete 2 Stiff Arms and beat the Raiders in a game to 24	Mad Skills	760 Development Points; Team Logo: Thugs	120
Get 2 user tackles using the defensive Power Move against the Broncos on their first drive	Mad Skills	760 Development Points	120
Be ahead of the Raiders after 2 minutes	Got Skills	Impact Gloves 5 (+2 Carrying)	140
Beat the Chiefs to 200,000 Style Points	Got Skills	Impact Shoes 2 (+2 Agility)	140
Successfully complete 1 Style Juke/Spin, 1 Style Hurdle, 1 Style Dive, and win against the Raiders in a game to 24	Legendary Skills	1,120 Development Points; T-Shirt 6	160
Calling only passing plays, beat the Chiefs in a game to 12 without getting sacked	Legendary Skills	1,120 Development Points	160
Intercept 1 pass and beat the Chargers in a game to 24	Got Skills	Impact Gloves 6 (+3 Carrying)	200
Sack the Broncos 2 times and beat them in a game to 24	Got Skills	Impact Armband 3 (+3 D-Moves)	200
Beat the Chiefs in a game to 24	Mad Skills	Choose a player from the Chiefs' roster	760
Beat the Raiders in a game to 24	Mad Skills	Choose a player from the Raiders' roster	760
Beat the Chargers in a game to 24	Mad Skills	Choose a player from the Chargers' roster	760
Beat the Broncos in a game to 24	Mad Skills	Choose a player from the Broncos' roster	760



Challenge Mode: NFC North

<i>Description</i>	<i>Difficulty</i>	<i>Rewards</i>	<i>Token Cost</i>
Score at least 50,000 Style Points and beat the Bears in a game to 16	No Skills	100 Development Points; Cargo Pants 3	20
Run for 1 TD, pass for 1 TD, and beat the Bears in a game to 16	No Skills	100 Development Points	20
Successfully complete 1 Signature Style Juke or Spin and beat the Vikings in a game to 14	No Skills	100 Development Points	20
Beat the Packers in a game to 16 in 8 minutes or less	No Skills	100 Development Points; Visor 4	20
Force 2 fumbles and beat the Vikings in a game to 30	Weak Skills	Defensive Play: Outside Blitz; 100 Development Points	40
Get 1 interception and beat the Lions in a game to 20	Weak Skills	Offensive Play: Split; 100 Development Points	40
Successfully pitch the ball 2 times in a row on your first play	Weak Skills	220 Development Points; Short Sleeve Shirt 5	40
Beat the Packers by 10 or more in a game to 30	Weak Skills	220 Development Points	40
Shut out the Vikings in a game to 14	Weak Skills	220 Development Points	40
Successfully complete 1 Signature Style Hurdle and beat the Packers in a game to 30	Got Skills	480 Development Points	80
Calling only running plays, beat the Lions in a game to 28	Got Skills	480 Development Points; Boots 3	80
Calling only pass plays, complete 5 passes in a row and beat the Vikings in a game to 30	Got Skills	480 Development Points	80
On your first drive, score a TD against the Lions who have an active Defensive GameBreaker	Mad Skills	760 Development Points; Team Logo: Gorillas	120
Get 3 user Sacks and beat the Bears in a game to 30	Mad Skills	760 Development Points; Visor 6	120
Beat the Lions to 200,000 Style Points	Got Skills	Impact Pads 2 (+2 Tackling)	140
Be ahead of the Vikings after 2 minutes	Mad Skills	Impact Armband 5 (+2 Blocking)	140
Beat the Bears in a game to 30 without throwing an interception or losing a fumble	Legendary Skills	1,120 Development Points; Team Logo: Soulmen	160
Score a defensive TD against the Lions on their first possession	Legendary Skills	1,120 Development Points	160
Beat the Bears by 20 or more in a game to 30	Mad Skills	Impact Pads 3 (+3 Tackling)	200
Shut out the Lions in a game to 24	Got Skills	Impact Wristband 3 (+3 Passing)	200
Beat the Packers in a game to 24	Mad Skills	Choose a player from the Packers' roster	760
Beat the Bears in a game to 24	Mad Skills	Choose a player from the Bears' roster	760
Beat the Vikings in a game to 24	Mad Skills	Choose a player from the Vikings' roster	760
Beat the Lions in a game to 24	Mad Skills	Choose a player from the Lions' roster	760



Challenge Mode: AFC North

<i>Description</i>	<i>Difficulty</i>	<i>Rewards</i>	<i>Token Cost</i>
Score 2 TDs in 5 minutes or less against the Ravens	No Skills	100 Development Points; Short Sleeve Shirt 6	20
Score 12 points in 2 drives or less against the Bengals	No Skills	100 Development Points; Boots 4	20
Calling only running plays, get a TD against a team that has an active GameBreaker	No Skills	100 Development Points; Baggy Shorts 4	20
Score a TD on the very first play of your drive against the Ravens	No Skills	100 Development Points; Hat 4	20
Calling a running play, successfully pitch the ball and score on your very first play	Weak Skills	Offensive Play: Deep Corner; 100 Development Points	40
Earn 10,000 Style Points against the Browns on your very first play	Weak Skills	Defensive Play: Double Spy; 100 Development Points	40
Shut out the Browns in a game to 14	Weak Skills	220 Development Points; Warm-Ups 5	40
Score a safety on your opponent's very first drive	Weak Skills	220 Development Points; Team Logo: MC's	40
Earn 4 user tackles against the Steelers on their first drive	Weak Skills	220 Development Points; Team Logo: Flies	40
Score on your first 3 drives without throwing an interception or losing a fumble to the Browns	Got Skills	480 Development Points	80
Score 2 rushing and 2 passing TDs and win a game to 32 against the Steelers	Got Skills	480 Development Points; Warm-Ups 6	80
Come back from a 16-point deficit and win a game to 36 points against the Ravens	Got Skills	480 Development Points; Visor 5	80
Beat the Browns to 100,000 Style Points	Got Skills	Impact Pads 4 (+1 Run Power)	80
Sack the Bengals 3 times in 2 minutes or less while shutting them out	Mad Skills	760 Development Points; Headband 4	120
Score 2 defensive TDs against the Steelers before either team scores 36 points	Mad Skills	760 Development Points	120
Shut out the Steelers after 20 plays	Mad Skills	Impact Wristband 25 (+2 Passing)	140
Your opponent has an active GameBreaker. Stop them from scoring	Legendary Skills	1,120 Development Points; Baggy Pants 5	160
Successfully pitch the ball 6 times on your first play against the Bengals	Legendary Skills	1,120 Development Points	160
Force and recover 2 fumbles and beat the Steelers in a game to 28	Legendary Skills	Impact Pads 6 (+3 Run Power)	200
On your first drive, run for a TD against a team that has an active GameBreaker	Mad Skills	Impact Shoes 6 (+3 Speed)	200
Beat the Bengals in a game to 24	Mad Skills	Choose a player from the Bengals' roster	760
Beat the Ravens in a game to 24	Mad Skills	Choose a player from the Ravens' roster	760
Beat the Browns in a game to 24	Mad Skills	Choose a player from the Browns' roster	760
Beat the Steelers in a game to 24	Mad Skills	Choose a player from the Steelers' roster	760



Challenge Mode: NFC South

<i>Description</i>	<i>Difficulty</i>	<i>Rewards</i>	<i>Token Cost</i>
Earn 1 GameBreaker and beat the Falcons in a game to 24	No Skills	100 Development Points; Camo Pants 4	20
Get 1 user sack and beat the Falcons in a game to 16	No Skills	100 Development Points; Baggy Pants 6	20
Shut out the Buccaneers in a game to 14	No Skills	100 Development Points; Team Logo: Pit Bulls	20
Score a TD before the Falcons score a TD	No Skills	100 Development Points; High-Tops 2	20
Score before the Panthers score	Weak Skills	Defensive Play: Corner Crunch; 100 Development Points	40
On your first drive, rush for a TD against the Buccaneers	Weak Skills	Defensive Play: MLB Blitz; 100 Development Points	40
Beat the Saints to 100,000 Style Points in 6 minutes or less	Weak Skills	220 Development Points	40
Get 5 user tackles and beat the Buccaneers in a game to 20	Weak Skills	220 Development Points	40
Get 2 user sacks and beat the Falcons in a game to 20	Weak Skills	220 Development Points; Hat 6	40
Shut out the Falcons for 20 plays	Got Skills	220 Development Points	40
Score 1 rushing TD, 1 passing TD, 1 defensive TD, and beat the Buccaneers in a game to 36	Got Skills	480 Development Points; Printed Pants 1	80
Beat the Saints by 20 in a game to 36	Got Skills	480 Development Points	80
Beat the Panthers in a game to 20 and stop them from getting a GameBreaker	Got Skills	480 Development Points; Team Logo: Peacocks	80
Beat the Saints in a game to 14 without throwing an interception or losing a fumble	Got Skills	Impact Armband 1 (+1 D-Moves)	80
Beat the Buccaneers to 100,000 Style Points	Got Skills	Impact Wristband 1: (+1 Passing)	80
Get 2 picks and beat the Panthers in a game to 30	Mad Skills	760 Development Points; Basketball Shorts 10	120
Get 10 user tackles and beat the Saints in a game to 20	Mad Skills	760 Development Points; Cargo Pants 4	120
Score within the first five plays against the Panthers	Got Skills	Impact Pads 5 (+2 Run Power)	140
Make a goal line stand against the Buccaneers	Legendary Skills	1,120 Development Points	160
Get 5 user sacks and beat the Panthers in a game to 30	Legendary Skills	1,120 Development Points	160
Beat the Buccaneers in a game to 24	Mad Skills	Choose a player from the Buccaneers' roster	760
Beat the Falcons in a game to 24	Mad Skills	Choose a player from the Falcons' roster	760
Beat the Saints in a game to 24	Mad Skills	Choose a player from the Saints' roster	760
Beat the Panthers in a game to 24	Mad Skills	Choose a player from the Panthers' roster	760



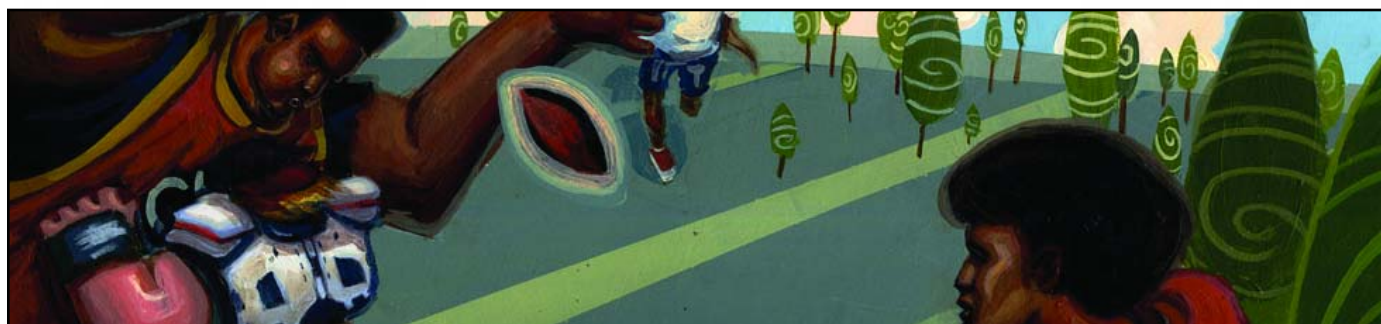
Challenge Mode: AFC East

<i>Description</i>	<i>Difficulty</i>	<i>Rewards</i>	<i>Token Cost</i>
Use the Style Dive to find the end zone on your first drive	No Skills	100 Development Points	20
Complete 3 passes or more and beat the Bills in a game to 14	No Skills	100 Development Points; Printed Pants 2	20
Beat the Patriots to 40,000 Style Points without throwing an interception or losing a fumble	No Skills	100 Development Points; Team Logo: Devils	20
Complete 3 consecutive Style passes in 3 drives or less	No Skills	100 Development Points; Ski Cap 3	20
Beat the Dolphins by 12 in a game to 36	Weak Skills	Offensive Play: Dish Out; 100 Development Points	40
Win a game to 14 in two drives or less	Weak Skills	Offensive Play: Fake Reverse; 100 Development Points	40
Score 12,000 Style Points against the Dolphins on your very first play	Weak Skills	220 Development Points; Baggy Pants 4	40
Sack the Bills 3 times before either team scores 24 points	Weak Skills	220 Development Points	40
In 5 minutes or less, score 16 points against the Patriots	Weak Skills	220 Development Points	40
Pass for 5 TDs or more in a game to 40 and beat the Jets	Got Skills	480 Development Points	80
Score 3 or more TDs while Stylin' across the goal line and win in a game to 36	Got Skills	480 Development Points	80
Earn 2 GameBreakers in a game to 36 and beat the Jets	Got Skills	480 Development Points; Basketball Shorts 9	80
Calling a run play, rush for a TD against the Dolphins on your first play	Got Skills	Impact Pads 1 (+1 Tackling)	80
Without letting your opponent score, pick the ball 3 times in 10 minutes or less	Mad Skills	760 Development Points	120
Successfully pitch the ball 3 times or more and score on your first play	Mad Skills	760 Development Points	120
Shut out the Jets in a game to 14	Got Skills	Impact Shoes 5 (+2 Speed)	140
Be ahead of the Patriots after 15 plays	Got Skills	Impact Armband 2 (+2 D-Moves)	140
Stop the Bills from scoring in a goal line stand	Legendary Skills	1,120 Development Points; Team Logo: DJ's	160
Shut out the Dolphins in a game to 36	Legendary Skills	1,120 Development Points	160
Beat the Dolphins to 500,000 Style Points	Got Skills	Impact Shoes 3 (+3 Agility)	160
Beat the Dolphins in a game to 24	Mad Skills	Choose a player from the Dolphins' roster	760
Beat the Bills in a game to 24	Mad Skills	Choose a player from the Bills' roster	760
Beat the Patriots in a game to 24	Mad Skills	Choose a player from the Patriots' roster	760
Beat the Jets in a game to 24	Mad Skills	Choose a player from the Jets' roster	760



Challenge Mode: NFC East

<i>Description</i>	<i>Difficulty</i>	<i>Rewards</i>	<i>Token Cost</i>
Come back from a 6-point deficit and be ahead of the Redskins after 1 minute	No Skills	100 Development Points; Basketball Jersey 5	20
Score at least 50,000 Style Points in 8 minutes or less	No Skills	100 Development Points; Baggy Pants 7	20
Score a TD against the Giants in 40 seconds or less	No Skills	100 Development Points; Baggy Shorts 7	20
Score 2 rushing TDs against the Cowboys in 10 minutes or less	No Skills	100 Development Points; Hat 5	20
Get 1 user sack and beat the Redskins in a game to 24	Weak Skills	Offensive Play: Slash; 100 Development Points	40
Get 3 sacks and beat the Eagles in a game to 36	Weak Skills	Offensive Play: Quick Option; 100 Development Points	40
Be ahead of the Redskins after 6 drives on offense	Weak Skills	220 Development Points	40
On your first drive, calling only pass plays, complete at least 3 passes with no incompletions and score a TD	Weak Skills	220 Development Points; Baggy Shorts 6	40
Earn 2 GameBreakers and win a game to 36 points	Weak Skills	220 Development Points	40
Be ahead of the Cowboys after 5 minutes	Got Skills	220 Development Points	40
Score first in a game against the Redskins	Got Skills	480 Development Points	80
Intercept 2 passes and recover 2 of your opponent's fumbles before either team reaches 64 points	Got Skills	480 Development Points	80
Get fewer than 16 1st downs and win the game to 36 points	Got Skills	480 Development Points	80
Be ahead of the Eagles after 15 plays	Got Skills	Impact Gloves 1 (+1 Catching)	80
Successfully pitch the ball 4 times or more and score on your first play	Mad Skills	760 Development Points; Team Logo: Fists	120
Shut out the Eagles in a game to 36 points	Mad Skills	760 Development Points; Team Logo: Aliens	120
Shut out the Giants for two minutes	Got Skills	Impact Headband 2 (+2 Coverage)	140
Beat the Redskins to 250,000 Style Points	Got Skills	Impact Gloves 2 (+2 Catching)	140
The Giants have a GameBreaker. Stop them from scoring on their first drive	Legendary Skills	1,120 Development Points; Basketball Shorts 8	160
Get 3 user picks against the Eagles and win the game to 36 points	Legendary Skills	1,120 Development Points	160
Beat the Cowboys in a game to 24	Mad Skills	Choose a player from the Cowboys' roster	760
Beat the Giants in a game to 24	Mad Skills	Choose a player from the Giants' roster	760
Beat the Eagles in a game to 24	Mad Skills	Choose a player from the Eagles' roster	760
Beat the Redskins in a game to 24	Mad Skills	Choose a player from the Redskins' roster	760



Challenge Mode: AFC South

<i>Description</i>	<i>Difficulty</i>	<i>Rewards</i>	<i>Token Cost</i>
Be ahead of the Titans after 12 plays	No Skills	100 Development Points; Athletic Shorts 4	20
Be ahead in Style Points over the Jaguars after 20 plays	No Skills	100 Development Points; Team Logo: Skulls	20
Dive with Style into the end zone on your first drive	No Skills	100 Development Points; Camo Shorts	20
On your first drive against the Texans, score a TD and complete 1 Style pass	No Skills	100 Development Points; Basketball Jersey 6	20
On your first drive, rush for a TD against the Texans	Weak Skills	Offensive Play: Bash; 100 Development Points	40
Be ahead of the Colts after 10 minutes	Weak Skills	Offensive Play: Quick Pitch; 100 Development Points	40
Stop the Jaguars from scoring a TD on their first possession	Weak Skills	220 Development Points	40
Get 3 user sacks and beat the Titans in a game to 30	Weak Skills	220 Development Points	40
Score 15,000 Style Points on your very first play against the Colts	Weak Skills	220 Development Points; Baggy Pants 3	40
Calling only pass plays, complete 3 passes in a row and beat the Titans in a game to 24	Got Skills	480 Development Points	80
Score 2 rushing TDs, 2 passing TDs, 1 defensive TD, and beat the Titans in a game to 44	Got Skills	480 Development Points; Camo Pants 2	80
Beat the Jaguars by 10 in a game to 30	Got Skills	480 Development Points; Basketball Shorts 11	80
Get at least 10 1st downs and beat the Texans in a game to 30	Got Skills	Impact Gloves 4 (+1 Carrying)	80
Beat the Colts to 150,000 Style Points	Got Skills	Impact Armband 1 (+1 D-Moves)	80
Sack the Texans 5 times and beat them in a game to 30	Mad Skills	760 Development Points	120
Get 2 user picks and beat the Colts in a game to 28	Mad Skills	760 Development Points; Team Logo: Twisters	120
On the current drive, intercept the ball and return it for a defensive TD to win a game against the Texans	Legendary Skills	1,120 Development Points	160
Get 5 picks against the Jaguars and beat them in a game to 36	Legendary Skills	1,120 Development Points; Baseball Jersey 4	160
Come back from being down 20 and beat the Jaguars in a game to 30	Got Skills	Impact Armband 6 (+3 Blocking)	200
Outlast the Colts in a marathon game to 100	Got Skills	Impact Headband 3 (+3 Coverage)	760
Beat the Colts in a game to 24	Mad Skills	Choose a player from the Colts' roster	760
Beat the Jaguars in a game to 24	Mad Skills	Choose a player from the Jaguars' roster	760
Beat the Texans in a game to 24	Mad Skills	Choose a player from the Texans' roster	760
Beat the Titans in a game to 24	Mad Skills	Choose a player from the Titans' roster	760





NFL Ladder

The second half of NFL Challenge consists of a ladder, where you must beat four regular division teams, and a division All-Star team. You can play the teams in any order, except for the

All-Star team, which you must play in your final game of the ladder.



As in all *NFL Street* games, you can linger over your victory and MVP screens after recording a victory.

Environments

One of the advantages to developing a well-balanced team is the ability to play effectively in any environment. *NFL Street* features eight different playing fields, and unlike the real NFL where every game is played on a field of equal size, you must deal with a wide range of surfaces, dimensions, and obstacles. The *NFL Street* fields are described below, with tips on how to maximize your performance in each unique environment.

EA FIELD



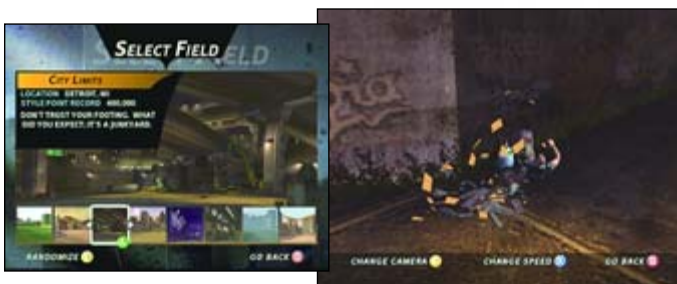
This is as close to a real football field as you get in *NFL Street*. It is big, wide, and free of obstacles. Bring your track shoes, go deep, and use your speed. You'll rack up more Style Points on this field than any other, so take advantage of every opportunity in the open field to pump up your score.

WEST COAST



Sand is the great equalizer when it comes to speed, so bring a power, running game to the West Coast. The field is relatively wide, with only a few beach balls for obstacles. You can still make Spin and Juke in the sand, but your best bet is to run through, rather than around, the defenders.

CITY LIMITS



When you play street ball in Detroit, be ready for something other than Bermuda grass. This field (we use the term loosely) is nestled in a junkyard. While the field is mostly clear (except for an occasional tire), the sidelines are littered with walls, trash barrels, boxes, and other immovable objects waiting to separate you from the ball. The surface is fast, but be careful on sideline routes, because the opposing team takes particular joy in slamming your receiver off the wall.

LEGENDS PARK



The grass may be yellow, but the field is fast in this Cleveland park. Obstacles are not a problem on the field, but the sidelines can be treacherous. Watch out for the arches when running out patterns.

DA ROOF



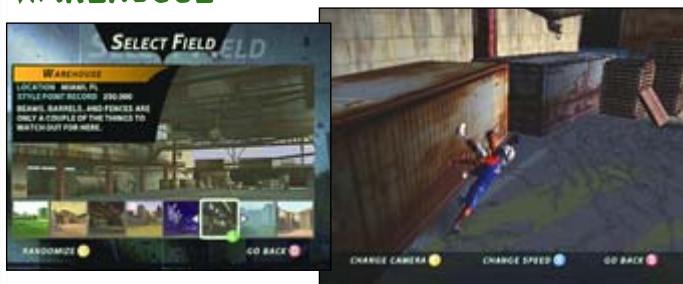
What better way to spend a summer evening than playing a game of pickup on an Atlanta rooftop? The surface has a few improvisations, including ventilation grates and old boards. The walls and alcoves make life interesting on the sidelines, but you can make big plays in the middle of the field.

THE PIT



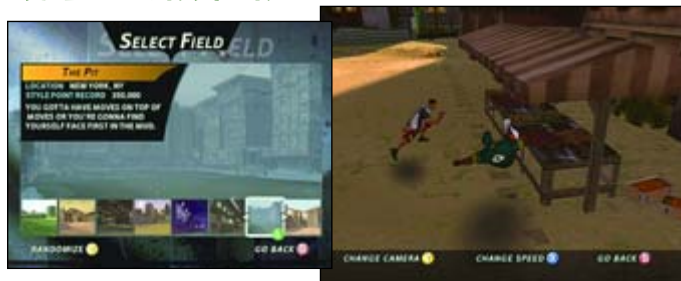
The snow has been falling all night and The Pit is a muddy cow pasture. But, the cows are in New Jersey, so all that's left is good old-fashioned smashmouth football. Watch out for the brick buildings and park benches along the sidelines.

WAREHOUSE



This storage building in Miami is a perfect place to play football ... right! The surface is fast, and the sidelines are wide open; well, except for things like steel girders and boxes.

THE COURTYARD



This festive field in Houston is a perfect place for a celebration fiesta. Just play a precision passing and running game on a very narrow field. Keep the passes short and the runs straight ahead as you control the ball and move down the field. Watch out for the fruit stand.



Offensive and Defensive Controls

Introduction

Every time you take a snap in NFL Street you must decide whether you want to just win, or win with Style. If you put a decent team on the field, make the right play calls, and handle the controls adequately, you can win. However, to complete the Challenge Mode of NFL Challenge, you must win with Style, and that requires a different level of strategy and dexterity. In the following sections, we take you through the offensive and defensive controls, and show you how to rack up Style points on both sides of the ball.

NOTE

Check your game manual for basic controls such as snapping the ball, passing the football, or running normally.

Offensive Controls

BEFORE THE SNAP

Coach's Cam



After catching a glimpse of the opposing defensive alignment, use Coach's Cam (with routes) to check your pass routes or running paths. This gives you a better idea of which receiver should be your primary target. A second Coach's Cam button zooms out and identifies the ball carrier or potential receivers, without highlighting the routes.

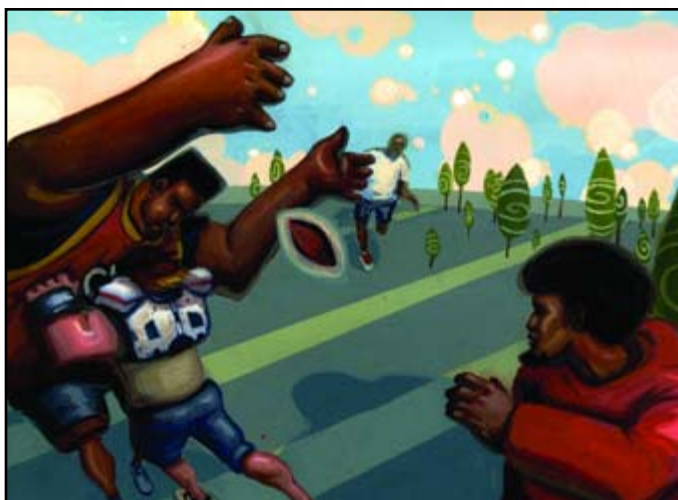
Audible



After calling an Audible, you have three play choices (the fourth choice allows you to cancel the Audible). The following table shows each Audible and offers suggestions for when to use them.

Offensive Audibles

Audible	When to Call
Make the running back block, then release into a pass pattern	The defense is showing blitz (defenders are creeping in), and you called a long pass
Send all your receivers on streak patterns	The defense is playing tight, with man coverage
Call a run play for the snap recipient	The defense is dropping into deep zone coverage





In the Audible sequence pictured, we change the play when the defense shows blitz. Keeping the running back in pass blocking for a moment slows the blitz. When the running back slips out of the backfield, he draws single coverage. After receiving the pass, he uses a Power Move to level the defender, leaving an open field.

Motion



If you see the defensive pass coverage stacked on one side, start Motion to send a receiver from one side to the other. After starting the Motion, you can snap the ball at any time (you don't have to wait until the receiver reaches the other side of the field).

AFTER THE SNAP

Running

Turbo



Every player has a certain amount of Turbo power, as displayed by the Turbo bar. When you press Turbo, the bar moves from light blue to orange, and when it is used up, your player resumes normal speed.



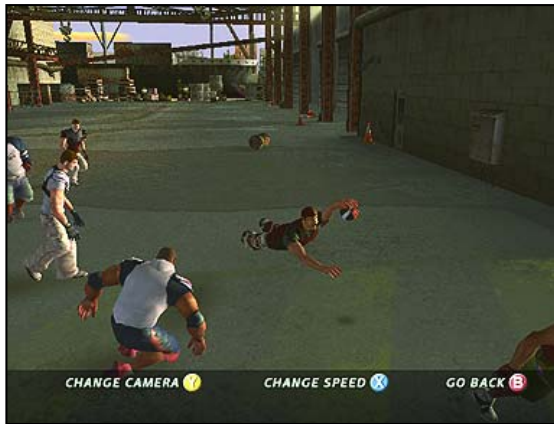
TIP

If you use Turbo in short bursts, it regenerates while your player is running at normal speed. This allows you to use it again later in the play if necessary.

Hurdle/Dive



When you press the Hurdle/Dive button in the open field, the ball carrier leaps in the air. This is a great way to avoid players who might trip the runner, or ones that make desperation dives.



When you are near the goal line, press Hurdle/Dive to stretch out and score the touchdown. This is a good way to avoid fumbling the ball at the end of a great play.

Pitch



The Pitch is another dual strategy. On a designed play such as the Quick Pitch, it's a shovel hand-off to the running back after the quarterback takes the snap. It is also used on an option play to dish the ball off to the trailing back. However, when it is used downfield during a play, it becomes a Lateral, and as your skills improve, you'll find it to be one of your best offensive weapons.



Unlike a planned Pitch, you can Lateral the ball in the open field, when your ball carrier is in the grasp of a defender, or even as your runner is on his way to the turf. A Lateral is the best way to turn a small gain into a big play.





However, there is a dark side to the Lateral, especially if you continually use it in a crowd. Laterals can be intercepted, or simply thrown away. Avoid these results by keeping your eye on nearby friendly players. Resist the urge to just keep tapping the button if you do not have a good target.

Spin/Juke



If you have enough running room, use Spin/Juke to fake out a defender. A Juke sends the runner on a sharp cutback. Use this move when you see an opening to either side of the oncoming tackler.



Apply a Spin move just as you are about to get tackled, to rotate away from the tackler.



Stiff Arm/Power Move



When you want to run through an approaching tackler, lower your shoulder and use a Power Move to take him out. This is a great technique when a single tackler stands in your way.



Use a Stiff Arm right before an opposing player tackles your runner. It can be used to the front, side, and even to the rear, as pictured here.

Passing

Turbo



If your receiver is running a precision route against double coverage, you can press Turbo as you throw to zip the ball in with authority. Keep in mind, this pass is tougher to catch, so avoid this with your weaker receivers (low Catching rating).



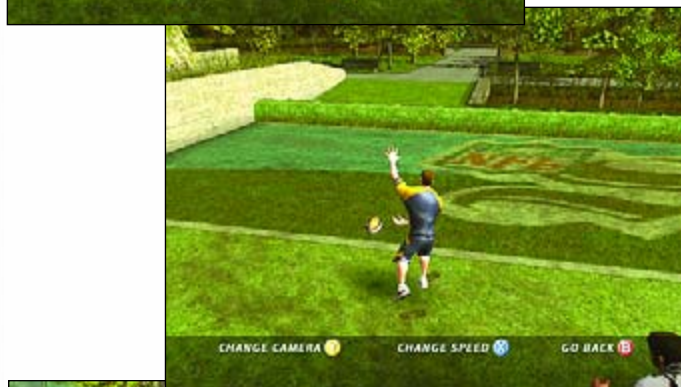
Pump Fake



When you are under a heavy rush, try a Pump Fake to get the pass rusher to leave his feet. This buys you a second or two to find your receiver.



Style Pass



Use this nifty pass to pick up some easy Style points.



However, don't get fancy when you are under heavy pressure, or the pass is likely to get batted down.



A Level 2 Style Pass earns even more points with a no-look, behind-the-back toss.

Receiving

NOTE

After a receiver catches a pass, he is a ball carrier, so all of the options described in the "Running" section are available.

Dive



Although your quarterback throws to a designated target, the pass is not always on the money. Use the Dive button to extend your body and snag a pass before it hits the ground. Don't forget to Dive for balls that are tipped.



Jump/Catch



When your receiver is surrounded by coverage, or he is running out of room, use Jump to catch the pass before it settles into the crowd or sails out of bounds.



Stylin'

Piling up Style points is critical to your success in NFL Challenge, and fortunately, you have many ways to do it. You can apply Style to most actions with the ball, as pictured in the sections below. First, here are some important tips for maximizing your Style point production.

- Try not to use Style when a tackler is zeroing in on your ball carrier. The likelihood of a fumble rises dramatically.
- When you are in the open field, fly through as many different Style moves as possible. Combo moves add substantial bonuses to your score at the end of the play.
- Style points are not limited to the original ball carrier. Don't forget to use Style with your quarterback, running back, receiver, and any other player who touches the ball.
- Be sure to use Style whenever possible on the point after touchdown.
- You can earn Style points after an interception or fumble recovery.
- Style points are also awarded for great plays, even if you are not using a Style move. This includes (among others) sacks, dropping a running back behind the line, making an interception, and forcing a turnover on downs.

Style Run



Even if you lack the room for Style combinations, a simple Style run adds points.



Style Hurdle/Dive



Why just dive into the end zone when you can do a belly splash?



Style Spin/Juke

You can add a continuous Spin to your move or a fancy Juke if you do them with Style.



Style Pitch



Don't try this in heavy traffic, but if you can pull it off, you'll get the play off to a Stylish start.



Style Hurdle/Dive: Level 2

Try this move for extra Style points. However, be careful, because you need more elbow room to complete this maneuver than the regular Style Hurdle/Dive.



Style Spin/Juke: Level 2



If your offensive line can give you a little extra time, try this to trigger an Option play.

This move puts a regular Spin to shame. If the game awarded points for choreography, you'd receive an Emmy.



Style Run: Level 2



This is where you can show off one of your four custom Style runs (make your selections in Player Edit). The one pictured here is called This Way, and it does very little to improve relations between your running back and the opposing player.

Style Pitch: Level 2



Style Point Values

Style Name	Style Points	Notes
Combo x10	40,000	Not displayed but added to score of last Style move
Ice Cream	30,000	—
Pick For Six	30,000	—
Jack For Six	30,000	—
Combo x9	30,000	Not displayed but added to score of last Style move
Victory!	25,000	—
Excellent!	25,000	—
Awesome!	25,000	—
Domination!	25,000	—
Perfect!	25,000	—
Against All Odds	20,000	—
Combo x8	20,000	Not displayed but added to score of last Style move
Combo x7	15,000	Not displayed but added to score of last Style move
Pitch it Double Digit	14,500	—
User Defensive Deuce!	13,000	—
Quick Six	12,500	—
Defensive Deuce	12,500	—
9 Times	12,000	—
...And What?	10,000	—
Combo x6	10,000	Not displayed but added to score of last Style move
Great 8	9,750	—
Defensive Deuce	9,000	—
To da Hizzy fo'Shizzy	8,000	—
Lucky 7	7,750	—
Stonewalled!	7,500	—
Pass Attack for Six	7,500	—
Marathon Man for Six	7,500	—
...with a Twist	7,000	—
West Coast Jack Move	7,000	—
Pass Attack	7,000	—
Marathon Man	7,000	—
Pitch 6	6,000	—
Combo x5	6,000	Not displayed but added to score of last Style move
Mad Science!	5,500	—
Hangtime 360	5,500	—
Glidin'	5,500	—
User Pick	5,500	—
User Turnover	5,500	—
Droppin' Science	5,000	—
...with a Twist	5,000	—
Hurricane	5,000	—
Pick	5,000	—
Opening a Can	5,000	—
Turnover	5,000	—
One for the Thumb	4,500	—
User Bumrush!	4,500	—
Stealing 4	4,000	—
Turning 2 into 4	4,000	—
Like Butta on Toast	4,000	—
Got Hops?	4,000	—
Bumrushed!	4,000	—
Payback!	4,000	—

Style Point Values

Style Name	Style Points	Notes
Air Mail for Six	4,000	—
Makin' Head Room for Six	4,000	—
Combo x4	4,000	Not displayed but added to score of last Style move
Like Butta	3,500	—
Tornado	3,500	—
User Pick Up	3,500	—
Grand Slam	3,250	—
No Look	3,000	—
Off da Hook	3,000	—
Callin' da Shots	3,000	—
Look Away	3,000	—
Button Brawler	3,000	—
Pick Up	3,000	—
User Ambush!	3,000	—
Air Mail	3,000	—
Makin' Head Room	3,000	—
Combo x3	3,000	Not displayed but added to score of last Style move
Save Face	2,500	—
Bruiser	2,500	—
Used and Abused	2,500	—
Batted	2,500	—
Ambushed	2,500	—
Hat Trick	2,250	—
Two by Air	2,000	—
He Got Shook	2,000	—
User Pop!	2,000	—
Self Inflicted	2,000	—
West Coast Six	2,000	—
Cloud of Dust for Six	2,000	—
Combo x2	2,000	Not displayed but added to score of last Style move
Chump fell for da Pump	1,500	—
I still got it	1,500	—
Double Dish	1,500	—
Side Steppin'	1,500	—
Scratchin'	1,500	—
Shaolin Style	1,500	—
Cannonball	1,500	—
Flapping	1,500	—
Flip	1,500	—
Inside	1,500	—
Outside	1,500	—
Superhero	1,500	—
Torpedo	1,500	—
Barrelroll	1,500	—
Swandive	1,500	—
Air time	1,500	—
QB Crunch	1,500	—
Poppin' tha Rock	1,500	—
One by Land	1,000	—
Drop Off	1,000	—
Movin' da Chains	1,000	—
Touchback	1,000	—
West Coast	1,000	—
User Grip	750	—
Bustin' Loose	500	—

OFFENSIVE GAMEBREAKERS



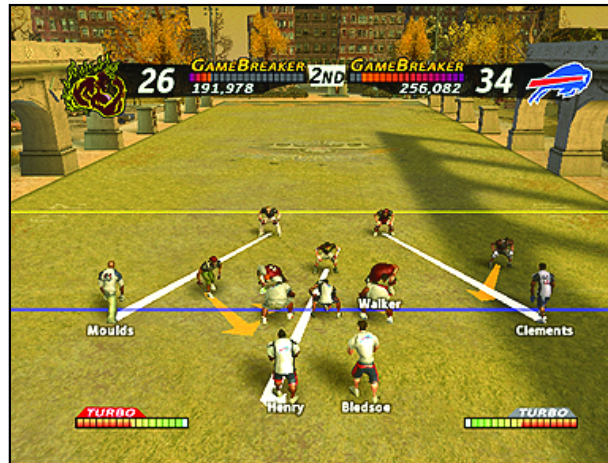
A GameBreaker on offense is as close as you can get to a sure touchdown. Your ball carriers and receivers run faster, catch better, and break more tackles than even your best player.



Don't get too cocky, however, because even a GameBreaker can get gang-tackled and lose the football. The trick is to keep moving and juking, breaking tackles one at a time until you reach the end zone. Watch out for defenders coming at you from the side when you are already bottled up. Save your Style moves until the end of the run when the field is clear. Nothing hurts more than losing the ball and wasting a precious GameBreaker.

Defensive Controls BEFORE THE SNAP

Coach's Cam



Use Coach's Cam to check your defensive line routes, pass coverages, and blitzes.

Audible



After calling an Audible, you have three play choices (the fourth choice allows you to cancel the Audible). The following table shows each Audible, and offers suggestions for when to use them.

Defensive Audibles

Audible

Put your secondary and linebackers into zone coverage

Send your linebackers on a blitz while your secondary plays man to man

Go into man-to-man defense with two deep coverage

When To Call

You called a run defense, and the offense shows three wide receivers

You come out in a deep zone, but the offense shows a run or short pass (two or three players in the backfield)

The offense shows three wide receivers, and you have speedy defensive backs with good Coverage ratings

Reposition Player



Shift your linemen to get a better angle on the quarterback, or to double team an offensive lineman.



AFTER THE SNAP

Jump/Catch



When the quarterback releases the ball, switch to the appropriate defender, and time your leap to tip or intercept the pass. If you make the pick, don't forget to use some Style moves on the runback.

Dive Tackle



Sometimes the only way to save a touchdown is to make a diving tackle from behind. Use Turbo to catch up and then dive at the runner to trip him up.



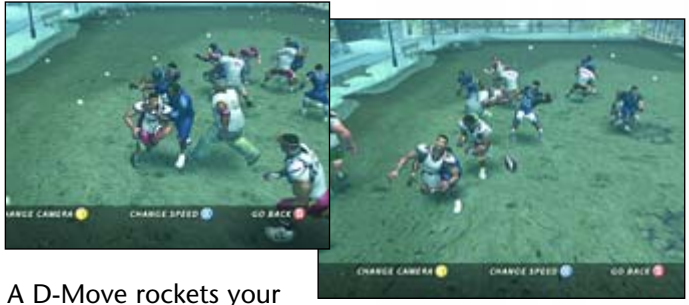
Defensive Line Move



When your defensive lineman is engaged with an offensive lineman, use this to swim past, shove through, or spin around the opposing player.



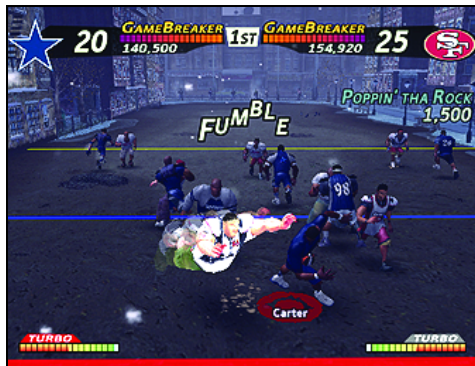
D-Move



A D-Move rockets your defensive player straight at the ball carrier. If you connect, you are likely to cause a fumble. However, if you miss, you lose control of the defensive player, and he is completely out of the play. So, it is either feast or famine with the D-Move.



Defensive GameBreaker



On defense, your GameBreaker is a tackling machine, roaming the field from sideline to sideline looking to cause a fumble. We like to use our GameBreakers on offense, but if the opposing team is driving for what would be the winning score, a GameBreaker may be your only hope. Never give up on defense, even if it appears as though you are badly out of position. A GameBreaker makes up ground in a hurry, and you can still cause a turnover, even a few steps from your own goal line.



Offensive Playbook

Introduction



The Offensive Playbook contains three sections: Run, Pass, and Trick Plays. You can select each "mini-book" and display only those plays, or choose All Plays and scroll through the entire playbook. The sections below include screenshots of every offensive play, before the snap and after. Look at the symbols on the before-the-snap screens to see individual assignments. On running plays, the ball carrier's designated route is highlighted in yellow. If it is a reverse, fake, or option, you'll see alternate running paths outlined in white. Following the yellow running path maximizes your line blocking, but you are free to improvise if the hole opens somewhere else. On passing plays, each receiver's route is outlined in a different color, so you can quickly press the right button.

NOTE

While viewing the playbook, you can flip the direction of any play before making your selection.

Run Plays

COUNTER

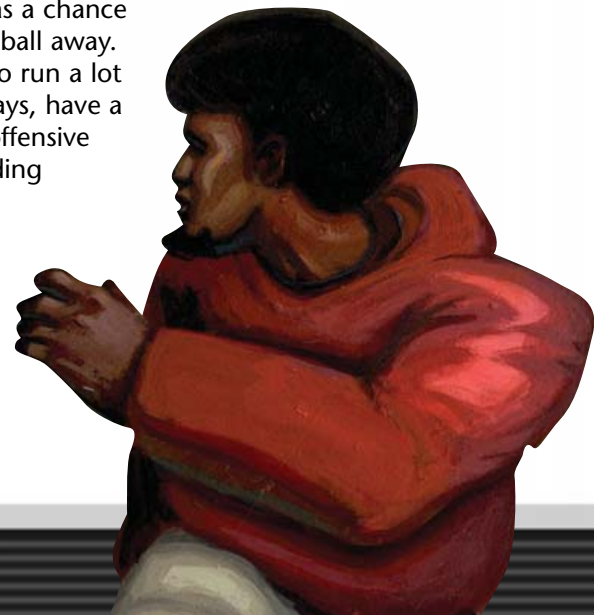


The Counter play relies on misdirection to get the defensive linemen and linebackers moving the wrong way. After one quick step to the right, the running back angles to the left, just outside the tackle. Avoid the middle of the field to take full advantage of the defenders leaning the wrong way.

OPTIONS



The quarterback runs parallel to the line, while the running back trails behind. This is one of the tougher options to run because the quarterback is so close to the line of scrimmage. Watch for blitzing linebackers who can submarine your passer before he has a chance to pitch the ball away. If you plan to run a lot of option plays, have a big, tough offensive lineman leading the way.



QB BAM



Don't even try this play if your quarterback lacks Speed, Agility, or Run Power. It is best used to surprise a defense that likes to blitz or pressure you from the outside. Try it in a short yardage situation instead of going wide with your running back.

STRONG OPTION



With an extra lineman and wide receiver, the Strong Option has a better chance for success than the Options play. The additional blockers consistently get you around the corner and into the secondary, where you can flash your best open-field moves.

SLASH



This weak-side running play works best with a quick running back who can get to the outside in a hurry. If the right side of your line holds, you can get around the corner and into single coverage, where you should be able to juke your way to a big gain. Don't overuse this play or the opposing defense will bring another defender into the zone, which is likely to blow up the play in the backfield.

QUICK OPTION



This variation of the option uses a two-back set to confuse the defense. However, it still takes a speedy quarterback to break away from center and avoid the rush long enough for the running back to get in position to turn upfield. You depend heavily on your offensive line to clear the way. Avoid this play if the opposing defense likes to clog the corners.

CRASH



This bread-and-butter play almost always gains a chunk of real estate. The key to this play is your left offensive lineman who absolutely must hold his block. Without it, you'll be dropped for a loss. But, unless you drafted all wide receivers, you should be able to run this play with consistent success.

SMASH



This quick-hitting play hugs the line and develops in a hurry, especially if the defense is caught in an outside blitz. Once you get past the line, run straight ahead with power, and use your stiff arm to clear the line-backer. Don't be surprised if this play occasionally goes the distance.

OPTION TEE



This is our favorite option because despite the pitch, it is a power running play, thanks to three running backs lined up behind the quarterback. The inside running back (behind the quarterback) takes the pitch, and with two backs leading the way, you can expect to find running room down the sideline.

FAKE PITCH



This play takes a little time to develop, but the fake pitch to the right draws enough attention that your running back can slash quickly to the left. Don't waste time juking here, because you are likely to find only one defender when you reach the line. Run through the tackle and turn on the afterburners as you turn the corner.

BASH



As with most weak-side running plays, use the Bash sparingly for best results. A good run defense usually blankets both sides of the field, so your running back has a good chance of running into a brick wall. However, if you spot this play occasionally, you are more likely to catch the defense overloaded to the strong side of your line.

QUICK PITCH



This play has great cutback opportunities, because the defense has a lot of time to gather speed as it responds to the pitch. By the time the first wave of defenders reaches your running back, you can cut back to the middle of the field for big yardage.

Pass Plays

CROSSES



Crosses are a perfect choice against a defense that favors man coverage. The key is to release the ball early, before either receiver reaches the sideline. Against single coverage, you should be able to tack on substantial yardage after the catch.

PRO PASS



Make this high-percentage, medium-distance pass a staple of your passing attack. Our favorite route is the slant pattern that drives across the field from left to right. This route crosses the deep receiver, and it usually confuses man coverage just enough to create an opening over the middle. Against zone coverage, watch for a seam and then release the ball quickly.

BLITZ BOOSTER



Any short pass is effective against the blitz, but this pattern is especially effective because you have one receiver coming back for the ball and another who looks for the pass immediately after drifting out of the backfield. On an all-out blitz, the flare pass to the right usually draws single coverage, making it your best choice.

CURL & POST



If you're having a tough time guessing your opponent's defensive play calling, this is a perfect solution. All three receivers line up on the left side, which almost always creates at least one open man. Use the Curl only if the linebackers are blitzing and everyone else drops into a zone. For consistent yards, the slant over the middle is your best option. However, always cast a glance at the deep route, just in case it draws single coverage. But, be careful not to release this ball too late, or it will fall short, probably into the defensive back's eager hands.

STEP BACK



There is no time to waste on this play, because all three receivers finish their short routes very quickly. Use the comeback pattern only if the receiver has blazing speed, because this completion often results in a loss. The

other two receivers run short parallel routes very close together, and if the defense is in man coverage, they are rarely open.

STREAKS



Try Streaks in a short-yardage situation when the defense is geared up for the run. With two receivers running deep down either sideline, you can take your pick for a long gain. If the protection breaks down, look for the safety valve on the right.

DEEP CORNER



Corner routes are very difficult to defend, especially on a wide-open field. We also like to use this as a fade pattern into the corner of the end zone. If you release this pass on time, the receiver always has the inside position against man coverage, making it virtually impossible to defend.

FLATS



You can complete this pass all day long against a deep zone. Although the routes are short, they frequently produce big plays because the deep receiver draws considerable attention. Elude the man coverage, and you can run a long way with this one.

GO LONG



You have three great routes on this play. Don't let the name influence your selection. Take the deep route if the defense is lacking, but don't forget the slant and comeback patterns on the right. They are both high-percentage passes.

REEL IT IN



Look for the underneath receiver running across the field to the right. This route is almost always open against any defense. The deep route on the right has a little hitch in the middle, so it takes some time to develop. However, if you have the protection, this pattern often confuses the defender, especially if he bites on the stop and go.

JUST GO



Your best choices are the two outside receivers. Be very careful with the middle route because it turns into heavy traffic. You must pull the trigger quickly here, so check both outside routes and deliver the ball with authority. The longer you wait, the harder it is to complete this pass.

JUMP BACK



If the defense is playing tight man pass defense, this play can be disastrous. We like the receiver who comes back toward the quarterback. If you can juke your way out of the pack, you can find room down the sideline.

HITCH N GO



If you have a pass-oriented team, use this play over and over against any type of coverage, especially if your outside receiver has above-average Speed. This play consistently produces long gains. Watch the outside receiver closely, and release the ball as soon as he separates from the defensive back.

GIMME TIME



Two of the three routes on this play are safety valves, because the deep route takes a long time to develop. Be careful not to throw this pass into double coverage, or you risk interception. You'll have more success throwing this pass early in the route, just after your receiver breaks toward the sideline.

POSTS



This play frustrates most pass defenses, as two receivers split off in either direction as they slant toward their respective sidelines. Forget about the short route; it's a decoy to occupy the linebackers. If you're playing on a narrow field, look for the right-hand receiver slanting across the middle.

SPLIT



This very dependable possession route keeps moving the chains. We recommend the outside receiver to the left for your primary target. The receiver's momentum probably will carry him out of bounds, but you'll have positive yardage. After you complete several of these passes, the defense usually tightens up the coverage, giving you the perfect opportunity to go for the home-run ball.

Trick Plays

FLEA FLICKER



Be very careful with this one, because it takes a long time to develop. If you call this play against a blitz, be prepared to eat the ball. However, you might get lucky with one of the deep receivers. Be ready to release the ball immediately after receiving the pitch from your running back.

RB BAM



Instead of snapping to the quarterback who stands back in the shotgun, the ball goes directly to the running back. This is not an easy play to run, especially when the defense is manhandling your linemen. However, if you can break this play to the outside, you might chew up some decent yardage.

PA BOMB



This play-action pass looks great, but it can be difficult to complete under a heavy pass rush. The routes are deep and straight, so you need at least one receiver capable of outrunning the coverage. If your receivers lack speed, stay away from this play. After executing the play-action fake, take a deep drop to avoid the inevitable rush.

DOUBLE REVERSE



A reverse is arguably the toughest play to execute in this, or any football game. The defense has all the time in the world to see what you're doing and swarm to the ball. However, if you can avoid the initial rush, you sometimes can find open field. If your opponent likes to blitz the corners, forget about this play. However, if most of the pressure comes up the middle, you might have some success.

BOOTLEG REVERSE



This is our favorite reverse because it starts out like a rollout, and the defense usually bites hard at the quarterback's initial direction. After you complete the handoff, the defense adjusts quickly and over-pursues to the other side. This presents an opportunity to cut back sharply against the pursuit for positive yardage.

PA SPLIT



If you can avoid the rush, the receiver slanting toward the left sideline is usually open. As with any play-action play, the blitz is your enemy, so read the pass rush quickly.

DISH OUT



The quarterback makes a great fake and then pitches out to the running back. If you can get to the corner quickly, you'll be pleasantly surprised at how much yardage you can gain.

FAKE REVERSE



The only way to gain positive yardage on this play is to run at the weak side of the defense. Of course, this is a gamble, but if you can pull it off, you may find some running room. The fake portion of the reverse happens very quickly, so be ready to turn the play upfield immediately after the receiver passes from left to right.

RB PASS



Don't go here unless your running back has at least a decent Passing attribute. Without it, the pass will be a wounded duck that may flutter into a defender's eager grasp.

PA DAWG



This is probably the easiest Trick Play to complete. If you have the time, a pump fake confuses the defense even more. We like the receiver running a deep slant across the field to the right.

PA DRAG



Don't let the route screen fool you. The receiver running the drag route (red) actually angles away from the line of scrimmage, so you usually can find him open. This is an excellent call on third and short when the defense expects a run.

ACTION REVERSE



This is an intriguing reverse because the quarterback fakes an inside handoff before giving the ball to the receiver coming around behind him. Unlike the Double Reverse, this play unfolds almost as fast as a pitch or regular handoff, so you usually can find some running room on the right. After reaching the corner, look for an opportunity to take this play back toward the middle of the field.

OPTION PASS



While rolling to the other side, the quarterback makes a nifty flip back to the running back who has the option to run or throw. Don't immediately air the ball out if you see running room down the sideline. However, if your running back can throw anything resembling a spiral, you have a good chance of completing something downfield.

PA PITCH



If you can avoid the pass rush, look for the running back circling out of the backfield after the fake. He usually has a good inside position against the defensive back. Make sure you throw the ball before he catches up to the deep coverage.

REVERSE PASS



Instead of continuing on the reverse, the running back is ready to pass after receiving the first handoff from the quarterback. If you select this play (not recommended), release the ball in a hurry, or immediately run up the field, because the pressure is enormous.

PA REVERSE



The quarterback fakes two handoffs before dropping back to pass, and the defense usually freezes on one or both of the moves. You have a surprising amount of time to pick your receiver on this play (unless the defense blitzes hard up the middle). We like the running back (green) who runs a shallow slant down the middle.

Defensive Playbook

Introduction



The Defensive Playbook contains three sections: Stop Run, Short Pass, and Long Pass. As in the Offensive Playbook, you can select each "mini-book" or scroll through the entire playbook to make your selection. The sections below include screenshots of every defensive formation, before the snap, and after. Look at the symbols on the before-the-snap screens to see individual defensive assignments. Zone pass coverage is displayed as a yellow circle, while blitz and spy assignments (tracking the quarterback) are depicted as yellow lines. Other defensive paths, including man-to-man coverages, are displayed as white lines.

NOTE

While viewing the playbook, you can flip the direction of any play before making your selection.



ROAD KILL



The cornerbacks drop into zone coverage while the safety, linebackers, and offensive linemen clog the middle of the field. If the opposing quarterback has time, he can find openings downfield. However, the pressure up the middle is often too much to handle, and it produces a fair amount of turnovers.

MAN UP



With six of seven players tight to the line, this formation is equally adept at stopping the run or short pass. However, pressure the quarterback, or he'll have a field day against the single zone coverage.

INSIDE BLITZ



The linebackers pound inside right behind the linemen, while the cornerbacks play tight man defense. A single safety covers the deep zone, so this formation is best used against inside or outside runs, or short passes. The inside pressure created by the linebackers allows the cornerbacks to pursue to either side, shutting down the outside run.

SPY & BLITZ



This call is very effective at shutting down the inside running game, especially when the opposing quarterback likes to carry the rock. The coverage collapses toward the middle of the field, so watch for speedy running backs escaping down the sidelines.

LOCK DOWN SPY



The pressure on the offensive line is overwhelming on this play, so it's hard for the offense to get anything going up the middle, or even on the strong side. However, this alignment is overloaded to one side, so be prepared to help out on the opposite sideline.

BULL BLITZ



This play pounds the left side of the offensive line with a linebacker, defensive back, and lineman. All routes slant toward the outside, making it difficult for the offense to turn the corner. The opposite side offers a little more running room, so you might need to close the gap quickly with a defensive back. Watch out for quick-hitting plays up the middle. With the linemen driving to the outside, you are woefully weak here.

MLB BLITZ



If the opposing team is running freely up the middle, the MLB Blitz will bring their attack to a grinding halt. However, your coverage wide to the left side of the offensive line is nonexistent, so be alert to the outside run.

CORNER CRUNCH



The linebackers have clear paths into the offensive backfield in this 2-3-2 formation. The defensive backs also come up to play the run, so this is the perfect call against off-tackle plays such as the Crash or Bash. The middle linebacker pounds up the middle, taking the place of the third offensive lineman, so you also plug the gap over center.

CONTAINMENT



This formation applies even pressure across the line, without gambling on the blitz. As the name implies, you contain the run across the field, but you probably won't bust up the play in the backfield. This play is very susceptible to deep passes, so make sure you guess right.

SAFETY SPY



Although the Safety Spy appears to commit too many players to the middle, the pursuit to either side is excellent. And, with the safety spying, it becomes difficult for the quarterback to run the ball on an option.

CORNER BLAST



If you're worried about the pass, this is the perfect call. The pressure from the outside stuffs the run, and if the quarterback tries play action, he's likely to get leveled.

RUN STOPPER



If you want to shut down the outside run without giving up the middle of the field, call the Run Stopper. The key to this play is the run support of the cornerbacks, which gives you the widest possible coverage from sideline to sideline.

EYE SPY



This play does all but paint bulls-eyes on every player in the offensive backfield. Use this call on a narrow field and slam the ball carrier into a wall or obstacle to cause a fumble.

KITCHEN SINK



The Kitchen Sink sends linebackers and defensive backs slashing in different directions, making it hard for the offense to read the coverages. This formation is especially hard on option plays, pitches, and reverses. If the Kitchen Sink has a leaky drain, it is up the middle where a quick-hitting play may find a hole.

DOUBLE SPY



Try the Double Spy to stop a running quarterback such as Michael Vick or Daunte Culpepper. With two linebackers glued to the quarterback, it's difficult to leave the pocket or even take off on an option.

OUTSIDE BLITZ



This play is another option buster, with excellent pressure from the outside and speedy pursuit to the sidelines. The safety comes up the middle, so you don't have to worry about a power play over center. Naturally, this play sacrifices pass coverage, so be ready to audible to go to a zone or man-to-man defense if you see multiple receivers split wide.

vs. Short Pass Lock Down



With only a single deep zone, Lock Down concentrates on pressuring the quarterback and playing tight man coverage against the receivers and/or running back. Every potential receiver is accounted for, no matter the formation, so your alignment will vary depending on the offensive set.

ZONED OUT



This formation blankets the field with three medium and two deep zones. If you can't shut down the opposing quarterback anywhere on the field, this is a good place to start.

2-MAN DEEP



A good all-purpose package, this formation uses zone coverage to protect against the deep routes and man coverage underneath. If your opponent is nickel and diming you with short passes, this is a better choice than Zoned Out. It also provides some protection against the run.

SAFETY SPY



This is a good man coverage package for a narrow field, or when you are backed up to your end zone. The safety tracks the quarterback and protects against the option, while the remaining defensive backs play tight man defense. The linebackers provide pressure from the outside, but at the expense of pass coverage over the middle, where slant routes can burn you.

LOCK DOWN SPY



This play is similar to Lock Down, but the single deep zone is traded for a safety spying on the quarterback. This formation is very tough on short passes over the middle, and it does a decent job against the run. However, without the deep zone, you'll be burned big time on medium and deep routes.

1 DEEP SPY



A deep zone provides a little protection against deep passes, without sacrificing short coverage. Mix this play in with zone coverages so your opponent cannot predict your play calling.

MLB BLITZ



The MLB Blitz blows up the middle of the offensive line and produces quite a few sacks against a pocket passer. The remaining defensive backs are geared for the short pass (which is usually all the quarterback can do against the blitz), while a single deep zone guards against long routes.

CORNER CRUNCH



This play sacrifices deep coverage to provide additional outside pressure on the quarterback and the outside passing lanes. The linebacker usually is uncontested on his blitz and occasionally can intercept an errant pitch.

MAN UP



If you have confidence in your defensive backs, you can use this defense in most short- or medium-distance situations. A single deep zone guards against the deep ball, and the right outside linebacker slashes in toward the quarterback as the defensive lineman stunts to the outside. This provides above-average pressure without the blitz.

OUTER ATTACK



The best part of this formation is the ability to take over the right outside linebacker and take a beeline to the quarterback. A defensive back picks up the short coverage while you are on a rampage, but the middle of the field is suspect. So, it's critical that you make the most of your pass rush.

SPY & BLITZ



Without even a single deep zone, you must rely on your defensive backs to handle man coverage. Fortunately, the blitz provides enough pressure to keep most quarterbacks from finding a deep target.

ZONE SPY



A good way to make up for lack of speed in your defensive secondary is to mix in more zone coverages. This play uses two short and two deep zones (the defensive backs play short and drop back as needed). Two linemen clear out and attack from the sides, while the middle linebacker focuses on the quarterback. There is a lot of movement in the middle of the field, but someone always seems to get in the quarterback's face.

EYE SPY



This is another pressure set that uses man coverage to manhandle the receivers at the line. The safety spies the quarterback, so an option play is not a danger here. However, you need to get to the quarterback with your linebacker, or a good passer will find his medium routes.

CB SPY



Both cornerbacks spy the quarterback, while two more defenders drop into deep zones. We don't recommend this formation unless the opposing quarterback runs the option more than once in every series, because it's dangerous to give up two pass defenders just to shadow one player.

DOUBLE SPY



This play commits your defense even more to stopping the option. The linebackers do the spying, and without the benefit of zone coverage, you are seriously vulnerable to medium and deep passes.

OUTSIDE BLITZ



No zones here, just man coverage and two blitzing linebackers. This formation produces plenty of hurried throws and sacks. Take over a linebacker and go QB hunting.

Vs. Long Pass

LOCK DOWN



If you have speedy defensive backs, let them take on the deep routes, while your defensive linemen pressure the quarterback from the side. A safety plays center field in a deep zone, and he always seems to be in the right place to help out the corners against the long ball.

3 DEEP



We like using this three-deep zone to cover the end zone on 3rd or 4th down when the opposing team is driving. You'll be amazed at how many game-saving interceptions this formation produces.

OUTER ATTACK



Although this is listed as a long pass defense, we like to use this formation only on a short field, where the single deep coverage is not as exposed. Three short zones blanket the short and medium routes, and this defense produces excellent lateral movement against the option.

2 DEEP MAN



Two deep zones make it very difficult to throw the long ball, while man coverage does a good job of blanketing the middle of the field. This formation relies on the linemen to pressure the passer, so don't expect too many sacks. However, your defenders are always around the receivers, so hit hard and look for fumbles.

LEFT FIELD



This is a good choice for medium pass defense. This formation commits only one defensive back to deep zone coverage, so you might not be able to handle multiple deep routes if your defensive backs are only average. However, the middle of the field is well covered.

1 DEEP SPY



One defensive back drops into a deep zone while the middle linebacker spies the quarterback. As with Left Field, this isn't the best call for long yardage situations, but for medium passes, it does the job.

ZONED OUT



This is one of our favorite long pass defenses. A two deep and three short zone configuration makes it tough to find an opening anywhere on the field.

MAN UP



A single deep zone seems like a gamble here, but with four defenders in man coverage, you are not giving up too much. There isn't much of a pass rush, so you can take over the extra defender and freelance on a blitz.

SAFETY BLITZ



This exciting pass defense features all kinds of movement. While the safety comes hard on a blitz, the linebackers help out in the short zones, while the defensive backs drop deep. In all the confusion, you sometimes can slip into the backfield uncontested, causing the quarterback to panic and release the ball too quickly.

ZONE SPY



The middle linebacker spies the quarterback while four defenders cover the short and deep zones. Although two linemen supply most of the pressure, you might pick up a coverage sack, or force a fumble if the quarterback wanders out of the pocket.

PREVENT



If you don't overuse this formation, it is almost foolproof against the bomb. With a four-deep zone, there's simply no room for receivers down the field. Even if the opposing team can complete a pass, with this many defenders swarming to the ball, expect more than a few fumbles. However, don't make the mistake of overusing Prevent, or your opponent will seize control of the middle of the field.

ALL ZONE



This is essentially a conservative Prevent defense, with three deep and two medium zones. Your opponent can run all day against this defense, but if you have a sizable lead, you're still better off defending the long pass.



Teams

Introduction

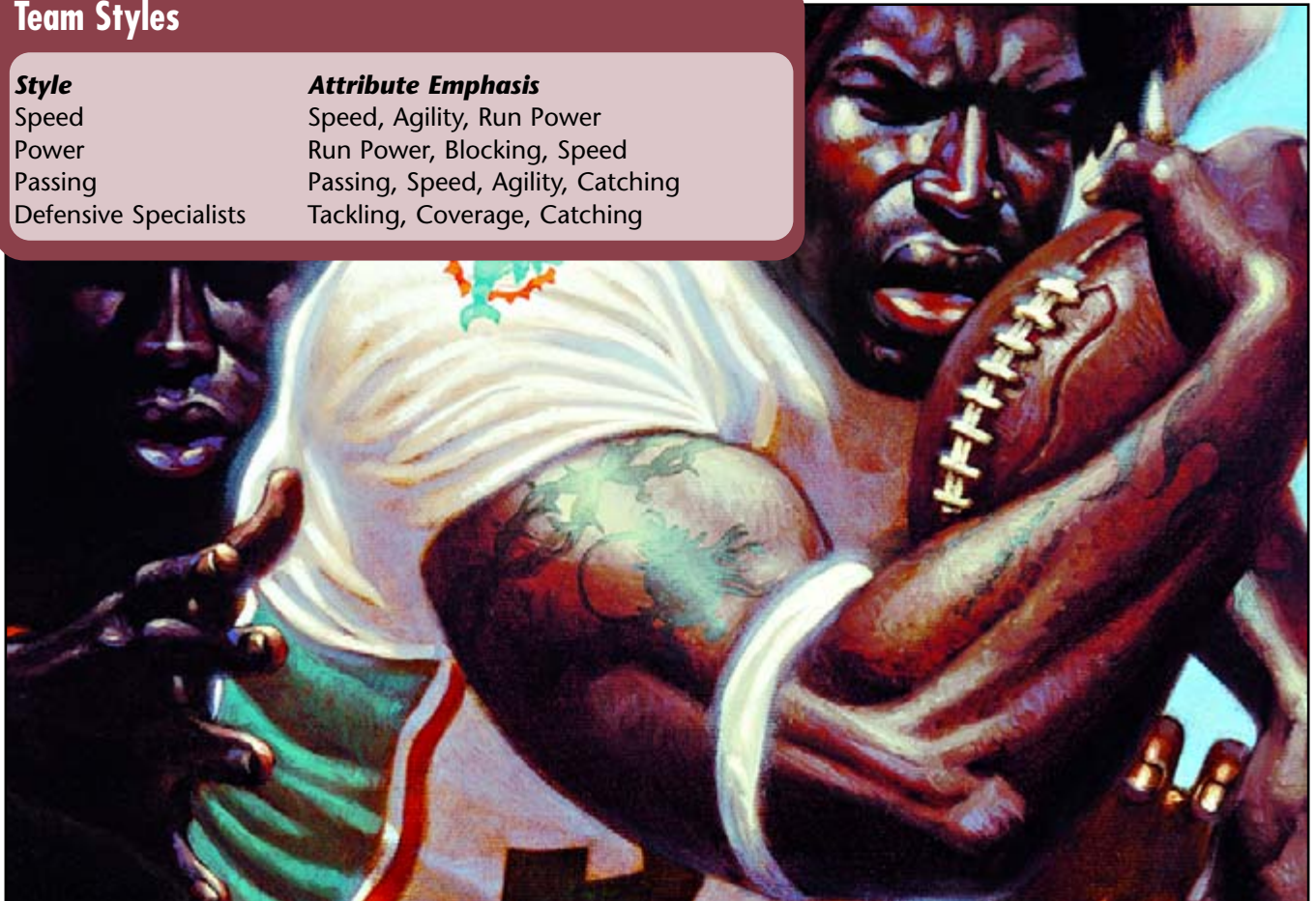
The following sections include every team in NFL Street, including the 32 NFL teams available at the start, and 11 additional teams you can unlock through NFL Challenge. We have included complete player attributes, and suggested seven-man teams to best execute Speed, Power, Passing, and Defensive Specialist playing styles.

Player Attributes












- **Passing:** Speed and accuracy of passes
- **Speed:** How fast a player runs
- **Blocking:** The ability to run and pass block
- **Agility:** Jumping ability and speed of jukes and spins
- **Catching:** Pass and pitch catching ability
- **Run Power:** Ability to break tackles
- **Carrying:** A high rating means fewer fumbles
- **Tackling:** Tackling ability and accuracy of pursuit angles
- **Coverage:** Defensive pass cover skills; ability to react to the ball and make interceptions (catching is also a factor on interceptions)
- **D-Moves:** Ability to get through, around, and by blockers

Team Styles

Style	Attribute Emphasis
Speed	Speed, Agility, Run Power
Power	Run Power, Blocking, Speed
Passing	Passing, Speed, Agility, Catching
Defensive Specialists	Tackling, Coverage, Catching



Chicago Bears

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Warrick Holdman	LB	12	9	6	8	5	16	3	5	13	10
 Mike Brown	DB	17	17	8	13	4	14	2	3	16	6
 R. W. McQuarters	DB	17	16	9	11	3	11	2	4	15	6
 Keith Traylor	DL	5	2	4	2	10	18	3	15	2	18
 Kordell Stewart	QB	12	13	12	12	8	0	15	1	5	0
 Marty Booker	WR	16	14	14	18	11	2	9	4	9	2
 Olin Kreutz	OL	5	3	4	3	12	10	4	19	2	13
 Brian Urlacher	LB	15	15	9	11	7	19	3	6	13	12
 Anthony Thomas	RB	15	15	15	12	18	4	6	6	5	4
 Dez White	WR	16	14	13	17	11	4	2	5	9	2
 David Terrell	WR	16	15	14	17	11	4	3	6	8	1



Speed Team

Player	Position
Mike Brown	DB
R. W. McQuarters	DB
Dez White	WR
David Terrell	WR
Brian Urlacher	LB
Anthony Thomas	RB
Marty Booker	WR

Passing Team

Player	Position
Olin Kreutz	OL
Keith Traylor	DL
Dez White	WR
Kordell Stewart	QB
David Terrell	WR
Mike Brown	DB
Marty Booker	WR

Power Team

Player	Position
Olin Kreutz	OL
Keith Traylor	DL
Anthony Thomas	RB
David Terrell	WR
Kordell Stewart	QB
Brian Urlacher	LB
Marty Booker	WR

Defensive Specialists

Player	Position
Olin Kreutz	OL
Keith Traylor	DL
Warrick Holdman	LB
Kordell Stewart	QB
Mike Brown	DB
Brian Urlacher	LB
R. W. McQuarters	DB





Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Jeff Burris	DB	15	14	10	10	2	12	2	3	16	6
Justin Smith	DL	12	11	4	3	9	16	3	12	1	17
Jon Kitna	QB	9	12	8	6	10	4	17	3	9	1
Brian Simmons	LB	12	11	7	8	5	17	3	4	11	13
Artrell Hawkins	DB	15	13	7	10	2	11	2	2	15	5
Corey Dillon	RB	17	17	17	12	18	7	8	8	7	5
Carson Palmer	QB	6	5	9	3	8	4	15	4	9	2
Adrian Ross	LB	13	13	5	7	6	14	6	5	10	8
Chad Johnson	WR	18	18	12	18	11	1	2	4	11	2
Peter Warrick	WR	15	18	11	17	10	3	10	4	8	1
Willie Anderson	OL	3	2	5	4	8	12	4	17	2	12
Tony Williams	DL	4	1	3	4	8	17	2	14	1	17



Speed Team

Player	Position
Peter Warrick	WR
Chad Johnson	WR
Corey Dillon	RB
Jeff Burris	DB
Artrell Hawkins	DB
Adrian Ross	LB
Brian Simmons	LB

Passing Team

Player	Position
Willie Anderson	OL
Corey Dillon	RB
Peter Warrick	WR
Jon Kitna	QB
Chad Johnson	WR
Tony Williams	DL
Jeff Burris	DB














Power Team

Player	Position
Willie Anderson	OL
Justin Smith	DL
Tony Williams	DL
Corey Dillon	RB
Adrian Ross	LB
Peter Warrick	WR
Chad Johnson	WR

Defensive Specialists

Player	Position
Willie Anderson	OL
Tony Williams	DL
Adrian Ross	LB
Jon Kitna	QB
Jeff Burris	DB
Brian Simmons	LB
Artrell Hawkins	DB



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Eric Moulds	WR	17	16	13	18	12	4	2	6	10	2
 Antoine Winfield	DB	17	17	9	12	0	12	3	2	16	7
 Mike Williams	OL	7	2	3	1	10	12	1	18	2	11
 Drew Bledsoe	QB	4	0	9	2	9	3	19	3	9	2
 Takeo Spikes	LB	13	12	7	8	5	19	2	5	13	11
 Josh Reed	WR	18	16	10	16	11	2	2	3	9	2
 Nate Clements	DB	18	16	10	13	6	13	2	2	17	6
 Lawyer Milloy	DB	15	15	9	13	6	17	2	3	18	8
 Pat Williams	DL	7	6	3	2	12	17	2	14	2	18
 Travis Henry	RB	15	16	14	12	16	5	10	7	5	4
 Coy Wire	DB	13	15	11	10	5	13	4	3	15	9
 Ruben Brown	OL	2	3	3	2	9	10	4	19	2	13
 London Fletcher	LB	13	11	7	9	6	19	4	5	10	13



Speed Team

Player	Position
Eric Moulds	WR
Josh Reed	WR
Travis Henry	RB
Nate Clements	DB
Lawyer Milloy	DB
Antoine Winfield	LB
Ruben Brown	OL

Passing Team

Player	Position
Ruben Brown	OL
Travis Henry	RB
Josh Reed	WR
Drew Bledsoe	QB
Eric Moulds	WR
Nate Clements	DB
Lawyer Milloy	DB

Power Team

Player	Position
Ruben Brown	OL
Mike Williams	OL
Pat Williams	DL
Travis Henry	RB
Eric Moulds	WR
London Fletcher	LB
Takeo Spikes	LB

Defensive Specialists

Player	Position
Ruben Brown	OL
Pat Williams	DL
Takeo Spikes	LB
Antoine Winfield	DB
Lawyer Milloy	DB
London Fletcher	LB
Nate Clements	DB



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Dan Neil	OL	5	3	3	3	12	10	4	18	2	12
Al Wilson	LB	13	12	6	9	5	17	2	7	10	15
Shannon Sharpe	WR	13	10	16	17	14	8	4	11	6	8
Rod Smith	WR	18	17	11	19	12	1	9	7	11	2
Clinton Portis	RB	17	18	16	11	14	4	10	6	3	2
Daryl Gardener	DL	4	1	4	4	9	17	2	14	1	17
Jake Plummer	QB	11	9	10	2	9	2	17	3	6	1
Ed McCaffrey	WR	15	14	12	18	12	4	2	9	10	2
Ian Gold	LB	14	14	6	10	6	15	3	6	11	11
Deltha O'Neal	DB	18	16	9	12	1	11	1	3	15	6
Trevor Pryce	DL	8	7	4	4	9	17	2	13	2	19
John Mobley	LB	13	13	7	9	5	18	3	6	13	10



Speed Team

Player	Position
Rod Smith	WR
Ed McCaffrey	WR
Clinton Portis	RB
Deltha O'Neal	DB
Ian Gold	LB
John Mobley	LB
Dan Neil	OL

Passing Team

Player	Position
Dan Neil	OL
Clinton Portis	RB
Ed McCaffrey	WR
Jake Plummer	QB
Rod Smith	WR
Shannon Sharpe	WR
Deltha O'Neal	DB

Power Team

Player	Position
Dan Neil	OL
Daryl Gardener	DL
Trevor Pryce	DL
Clinton Portis	RB
Shannon Sharpe	WR
Ed McCaffrey	WR
Rod Smith	LB















Defensive Specialists

Player	Position
John Mobley	LB
Daryl Gardener	DL
Al Wilson	LB
Trevor Pryce	DL
Deltha O'Neal	DB
Ian Gold	LB
Clinton Portis	RB



Cleveland Browns



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 William Green	RB	16	15	16	12	16	6	7	4	3	2
 Ryan Tucker	OL	2	2	4	4	11	12	4	16	2	10
 Quincy Morgan	WR	16	16	11	16	12	3	2	5	5	0
 Robert Griffith	DB	14	14	8	12	3	17	3	2	17	7
 Tim Couch	QB	8	6	10	4	9	2	16	4	7	2
 Earl Little	DB	15	15	7	10	4	14	4	2	17	7
 Barry Gardner	LB	13	13	7	7	6	14	4	5	10	8
 Andra Davis	LB	13	11	3	9	5	17	4	4	12	11
 Kelly Holcomb	QB	7	2	10	4	8	0	17	2	8	2
 Anthony Henry	DB	15	13	9	10	5	11	2	2	15	5
 Dennis Northcutt	WR	17	16	11	17	9	3	2	6	8	2
 Gerard Warren	DL	9	8	4	5	10	16	2	14	1	17
 Courtney Brown	DL	12	11	4	6	10	16	2	11	1	17
 Kevin Johnson	WR	16	17	12	18	11	3	11	4	9	2



Speed Team

Player	Position
Dennis Northcutt	WR
Quincy Morgan	WR
William Green	RB
Earl Little	DB
Anthony Henry	DB
Robert Griffith	DB
Ryan Tucker	OL

Passing Team

Player	Position
Ryan Tucker	OL
Gerard Warren	DL
Courtney Brown	DL
William Green	RB
Quincy Morgan	WR
Dennis Northcutt	WR
Tim Couch	QB

Power Team

Player	Position
Ryan Tucker	OL
William Green	RB
Dennis Northcutt	WR
Kelly Holcomb	QB
Quincy Morgan	WR
Kevin Johnson	WR
Robert Griffith	DB

Defensive Specialists

Player	Position
Gerard Warren	DL
Courtney Brown	DL
Andra Davis	LB
Robert Griffith	DB
Earl Little	DB
Barry Gardner	LB

Cleveland Browns





Tampa Bay Buccaneers



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Mike Alstott	RB	13	12	14	13	20	10	7	10	8	5
Keyshawn Johnson	WR	15	14	15	19	11	6	2	9	11	2
Brad Johnson	QB	6	4	9	1	7	4	18	4	8	2
Derrick Brooks	LB	16	13	9	10	8	19	4	4	15	11
Ronde Barber	DB	17	17	9	11	1	14	1	2	19	7
Anthony McFarland	DL	10	8	4	4	13	17	2	13	4	19
Keenan McCardell	WR	15	15	14	18	7	1	2	8	10	2
Simeon Rice	DL	14	10	6	3	13	18	3	10	4	20
John Lynch	DB	14	14	9	11	7	18	2	3	18	8
Warren Sapp	DL	11	9	3	8	13	17	1	14	4	18
Kenyatta Walker	OL	4	4	5	3	13	10	2	17	0	11



Speed Team

Player	Position
Ronde Barber	DB
Derrick Brooks	LB
Keyshawn Johnson	WR
Keenan McCardell	WR
Kenyatta Walker	OL
Simeon Rice	DL
John Lynch	DB

Passing Team

Player	Position
Kenyatta Walker	OL
Mike Alstott	RB
Keyshawn Johnson	WR
Brad Johnson	QB
Keenan McCardell	WR
John Lynch	DB
Ronde Barber	DB

Power Team














Player	Position
Kenyatta Walker	OL
Warren Sapp	DL
Simeon Rice	DL
Mike Alstott	RB
Anthony McFarland	DL
Keyshawn Johnson	WR
Derrick Brooks	LB

Defensive Specialists

Player	Position
Warren Sapp	DL
Simeon Rice	DL
Derrick Brooks	LB
John Lynch	DB
Anthony McFarland	DL
Ronde Barber	DB
Kenyatta Walker	OL

Arizona Cardinals



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Freddie Jones	WR	11	7	14	16	13	9	4	12	5	6
 Jeff Blake	QB	9	7	11	2	9	2	17	2	8	2
 Leonard Davis	OL	2	3	7	3	12	11	2	18	2	11
 Bryant Johnson	WR	15	15	12	17	12	2	3	7	9	2
 Adrian Wilson	DB	15	13	10	11	7	15	3	4	16	5
 Pete Kendall	OL	3	3	4	4	10	10	1	18	2	11
 Duane Starks	DB	16	16	9	11	0	13	1	3	16	7
 Raynoch Thompson	LB	12	13	5	8	5	17	3	6	11	9
 Levar Fisher	LB	14	13	5	7	5	14	1	4	10	7
 Wendell Bryant	DL	8	7	4	2	8	15	3	13	1	16
 Ronald McKinnon	LB	10	9	7	9	5	18	5	5	9	14
 Emmitt Smith	RB	14	14	17	13	15	5	7	9	9	6
 Anquan Boldin	WR	17	17	12	16	12	3	10	6	10	1



Speed Team

Player	Position
Anquan Boldin	WR
Duane Starks	DB
Bryant Johnson	WR
Adrian Wilson	DB
Emmitt Smith	RB
Pete Kendall	OL
Levar Fisher	LB

Passing Team

Player	Position
Leonard Davis	OL
Jeff Blake	QB
Anquan Boldin	WR
Freddie Jones	WR
Bryant Johnson	WR
Duane Starks	DB
Adrian Wilson	DB

Power Team

Player	Position
Leonard Davis	OL
Pete Kendall	OL
Wendell Bryant	DL
Emmitt Smith	RB
Freddie Jones	WR
Bryant Johnson	WR
Anquan Boldin	WR

Defensive Specialists

Player	Position
Wendell Bryant	DL
Ronald McKinnon	LB
Raynoch Thompson	LB
Adrian Wilson	DB
Duane Starks	DB
Levar Fisher	LB
Leonard Davis	OL



Arizona Cardinals





San Diego Chargers

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Sammy Davis	DB	15	13	9	10	2	11	2	2	15	5
Marcellus Wiley	DL	10	10	6	4	13	17	3	11	8	18
Stephen Alexander	WR	10	5	14	14	12	8	2	14	5	4
Ben Leber	LB	11	10	5	9	5	15	5	4	11	9
Raylee Johnson	DL	11	9	4	6	11	17	3	11	2	16
David Boston	WR	17	17	12	16	14	7	2	5	10	2
Donnie Edwards	LB	13	13	7	10	6	18	4	5	14	12
Quentin Jammer	DB	18	17	9	11	3	13	1	3	15	5
Tim Dwight	WR	18	14	12	15	10	2	3	4	7	0
Drew Brees	QB	9	6	12	6	8	4	16	4	5	1
LaDainian Tomlinson	RB	17	17	17	13	15	1	9	6	5	4
Toniou Fonoti	OL	2	3	2	3	12	11	2	16	1	10



Speed Team

Player	Position
LaDainian Tomlinson	RB
Quentin Jammer	DB
Tim Dwight	WR
David Boston	WR
Sammy Davis	DB
Toniou Fonoti	OL
Donnie Edwards	LB

Passing Team

Player	Position
Toniou Fonoti	OL
Drew Brees	QB
David Boston	WR
Tim Dwight	WR
LaDainian Tomlinson	RB
Quentin Jammer	DB
Stephen Alexander	WR

Power Team













Player	Position
LaDainian Tomlinson	RB
Drew Brees	QB
Marcellus Wiley	DL
David Boston	WR
Stephen Alexander	WR
Toniou Fonoti	OL
Raylee Johnson	DL

Defensive Specialists

Player	Position
Raylee Johnson	DL
Donnie Edwards	LB
Marcellus Wiley	DL
Quentin Jammer	DB
Sammy Davis	DB
Ben Leber	LB
Toniou Fonoti	OL

Kansas City Chiefs



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Johnnie Morton	WR	15	16	13	17	11	3	4	4	10	2
 Ryan Sims	DL	10	9	5	3	9	15	0	12	1	17
 Trent Green	QB	5	4	9	3	7	1	18	5	7	2
 Priest Holmes	RB	16	17	19	14	17	2	6	7	6	5
 Tony Gonzalez	WR	13	14	17	18	15	8	4	11	5	7
 Will Shields	OL	4	4	5	4	8	11	2	19	2	13
 Eric Hicks	DL	10	8	4	5	9	16	3	13	2	18
 Eric Warfield	DB	16	14	9	10	3	11	2	4	15	6
 Greg Wesley	DB	15	13	6	10	6	16	2	3	16	6
 Mike Maslowski	LB	11	9	5	7	5	17	3	6	13	10
 Dante Hall	WR	19	20	12	15	7	0	2	2	6	0
 Eddie Kennison	WR	17	16	7	17	10	2	2	3	9	2



Speed Team

Player	Position
Dante Hall	WR
Eddie Kennison	WR
Priest Holmes	RB
Tony Gonzalez	WR
Eric Warfield	DB
Greg Wesley	DB
Will Shields	OL

Passing Team

Player	Position
Dante Hall	WR
Eddie Kennison	WR
Priest Holmes	RB
Tony Gonzalez	WR
Trent Green	QB
Johnnie Morton	DB
Will Shields	OL

Power Team

Player	Position
Ryan Sims	DL
Will Shields	OL
Priest Holmes	RB
Tony Gonzalez	WR
Eric Hicks	DL
Eddie Kennison	WR
Johnnie Morton	WR

Defensive Specialists

Player	Position
Ryan Sims	DL
Eric Hicks	DL
Will Shields	OL
Greg Wesley	DB
Eric Warfield	DB
Mike Maslowski	LB
Tony Gonzalez	WR

Kansas City Chiefs



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Idrees Bashir	DB	16	14	10	10	6	12	2	3	16	4
Tarik Glenn	OL	2	3	3	3	12	11	2	17	2	11
Rob Morris	LB	11	11	7	8	5	17	4	5	9	12
Chad Bratzke	DL	9	8	3	5	11	15	2	11	1	17
Edgerrin James	RB	16	17	17	13	18	2	6	6	7	5
David Thornton	LB	12	11	6	10	5	14	3	3	11	9
Peyton Manning	QB	6	5	11	3	8	4	20	4	9	2
Marvin Harrison	WR	17	19	14	20	10	2	3	5	12	3
Mike Doss	DB	14	15	8	10	6	15	3	3	15	9
Dwight Freeney	DL	13	12	2	4	9	15	2	11	1	16
Walt Harris	DB	15	13	9	11	3	11	2	2	15	5
Reggie Wayne	WR	18	16	12	16	9	3	2	3	7	1
Marcus Pollard	WR	12	8	15	15	14	9	2	13	5	6



Speed Team

Player	Position
Reggie Wayne	WR
Marvin Harrison	WR
Edgerrin James	RB
Idrees Bashir	DB
Walt Harris	DB
Tarik Glenn	OL
Mike Doss	DB

Passing Team

Player	Position
Reggie Wayne	WR
Marvin Harrison	WR
Edgerrin James	RB
Peyton Manning	QB
Walt Harris	DB
Tarik Glenn	OL
Marcus Pollard	WR














Power Team

Player	Position
Marcus Pollard	WR
Marvin Harrison	WR
Edgerrin James	RB
Dwight Freeney	DL
Chad Bratzke	DL
Tarik Glenn	OL
Reggie Wayne	WR

Defensive Specialists

Player	Position
Dwight Freeney	DL
Rob Morris	LB
Chad Bratzke	DL
Idrees Bashir	DB
Mike Doss	DB
Tarik Glenn	OL
David Thornton	LB

Dallas Cowboys

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Roy Williams	DB	16	16	8	10	7	16	0	2	16	5
 Dexter Coakley	LB	14	12	6	9	6	16	4	5	14	11
 Antonio Bryant	WR	15	15	11	17	11	0	2	4	9	2
 Troy Hambrick	RB	15	16	17	13	18	6	7	8	4	3
 La'Roi Glover	DL	7	5	6	3	8	17	1	13	2	19
 Quincy Carter	QB	13	12	10	6	11	1	16	1	7	0
 Greg Ellis	DL	14	14	7	6	9	16	5	12	1	16
 Darren Woodson	DB	15	14	9	12	7	17	3	3	18	8
 Larry Allen	OL	3	3	3	4	12	13	3	19	2	13
 Joey Galloway	WR	18	16	11	16	5	2	4	4	9	2
 Terry Glenn	WR	18	17	10	16	10	2	7	7	11	0
 Chad Hutchinson	QB	7	12	7	6	10	3	15	1	6	0
 Dat Nguyen	LB	12	12	7	8	6	17	5	5	9	14



Speed Team

Player	Position
Joey Galloway	WR
Terry Glenn	WR
Troy Hambrick	RB
Roy Williams	DB
Darren Woodson	DB
Larry Allen	OL
La'Roi Glover	DL

Passing Team

Player	Position
Quincy Carter	QB
Joey Galloway	WR
Troy Hambrick	RB
Darren Woodson	DB
Terry Glenn	WR
Larry Allen	OL
Antonio Bryant	WR

Power Team

Player	Position
Quincy Carter	QB
La'Roi Glover	DL
Troy Hambrick	RB
Greg Ellis	DL
Terry Glenn	WR
Larry Allen	OL
Antonio Bryant	WR

Defensive Specialists

Player	Position
Dat Nguyen	LB
La'Roi Glover	DL
Roy Williams	DB
Greg Ellis	DL
Dexter Coakley	LB
Larry Allen	OL
Darren Woodson	DB

Dallas Cowboys Select 



Miami Dolphins

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Mark Dixon	OL	2	3	5	1	10	10	2	17	1	12
Randy McMichael	WR	11	7	15	16	13	9	4	9	4	8
Jason Taylor	DL	15	13	7	6	13	17	2	10	8	19
Sam Madison	DB	19	19	9	13	0	12	2	3	19	8
Tim Ruddy	OL	4	3	7	3	12	10	4	18	2	12
Junior Seau	LB	13	12	8	9	6	19	5	5	14	13
Jay Fiedler	QB	11	6	13	2	9	1	18	2	7	1
Sammy Knight	DB	15	14	8	11	5	17	2	4	17	10
Ricky Williams	RB	17	14	16	16	19	5	7	7	7	5
Patrick Surtain	DB	18	17	9	13	1	13	3	4	18	7
Zach Thomas	LB	14	15	7	9	7	17	5	7	14	14
Chris Chambers	WR	17	16	13	17	11	3	2	6	8	2
Brian Griese	QB	5	5	8	6	9	2	16	6	7	2
Brock Marion	DB	15	14	10	13	5	13	2	3	17	7



Speed Team

Player	Position
Chris Chambers	WR
Jason Taylor	DL
Ricky Williams	RB
Sam Madison	DB
Patrick Surtain	DB
Tim Ruddy	OL
Brock Marion	DB

Passing Team

Player	Position
Jay Fiedler	QB
Randy McMichael	WR
Ricky Williams	RB
Chris Chambers	WR
Brock Marion	DB
Mark Dixon	OL
Patrick Surtain	DB














Power Team

Player	Position
Randy McMichael	WR
Jason Taylor	DL
Ricky Williams	RB
Mark Dixon	OL
Chris Chambers	WR
Tim Ruddy	OL
Jay Fiedler	QB

Defensive Specialists

Player	Position
Junior Seau	LB
Jason Taylor	DL
Zach Thomas	LB
Tim Ruddy	OL
Brock Marion	DB
Sammy Knight	DB
Patrick Surtain	DB

Philadelphia Eagles

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Duce Staley	RB	15	16	17	13	16	5	8	7	6	5
 Todd Pinkston	WR	18	16	10	17	10	2	2	3	9	2
 Carlos Emmons	LB	12	10	7	9	5	16	1	5	12	12
 Chad Lewis	WR	10	8	15	16	13	9	3	12	4	6
 Donovan McNabb	QB	15	16	11	8	10	3	17	5	8	2
 Bobby Taylor	DB	18	17	9	11	7	15	2	3	17	8
 Corey Simon	DL	8	8	4	2	9	16	3	13	2	18
 Brandon Whiting	DL	9	8	5	5	10	15	2	13	1	17
 Correll Buckhalter	RB	15	14	16	13	17	4	7	6	5	3
 Brian Dawkins	DB	17	17	10	13	4	15	2	4	18	8
 Tra Thomas	OL	3	3	4	4	10	10	1	20	2	11
 James Thrash	WR	18	16	13	17	11	2	2	3	9	2
 Troy Vincent	DB	17	17	9	12	3	13	3	4	19	8



Speed Team

Player	Position
James Thrash	WR
Bobby Taylor	DB
Todd Pinkston	WR
Brandon Whiting	DL
Troy Vincent	DB
Tra Thomas	OL
Donovan McNabb	QB

Passing Team

Player	Position
James Thrash	WR
Chad Lewis	WR
Todd Pinkston	WR
Bryan Dawkins	DB
Troy Vincent	DB
Tra Thomas	OL
Donovan McNabb	QB

Power Team

Player	Position
Duce Staley	RB
Correll Buckhalter	RB
Tra Thomas	OL
Brandon Whiting	DL
Troy Vincent	DB
Simon Corey	DL
Donovan McNabb	QB

Defensive Specialists

Player	Position
Carlos Emmons	LB
Corey Simon	DL
Brandon Whiting	DL
Bryan Dawkins	DB
Troy Vincent	DB
Tra Thomas	OL
Bobby Taylor	DB



Philadelphia Eagles



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Move
Tyrone Williams	DB	15	13	9	10	3	11	2	2	15	5
Warrick Dunn	RB	17	18	17	14	13	0	8	5	7	5
Ray Buchanan	DB	16	16	9	11	1	12	2	2	18	8
Patrick Kerney	DL	11	10	6	2	13	16	3	5	7	17
Keith Brooking	LB	12	12	6	9	5	18	4	5	11	13
T. J. Duckett	RB	15	13	16	11	18	4	7	5	3	2
Bob Whitfield	OL	3	3	7	2	10	11	2	18	2	12
Peerless Price	WR	17	15	12	17	11	2	1	3	8	1
Ed Jasper	DL	8	7	5	4	8	16	2	13	2	18
Mike Vick	QB	17	19	11	7	5	0	16	3	7	1
Keion Carpenter	DB	16	14	8	10	5	12	2	3	16	4
Brian Finneran	WR	14	14	11	15	12	2	2	5	7	1



Speed Team

Player	Position
Mike Vick	QB
Peerless Price	WR
Warrick Dunn	RB
Ray Buchanan	DB
T. J. Duckett	RB
Bob Whitfield	OL
Tyrone Williams	DB

Passing Team

Player	Position
T. J. Duckett	RB
Warrick Dunn	RB
Mike Vick	QB
Bob Whitfield	OL
Brian Finneran	WR
Ray Buchanan	DB
Peerless Price	WR

Power Team














Player	Position
T. J. Duckett	RB
Warrick Dunn	RB
Patrick Kerney	DL
Bob Whitfield	OL
Brian Finneran	WR
Ed Jasper	DL
Peerless Price	WR

Defensive Specialists

Player	Position
Ed Jasper	DL
Keith Brooking	LB
Patrick Kerney	DL
Bob Whitfield	OL
Keion Carpenter	DB
Ray Buchanan	DB
Tyrone Williams	DB

San Francisco 49ers



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Tony Parrish	DB	15	14	8	11	5	16	2	3	17	6
 Kevan Barlow	RB	15	14	16	12	17	4	7	6	5	3
 Ahmed Plummer	DB	17	17	9	12	1	12	4	4	16	7
 Ron Stone	OL	3	2	6	2	9	12	4	19	2	12
 Tai Streets	WR	18	16	11	17	11	1	2	3	9	2
 Jeremy Newberry	OL	2	4	7	4	9	13	1	18	0	12
 Garrison Hearst	RB	15	16	18	14	15	1	8	7	7	5
 Andre Carter	DL	12	11	4	3	12	15	2	10	1	17
 Terrell Owens	WR	17	16	12	18	14	7	4	7	9	3
 Derek Smith	LB	13	13	6	7	6	17	4	5	12	8
 Bryant Young	DL	7	5	5	4	10	18	3	13	2	18
 Julian Peterson	LB	16	13	7	8	7	16	4	7	12	9
 Jeff Garcia	QB	10	9	11	6	7	2	19	3	8	2



Speed Team

Player	Position
Tai Streets	WR
Ahmed Plummer	DB
Terrell Owens	WR
Julian Peterson	LB
Jeremy Newberry	OL
Garrison Hearst	RB
Ron Stone	OL

Passing Team

Player	Position
Tai Streets	WR
Ahmed Plummer	DB
Terrell Owens	WR
Jeff Garcia	QB
Jeremy Newberry	OL
Garrison Hearst	RB
Ron Stone	OL

Power Team

Player	Position
Andre Carter	DL
Bryant Young	DL
Terrell Owens	WR
Kevan Barlow	RB
Jeremy Newberry	OL
Garrison Hearst	RB
Ron Stone	OL

Defensive Specialists

Player	Position
Bryant Young	DL
Ahmed Plummer	DB
Tony Parrish	DB
Julian Peterson	LB
Jeremy Newberry	OL
Derek Smith	LB
Andre Carter	DL



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Shaun Williams	DB	15	14	9	10	7	16	2	3	17	7
Kerry Collins	QB	7	1	7	3	9	1	17	3	7	2
Will Allen	DB	18	16	11	10	4	11	2	3	16	5
Tiki Barber	RB	18	17	16	16	14	3	9	6	6	5
Amani Toomer	WR	16	16	15	18	8	7	4	5	9	2
Dhani Jones	LB	14	13	6	9	8	16	2	7	13	11
Ike Hilliard	WR	15	15	12	18	11	5	2	8	10	2
Mike Barrow	LB	11	10	7	7	5	17	5	3	11	14
Kenny Holmes	DL	12	11	5	3	9	16	3	11	1	17
Luke Petitgout	OL	3	2	3	1	9	13	1	16	2	10
Jeremy Shockey	WR	14	12	13	18	16	9	2	11	5	4
Michael Strahan	DL	13	11	6	3	13	17	3	12	5	20
Tony Williams	DL	4	1	3	4	8	17	2	14	1	17



Speed Team

Player	Position
Will Allen	DB
Tiki Barber	RB
Amani Toomer	WR
Ike Hilliard	WR
Jeremy Shockey	WR
Luke Petitgout	OL
Michael Strahan	DL

Passing Team

Player	Position
Kerry Collins	QB
Tiki Barber	RB
Amani Toomer	WR
Ike Hilliard	WR
Jeremy Shockey	WR
Luke Petitgout	OL
Michael Strahan	DL

Power Team














Player	Position
Dhani Jones	LB
Tiki Barber	RB
Kenny Holmes	DL
Ike Hilliard	WR
Jeremy Shockey	WR
Luke Petitgout	OL
Michael Strahan	DL

Defensive Specialists

Player	Position
Dhani Jones	LB
Will Allen	DB
Kenny Holmes	DL
Shaun Williams	DB
Mike Barrow	LB
Luke Petitgout	OL
Michael Strahan	DL

Jacksonville Jaguars



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Fernando Bryant	DB	16	15	9	10	0	12	3	3	15	6
 Danny Clark	LB	15	13	5	9	8	17	2	7	12	11
 Jimmy Smith	WR	17	17	12	19	12	5	2	5	11	3
 Hugh Douglas	DL	11	11	6	4	12	18	2	12	2	19
 Chris Naeole	OL	2	2	6	5	12	12	3	17	2	11
 Kyle Brady	WR	10	5	14	14	12	10	2	14	5	4
 Marcus Stroud	DL	8	8	5	2	11	16	1	14	1	17
 Mark Brunell	QB	9	10	12	2	9	2	17	2	8	2
 John Henderson	DL	8	7	6	4	8	16	2	15	2	18
 Mike Peterson	LB	13	13	6	7	6	17	6	5	15	9
 Fred Taylor	RB	17	15	17	10	16	5	7	7	7	5
 Donovin Darius	DB	15	13	8	11	7	15	3	4	15	5
 Byron Leftwich	QB	10	9	10	4	8	0	15	2	8	2



Speed Team

Player	Position
Fernando Bryant	DB
Fred Taylor	RB
Jimmy Smith	WR
Donovin Darius	DB
Kyle Brady	WR
Chris Naeole	OL
John Henderson	DL

Passing Team

Player	Position
Mark Brunell	QB
Fred Taylor	RB
Jimmy Smith	WR
Donovin Darius	DB
Kyle Brady	WR
Chris Naeole	OL
John Henderson	DL

Power Team

Player	Position
Jimmy Smith	WR
Fred Taylor	RB
Hugh Douglas	DL
Marcus Stroud	DL
Kyle Brady	WR
Chris Naeole	OL
John Henderson	DL

Defensive Specialists

Player	Position
Hugh Douglas	DL
Danny Clark	LB
Mike Peterson	LB
Donovin Darius	DB
Marcus Stroud	DL
Chris Naeole	OL
John Henderson	DL

JACKSONVILLE JAGUARS





Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Kevin Mawae	OL	3	4	6	2	8	12	4	19	2	12
Santana Moss	WR	18	17	10	15	6	1	1	3	5	0
Mo Lewis	LB	11	13	7	10	6	17	2	5	13	12
Curtis Martin	RB	16	17	19	15	16	4	7	6	8	6
John Abraham	DL	12	11	7	5	12	17	4	10	2	18
Sam Cowart	LB	11	12	7	8	5	18	4	4	12	12
Chad Pennington	QB	5	4	10	4	9	1	17	4	6	1
Anthony Becht	WR	10	7	13	16	13	10	4	12	5	6
Wayne Chrebet	WR	15	16	11	17	9	6	2	9	11	2
Shaun Ellis	DL	13	12	4	4	9	15	2	13	1	16
Marvin Jones	LB	11	12	6	8	5	17	5	5	12	12
Donnie Abraham	DB	16	16	9	13	2	11	4	3	15	6



Speed Team

Player	Position
Santana Moss	WR
Curtis Martin	RB
Wayne Chrebet	WR
Donnie Abraham	DB
Anthony Becht	WR
Kevin Mawae	OL
Shaun Ellis	DL

Passing Team

Player	Position
Santana Moss	WR
Curtis Martin	RB
Wayne Chrebet	WR
Chad Pennington	QB
Anthony Becht	WR
Kevin Mawae	OL
Shaun Ellis	DL

Power Team

Player	Position
Chad Pennington	QB
Curtis Martin	RB
Wayne Chrebet	WR
John Abraham	DL
Anthony Becht	WR
Kevin Mawae	OL
Shaun Ellis	DL













Defensive Specialists

Player	Position
Mo Lewis	LB
John Abraham	DL
Sam Cowart	LB
Donnie Abraham	DB
Marvin Jones	LB
Kevin Mawae	OL
Shaun Ellis	DL

Detroit Lions



Detroit Lions

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Jeff Backus	OL	4	3	3	1	10	11	4	16	1	10
 James Stewart	RB	14	13	18	12	17	1	6	7	6	5
 Luther Elliss	DL	5	3	5	2	10	17	3	15	2	19
 Az-Zahir Hakim	WR	19	19	7	15	7	0	1	3	7	1
 Kalimba Edwards	DL	12	10	5	5	12	15	1	11	0	16
 Charles Rogers	WR	17	16	12	16	9	5	4	4	5	2
 Earl Holmes	LB	12	12	6	7	4	18	3	5	10	13
 Shaun Rogers	DL	8	8	5	1	12	16	2	15	1	17
 Robert Porcher	DL	9	10	6	2	11	16	3	12	2	19
 Dre' Bly	DB	16	16	8	10	1	12	4	1	16	6
 Bill Schroeder	WR	15	16	10	16	11	3	4	4	10	2
 Joey Harrington	QB	8	5	8	0	8	1	17	0	6	1



Speed Team

Player	Position
Az-Zahir Hakim	WR
Charles Rogers	WR
Dre' Bly	DB
Bill Schroeder	WR
James Stewart	RB
Jeff Backus	OL
Shaun Rogers	DL

Passing Team

Player	Position
Az-Zahir Hakim	WR
Charles Rogers	WR
Joey Harrington	QB
Bill Schroeder	WR
James Stewart	RB
Jeff Backus	OL
Dre' Bly	DB

Power Team

Player	Position
Luther Elliss	DL
Bill Schroeder	WR
Robert Porcher	DL
Shaun Rogers	DL
James Stewart	RB
Jeff Backus	OL
Kalimba Edwards	DL

Defensive Specialists

Player	Position
Luther Elliss	DL
Dre' Bly	DB
Robert Porcher	DL
Shaun Rogers	DL
Earl Holmes	LB
Jeff Backus	OL
Kalimba Edwards	DL



Green Bay Packers

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Mike McKenzie	DB	18	17	8	10	1	13	3	3	16	9
Brett Favre	QB	9	9	10	5	8	3	19	3	10	3
Donald Driver	WR	17	14	10	16	6	1	3	4	6	1
William Henderson	RB	14	14	15	14	17	8	7	15	6	8
Cletidus Hunt	DL	4	1	4	4	8	17	2	14	1	16
Kabeer Gbaja-Biamila	DL	14	10	5	5	12	15	1	10	0	16
Bubba Franks	WR	11	9	14	15	13	10	3	12	5	6
Na'il Diggs	LB	13	12	6	9	2	16	3	5	12	10
Joe Johnson	DL	11	10	5	2	9	16	4	13	2	19
Ahman Green	RB	18	18	15	15	16	5	7	5	7	5
Darren Sharper	DB	16	15	9	12	7	15	3	4	18	7
Javon Walker	WR	18	16	10	17	12	2	2	3	9	2



Speed Team

Player	Position
Javon Walker	WR
Donald Driver	WR
Ahman Green	RB
Darren Sharper	DB
Mike McKenzie	DB
William Henderson	RB
Joe Johnson	DL

Passing Team

Player	Position
Javon Walker	WR
Donald Driver	WR
Ahman Green	RB
Bubba Franks	WR
William Henderson	RB
Brett Favre	QB
Joe Johnson	DL

Power Team

Player	Position
Kabeer Gbaja-Biamila	DL
Bubba Franks	WR
Ahman Green	RB
Javon Walker	WR
Cletidus Hunt	DL
William Henderson	RB
Joe Johnson	DL

Defensive Specialists

Player	Position
Cletidus Hunt	DL
Nai'l Diggs	LB
Kabeer Gbaja-Biamila	DL
Darren Sharper	DB
Mike McKenzie	DB
Bubba Franks	RB
Joe Johnson	DL

Carolina Panthers



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Dan Morgan	LB	13	13	6	8	6	17	3	3	9	14
Steve Smith	WR	18	16	10	17	12	2	2	3	9	2
Julius Peppers	DL	14	12	7	7	11	15	3	11	0	17
Mike Rucker	DL	10	9	3	4	9	16	2	12	2	18
Deon Grant	DB	16	15	9	10	5	13	4	4	16	5
Kevin Dyson	WR	15	18	10	17	10	3	7	4	8	1
Stephen Davis	RB	15	14	17	12	19	4	7	8	7	5
Jake Delhomme	QB	8	9	12	4	9	2	16	2	7	1
Kris Jenkins	DL	4	1	3	4	9	17	2	13	1	17
Rodney Peete	QB	4	3	8	3	7	4	16	4	7	2
Todd Steussie	OL	4	4	3	4	9	12	4	16	2	12
Mike Minter	DB	15	13	8	10	1	16	2	3	16	6
Muhsin Muhammad	WR	15	15	13	17	12	1	1	6	10	2



Speed Team

Player	Position
Steve Smith	WR
Kevin Dyson	WR
Stephen Davis	RB
Mike Minter	DB
Muhsin Muhammad	WR
Todd Steussie	OL
Kris Jenkins	DL

Passing Team

Player	Position
Steve Smith	WR
Kevin Dyson	WR
Stephen Davis	RB
Jake Delhomme	QB
Muhsin Muhammad	WR
Todd Steussie	OL
Deon Grant	DB

Power Team

Player	Position
Steve Smith	WR
Kevin Dyson	WR
Stephen Davis	RB
Julius Peppers	DL
Muhsin Muhammad	WR
Todd Steussie	OL
Kris Jenkins	DL

Defensive Specialists

Player	Position
Dan Morgan	LB
Mike Rucker	DL
Julius Peppers	DL
Mike Minter	DB
Deon Grant	DB
Todd Steussie	OL
Kris Jenkins	DL

Carolina Panthers



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Tom Brady	QB	7	5	11	6	9	5	17	4	8	2
Tedy Bruschi	LB	12	11	7	9	5	17	3	6	9	14
David Patten	WR	17	16	12	16	9	1	4	4	8	1
Rosevelt Colvin	LB	14	12	7	9	2	17	3	5	11	15
Ty Law	DB	18	17	10	13	4	12	2	2	19	8
Rodney Harrison	DB	15	15	8	11	6	18	4	2	18	8
Richard Seymour	DL	8	8	3	2	10	18	3	14	2	17
Deion Branch	WR	18	16	12	17	8	2	2	3	9	2
Antowain Smith	RB	15	15	17	13	14	5	8	7	6	4
Ted Washington	DL	5	2	4	2	10	16	3	14	2	18
Damien Woody	OL	3	4	6	2	11	11	4	19	2	12
Troy Brown	WR	17	18	12	18	9	1	2	5	10	2



Speed Team

Player	Position
Deion Branch	WR
Ty Law	DB
David Patten	WR
Troy Brown	WR
Antowain Smith	RB
Damien Woody	OL
Ted Washington	DL

Passing Team

Player	Position
Deion Branch	WR
Tom Brady	QB
David Patten	WR
Troy Brown	WR
Antowain Smith	RB
Damien Woody	OL
Ted Washington	DL

Power Team













Player	Position
David Patten	WR
Ty Law	DB
Tom Brady	QB
Richard Seymour	DL
Antowain Smith	RB
Damien Woody	OL
Ted Washington	DL

Defensive Specialists

Player	Position
Rodney Harrison	DB
Ty Law	DB
Tedy Bruschi	LB
Rosevelt Colvin	LB
Richard Seymour	DL
Damien Woody	OL
Ted Washington	DL

Oakland Raiders



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Lincoln Kennedy	OL	4	4	3	4	13	13	5	18	1	13
 Tim Brown	WR	16	15	11	19	12	1	2	6	14	3
 Jerry Porter	WR	18	16	10	17	11	2	2	3	9	2
 Jerry Rice	WR	15	14	12	20	6	0	2	5	14	3
 Eric Barton	LB	14	10	5	8	6	16	3	5	11	12
 Rich Gannon	QB	10	8	12	5	8	1	18	3	8	2
 John Parrella	DL	5	4	5	4	9	17	2	14	1	18
 Rod Woodson	DB	16	15	9	13	5	15	5	5	20	9
 Charlie Garner	RB	17	19	17	15	13	4	10	6	7	5
 Bill Romanowski	LB	13	13	7	7	5	16	1	3	10	7
 Phillip Buchanon	DB	19	18	11	11	2	13	2	1	15	4
 Charles Woodson	DB	19	20	10	11	4	13	2	2	16	7



Speed Team

Player	Position
Phillip Buchanon	DB
Charles Woodson	DB
Jerry Porter	WR
Charlie Garner	RB
Rod Woodson	DB
Tim Brown	WR
Lincoln Kennedy	OL

Passing Team

Player	Position
Tim Brown	WR
Jerry Rice	WR
Jerry Porter	WR
Charlie Garner	RB
Rich Gannon	QB
John Parrella	DL
Lincoln Kennedy	OL

Power Team

Player	Position
Tim Brown	WR
Eric Barton	LB
Jerry Porter	WR
Charlie Garner	RB
Rich Gannon	QB
John Parrella	DL
Lincoln Kennedy	OL

Defensive Specialists

Player	Position
Charles Woodson	DB
Rod Woodson	DB
Phillip Buchanon	DB
Bill Romanowski	LB
Eric Barton	LB
John Parrella	DL
Lincoln Kennedy	OL



Oakland Raiders





Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Orlando Pace	OL	4	5	4	1	13	13	5	20	3	13
Kurt Warner	QB	3	3	7	4	8	1	18	3	10	3
Tommy Polley	LB	13	13	8	7	6	16	4	5	11	8
Leonard Little	DL	14	11	5	7	10	15	4	10	1	17
Marshall Faulk	RB	18	20	18	17	14	4	9	8	8	5
Grant Wistrom	DL	11	10	6	6	8	17	5	11	2	19
Adam Archuleta	DB	15	15	11	10	6	16	2	2	15	6
Jamie Duncan	LB	13	10	5	9	5	16	4	5	10	15
Torry Holt	WR	19	16	11	18	10	0	2	5	10	2
Isaac Bruce	WR	17	19	13	18	11	1	2	4	11	2
Kyle Turley	OL	5	5	3	4	13	13	3	18	2	13
Aeneas Williams	DB	17	19	10	12	5	12	1	4	19	8



Speed Team

Player	Position
Torry Holt	WR
Marshall Faulk	RB
Aeneas Williams	DB
Isaac Bruce	WR
Adam Archuleta	DB
Leonard Little	DL
Tommy Polley	LB

Passing Team

Player	Position
Trent Green	QB
Torry Holt	WR
Isaac Bruce	WR
Marshall Faulk	RB
Orlando Pace	OL
Kyle Turley	OL
Aeneas Williams	DB

Power Team














Player	Position
Trent Green	QB
Marshall Faulk	RB
Orlando Pace	OL
Kyle Turley	OL
Leonard Little	DL
Grant Wistrom	DL
Adam Archuleta	DB

Defensive Specialists

Player	Position
Aeneas Williams	DB
Leonard Little	DL
Grant Wistrom	DL
Jamie Duncan	LB
Tommy Polley	LB
Adam Archuleta	DB
Kyle Turley	OL

Baltimore Ravens



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Kyle Boller	QB	6	10	9	7	12	5	16	4	6	1
 Jamal Lewis	RB	16	14	17	12	18	5	6	6	6	5
 Terrell Suggs	LB	14	12	3	7	6	15	1	4	9	14
 Travis Taylor	WR	15	16	11	16	5	3	2	4	8	1
 Jonathan Ogden	OL	4	3	4	2	11	12	1	20	3	12
 Peter Boulware	LB	14	14	7	10	6	17	3	6	14	14
 Todd Heap	WR	12	10	14	17	12	9	2	10	5	5
 Chris Redman	QB	5	4	10	3	8	0	15	5	5	1
 Ray Lewis	LB	14	15	8	7	8	20	2	7	14	12
 Edwin Mulitalo	OL	3	2	5	1	9	10	1	17	2	13
 Ed Reed	DB	16	13	7	11	5	15	3	4	16	5
 Chris McAlister	DB	18	17	9	11	6	13	2	2	17	7
 Anthony Weaver	DL	9	8	2	3	10	15	1	14	1	16



Speed Team

Player	Position
Chris McAlister	DB
Ed Reed	DB
Jamal Lewis	RB
Travis Taylor	WR
Ray Lewis	LB
Peter Boulware	LB
Terrell Suggs	RB

Passing Team

Player	Position
Kyle Boller	QB
Travis Taylor	WR
Todd Heap	WR
Jonathan Ogden	OL
Jamal Lewis	RB
Ed Reed	DB
Chris McAlister	DB

Power Team

Player	Position
Kyle Boller	QB
Ray Lewis	LB
Terrell Suggs	LB
Peter Boulware	LB
Jonathan Ogden	OL
Edwin Mulitalo	OL
Jamal Lewis	RB

Defensive Specialists

Player	Position
Ray Lewis	LB
Terrell Suggs	LB
Peter Boulware	LB
Ed Reed	DB
Chris McAlister	DB
Anthony Weaver	DL
Jonathan Ogden	OL

BALTIMORE RAVENS





Washington Redskins

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Lional Dalton	DL	7	10	6	2	10	17	4	14	2	18
Jon Jansen	OL	3	3	6	4	12	12	3	18	3	13
Bruce Smith	DL	8	6	5	3	8	16	3	11	2	20
Jessie Armstead	LB	12	10	7	10	5	17	1	5	13	12
Trung Canidate	RB	18	18	15	14	13	3	8	5	7	5
Jeremiah Trotter	LB	13	13	6	8	5	19	4	5	11	12
Patrick Ramsey	QB	4	3	9	0	7	3	16	0	4	0
Ifeanyi Ohalete	DB	13	15	8	11	7	14	2	3	16	9
Fred Smoot	DB	17	17	9	12	0	12	2	3	16	6
Laveranues Coles	WR	19	16	12	17	10	3	2	3	7	1
Champ Bailey	DB	19	19	9	13	1	12	3	0	19	8
Chris Samuels	OL	5	3	7	4	11	10	2	19	2	11
Rod Gardner	WR	15	15	12	17	12	4	8	6	7	1



Speed Team

Player	Position
Champ Bailey	DB
Laveranues Coles	WR
Trung Canidate	RB
Fred Smoot	DB
Rod Gardner	WR
Jeremiah Trotter	LB
Ifeanyi Ohalete	DB

Passing Team

Player	Position
Patrick Ramsey	QB
Laveranues Coles	WR
Rod Gardner	WR
Chris Samuels	OL
Jon Jansen	OL
Trung Canidate	RB
Champ Bailey	DB

Power Team















Player	Position
Patrick Ramsey	QB
Bruce Smith	DL
Jeremiah Trotter	LB
Jessie Armstead	LB
Jon Jansen	OL
Chris Samuels	OL
Trung Canidate	RB

Defensive Specialists

Player	Position
Champ Bailey	DB
Fred Smoot	DB
Ifeanyi Ohalete	DB
Jessie Armstead	LB
Jeremiah Trotter	LB
Bruce Smith	DL
Lional Dalton	DL

New Orleans Saints



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Grady Jackson	DL	6	4	6	2	8	16	3	15	2	19
 Ernie Conwell	WR	11	8	14	15	13	8	3	13	5	7
 Joe Horn	WR	17	16	12	18	8	7	4	6	10	2
 Tebucky Jones	DB	15	13	10	10	7	11	2	2	15	5
 Darren Howard	DL	9	9	4	6	11	17	2	11	1	18
 Aaron Brooks	QB	13	11	10	7	10	3	17	3	7	1
 Johnathan Sullivan	DL	4	1	4	4	8	17	2	14	1	17
 Deuce McAllister	RB	17	16	17	14	16	5	6	5	5	3
 Donte Stallworth	WR	19	16	11	16	7	2	2	4	5	1
 Wayne Gandy	OL	3	2	4	2	13	11	0	18	2	11
 Fred Thomas	DB	17	16	8	12	0	11	2	4	15	6
 Jerome Pathon	WR	18	16	7	16	9	2	2	3	9	2
 Darrin Smith	LB	11	12	6	8	5	15	5	4	12	11
 Dat Nguyen	LB	12	12	7	8	6	17	5	5	9	14

Speed Team

Player	Position
Donte Stallworth	WR
Jerome Pathon	WR
Joe Horn	WR
Deuce McAllister	RB
Fred Thomas	DB
Tebucky Jones	DB
Aaron Brooks	QB

Passing Team

Player	Position
Aaron Brooks	QB
Joe Horn	WR
Jerome Pathon	WR
Donte Stallworth	WR
Ernie Conwell	WR
Wayne Gandy	OL
Deuce McAllister	RB

Power Team

Player	Position
Aaron Brooks	QB
Ernie Conwell	WR
Deuce McAllister	RB
Grady Jackson	DL
Darren Howard	DL
Johnathan Sullivan	DL
Wayne Gandy	OL

Defensive Specialists

Player	Position
Tebucky Jones	DB
Grady Jackson	DL
Darren Howard	DL
Johnathan Sullivan	DL
Fred Thomas	DB
Darrin Smith	LB
Wayne Gandy	OL



New Orleans Saints





Seattle Seahawks

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Matt Hasselbeck	QB	7	2	11	4	8	0	16	2	8	2
Trent Dilfer	QB	4	2	12	4	8	0	15	2	8	2
Norman Hand	DL	4	3	6	2	11	17	2	14	2	19
Shaun Alexander	RB	18	17	17	13	18	4	8	5	6	5
Darrell Jackson	WR	15	16	10	17	11	4	4	4	10	2
Anthony Simmons	LB	11	10	6	9	5	18	5	4	13	9
Shawn Springs	DB	19	17	9	12	3	12	2	2	17	7
Walter Jones	OL	3	4	6	4	9	10	4	19	2	12
Brandon Mitchell	DL	7	6	5	2	12	17	2	13	2	18
Reggie Tongue	DB	13	15	7	11	5	14	4	3	16	9
Itula Mili	WR	11	8	13	16	13	9	3	13	5	7
Chad Brown	LB	13	11	7	9	5	18	4	4	12	11
John Randle	DL	8	8	5	1	8	16	2	12	2	20
Koren Robinson	WR	18	17	12	16	12	3	3	4	7	1



Speed Team

Player	Position
Shawn Springs	DB
Koren Robinson	WR
Shaun Alexander	RB
Darrell Jackson	WR
Reggie Tongue	DB
Chad Brown	LB
Itula Mili	WR

Passing Team

Player	Position
Matt Hasselbeck	QB
Darrell Jackson	WR
Koren Robinson	WR
Itula Mili	WR
Shaun Alexander	RB
Walter Jones	OL
John Randle	DL

Power Team













Player	Position
Matt Hasselbeck	QB
Walter Jones	OL
John Randle	DL
Norman Hand	DL
Itula Mili	WR
Shaun Alexander	RB
Brandon Mitchell	DL

Defensive Specialists

Player	Position
Norman Hand	DL
Anthony Simmons	LB
Shawn Springs	DB
Brandon Mitchell	DL
Chad Brown	LB
John Randle	DL
Walter Jones	OL

Pittsburgh Steelers



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Casey Hampton	DL	5	6	7	2	12	17	3	14	2	18
 Kendrell Bell	LB	14	14	9	9	5	19	3	5	10	15
 Jason Gildon	LB	14	12	7	9	5	18	4	3	11	15
 Plaxico Burress	WR	16	18	11	16	8	2	3	7	9	2
 Aaron Smith	DL	8	6	3	3	8	16	3	14	2	19
 Alan Faneca	OL	3	2	5	3	12	12	4	19	2	13
 Tommy Maddox	QB	4	4	10	1	6	2	17	4	4	0
 Jerome Bettis	RB	13	13	19	11	18	6	7	8	8	6
 Antwaan Randle El	WR	18	14	8	15	9	0	13	1	5	0
 Hines Ward	WR	16	16	14	18	9	6	10	9	10	2
 Joey Porter	LB	14	12	6	9	5	18	5	3	13	11
 Chad Scott	DB	15	15	9	10	4	11	4	3	15	6

Speed Team

Player	Position
Antwaan Randle El	WR
Hines Ward	WR
Plaxico Burress	WR
Chad Scott	DB
Kendrell Bell	LB
Jason Gildon	LB
Joey Porter	LB

Passing Team

Player	Position
Tommy Maddox	QB
Hines Ward	WR
Antwaan Randle El	WR
Plaxico Burress	WR
Alan Faneca	OL
Casey Hampton	DL
Chad Scott	DB

Power Team

Player	Position
Tommy Maddox	QB
Alan Faneca	OL
Jerome Bettis	RB
Hines Ward	WR
Casey Hampton	DL
Alan Smith	DL
Jason Gildon	LB

Defensive Specialists

Player	Position
Casey Hampton	DL
Kendrell Bell	LB
Jason Gildon	LB
Aaron Smith	DL
Joey Porter	LB
Chad Scott	DB
Alan Faneca	OL



Pittsburgh Steelers



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Move
Charlie Clemons	LB	12	11	6	7	5	15	1	7	10	15
Aaron Glenn	DB	17	16	9	12	0	11	2	3	16	7
Jamie Sharper	LB	13	13	6	9	5	17	3	5	11	13
Marcus Coleman	DB	16	15	9	12	7	12	2	2	15	6
Zach Wiegert	OL	2	3	4	3	8	10	3	17	2	12
Jabar Gaffney	WR	17	17	11	16	7	2	2	2	5	0
Andre Johnson	WR	18	16	12	17	12	7	2	3	9	2
Seth Payne	DL	5	6	4	2	11	17	3	14	2	18
Kailee Wong	LB	11	10	6	8	5	16	3	5	12	9
David Carr	QB	7	6	8	0	7	2	16	1	5	1
Stacey Mack	RB	16	15	17	12	18	7	6	11	5	6
Corey Bradford	WR	17	15	10	15	10	1	2	4	7	1
Gary Walker	DL	9	8	6	3	13	16	0	13	3	17



Speed Team

Player	Position
Andre Johnson	WR
Jabar Gaffney	WR
Corey Bradford	WR
Aaron Glenn	DB
Marcus Coleman	DB
Stacey Mack	RB
Jamie Sharper	LB

Passing Team

Player	Position
David Carr	QB
Andre Johnson	WR
Jabar Gaffney	WR
Corey Bradford	WR
Zach Wiegert	OL
Stacey Mack	RB
Gary Walker	DL

Power Team












Player	Position
David Carr	QB
Stacey Mack	RB
Zach Wiegert	OL
Charlie Clemons	LB
Gary Walker	DL
Seth Payne	DL
Jamie Sharper	LB

Defensive Specialists

Player	Position
Charlie Clemons	LB
Aaron Glenn	DB
Marcus Coleman	DB
Jamie Sharper	LB
Gary Walker	DL
Seth Payne	DL
Zach Wiegert	OL

Tennessee Titans



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Steve McNair	QB	12	10	12	3	13	2	18	5	7	2
 Lance Schulters	DB	15	15	10	11	3	14	2	4	17	7
 Samari Rolle	DB	17	17	10	12	0	13	3	2	17	7
 Frank Wycheck	WR	11	8	16	16	13	8	3	12	5	7
 Keith Bulluck	LB	12	11	7	8	5	17	2	5	11	12
 Albert Haynesworth	DL	8	7	3	4	8	16	2	15	2	18
 Derrick Mason	WR	16	16	12	17	10	4	4	4	9	2
 Jevon Kearse	DL	15	14	7	6	9	16	5	11	1	18
 Kevin Carter	DL	9	9	6	2	10	16	4	13	2	18
 Eddie George	RB	16	16	17	14	18	2	7	8	7	5
 Brad Hopkins	OL	2	3	5	3	8	13	3	17	2	12

Speed Team

Player	Position
Samari Rolle	DB
Derrick Mason	WR
Eddie George	RB
Javon Kearse	DL
Lance Schulters	DB
Keith Bulluck	LB
Steve McNair	QB

Passing Team

Player	Position
Steve McNair	QB
Derrick Mason	WR
Frank Wycheck	WR
Eddie George	RB
Brad Hopkins	OL
Javon Kearse	DL
Samari Rolle	DB

Power Team

Player	Position
Steve McNair	QB
Brad Hopkins	OL
Eddie George	RB
Frank Wycheck	WR
Javon Kearse	DL
Kevin Carter	DL
Albert Haynesworth	DL

Defensive Specialists

Player	Position
Javon Kearse	DL
Kevin Carter	DL
Samari Rolle	DB
Lance Schulters	DB
Keith Bulluck	LB
Albert Haynesworth	DL
Brad Hopkins	OL



Tennessee Titans





Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Kenny Mixon	DL	9	8	4	5	10	15	2	12	1	17
Michael Bennett	RB	18	14	17	13	13	4	10	4	4	2
Henri Crockett	LB	11	11	6	8	5	15	3	4	9	13
Chris Hovan	DL	8	7	5	4	8	16	2	14	2	18
Randy Moss	WR	20	19	11	19	9	0	4	1	10	0
Denard Walker	DB	17	17	9	12	3	12	3	2	16	7
Chris Claiborne	LB	13	13	7	9	5	16	4	5	10	15
Matt Birk	OL	3	2	3	4	12	12	3	18	2	13
Greg Biekert	LB	10	9	6	7	5	18	2	6	12	12
D'Wayne Bates	WR	17	16	9	16	9	1	4	4	8	1
Daunte Culpepper	QB	12	10	8	2	15	4	18	2	7	2



Speed Team

Player	Position
Randy Moss	WR
Michael Bennett	RB
Denard Walker	DB
D'Wayne Bates	WR
Chris Claiborne	LB
Daunte Culpepper	QB
Henri Crockett	LB

Passing Team

Player	Position
Daunte Culpepper	QB
Randy Moss	WR
D'Wayne Bates	WR
Matt Birk	OL
Michael Bennett	RB
Chris Hovan	DL
Denard Walker	DB

Power Team

Player	Position
Daunte Culpepper	QB
Michael Bennett	RB
Greg Biekert	LB
Matt Birk	OL
Kenny Mixon	DL
Chris Hovan	DL
Chris Claiborne	LB

Defensive Specialists

Player	Position
Chris Hovan	DL
Kenny Mixon	DL
Henri Crockett	LB
Chris Claiborne	LB
Greg Biekert	LB
Denard Walker	DB
Matt Birk	OL



X-ecutioners

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Rob Swift	QB	14	17	14	5	13	12	20	2	13	2
 Takeo Spikes	LB	13	12	7	8	5	19	2	5	13	11
 Roc Raida	WR	19	18	20	20	8	3	2	8	12	0
 Marvin Harrison	WR	17	19	14	20	10	2	3	5	12	3
 Total Eclipse	RB	18	16	20	13	20	15	14	14	11	5
 Ty Law	DB	18	17	10	13	4	12	2	2	19	8
 Hines Ward	WR	16	16	14	18	9	6	10	9	10	2
 Mike Rucker	DL	10	9	3	4	9	16	2	12	2	18
 Kyle Turley	OL	5	5	3	4	13	13	3	18	2	13
 Derrick Brooks	LB	16	13	9	10	8	19	4	4	15	11
 Byron Leftwich	QB	10	9	10	4	8	0	15	2	8	2

X-ecutioners



Speed Team

Player	Position
Roc Raida	WR
Total Eclipse	RB
Ty Law	DB
Marvin Harrison	WR
Hines Ward	WR
Derrick Brooks	LB
Rob Swift	QB

Passing Team

Player	Position
Rob Swift	QB
Roc Raida	WR
Marvin Harrison	WR
Hines Ward	WR
Total Eclipse	RB
Kyle Turley	OL
Derrick Brooks	LB

Power Team

Player	Position
Rob Swift	QB
Total Eclipse	RB
Kyle Turley	OL
Hines Ward	WR
Takeo Spikes	LB
Derrick Brooks	LB
Mike Rucker	DL

Defensive Specialists

Player	Position
Takeo Spikes	LB
Derrick Brooks	LB
Ty Law	DB
Mike Rucker	DL
Kyle Turley	OL
Total Eclipse	RB
Rob Swift	QB



Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Dante Hall	WR	19	20	12	15	7	0	2	2	6	0
DJ Kayslay	LB	16	17	8	9	10	20	2	9	14	12
Ronde Barber	DB	17	17	9	11	1	14	1	2	19	7
Michael Strahan	DL	13	11	6	3	13	17	3	12	5	20
John Abraham	DL	12	11	7	5	12	17	4	10	2	18
Ray Lewis	LB	14	15	8	7	8	20	2	7	14	12
LaDainian Tomlinson	RB	17	17	17	13	15	1	9	6	5	4
Will Shields	OL	4	4	5	4	8	11	2	19	2	13
Jeremy Shockey	WR	14	12	13	18	16	9	2	11	5	4
Nate Clements	DB	18	16	10	13	6	13	2	2	17	6
Peyton Manning	QB	6	5	11	3	8	4	20	4	9	2



Speed Team

Player	Position
Dante Hall	WR
Nate Clements	DB
LaDainian Tomlinson	RB
Ronde Barber	DB
DJ Kayslay	LB
Ray Lewis	LB
Jeremy Shockey	WR

Passing Team

Player	Position
Peyton Manning	QB
Will Shields	OL
Dante Hall	WR
Jeremy Shockey	WR
LaDainian Tomlinson	RB
DJ Kayslay	LB
Ray Lewis	LB

Power Team

Player	Position
Peyton Manning	QB
Will Shields	OL
LaDainian Tomlinson	RB
Michael Strahan	DL
John Abraham	DL
DJ Kayslay	LB
Ray Lewis	LB

Defensive Specialists

Player	Position
DJ Kayslay	LB
Ray Lewis	LB
John Abraham	DL
Michael Strahan	DL
Ronde Barber	DB
Nate Clements	DB
Will Shields	OL

NFL Legends

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Ken Stabler	QB	12	16	15	8	10	5	20	5	8	2
 Barry Sanders	RB	18	20	20	13	16	5	11	9	14	4
 Larry Csonka	RB	16	14	20	13	20	7	8	14	10	6
 Lester Hayes	DB	19	19	8	14	4	17	2	2	20	10
 William Perry	DL	9	6	13	4	13	19	4	15	6	20
 Walter Payton	RB	18	18	20	15	18	4	11	13	13	3
 Lawrence Taylor	LB	16	17	6	12	8	20	3	8	14	16
 Ronnie Lott	DB	18	18	8	13	5	19	2	3	20	11
 Howie Long	DL	14	11	7	3	13	20	3	11	5	20



Speed Team

Player	Position
Lester Hayes	DB
Barry Sanders	RB
Ronnie Lott	DB
Walter Payton	RB
Lawrence Taylor	LB
Larry Csonka	RB
Howie Long	DL

Passing Team

Player	Position
Ken Stabler	QB
Lester Hayes	DB
William Perry	DL
Barry Sanders	RB
Walter Payton	RB
Howie Long	DL
Ronnie Lott	DB

Power Team

Player	Position
Ken Stabler	QB
Larry Csonka	RB
Walter Payton	RB
Ronnie Lott	DB
William Perry	DL
Howie Long	DL
Lawrence Taylor	LB

Defensive Specialists

Player	Position
Lester Hayes	DB
Howie Long	DL
Lawrence Taylor	LB
Ronnie Lott	DB
William Perry	DL
Larry Csonka	RB
Walter Payton	RB

NFC East All-Stars

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Brian Dawkins	DB	17	17	10	13	4	15	2	4	18	8
Michael Strahan	DL	13	11	6	3	13	17	3	12	5	20
Donovan McNabb	QB	15	16	11	8	10	3	17	5	8	2
Carlos Emmons	LB	12	10	7	9	5	16	1	5	12	12
Tiki Barber	RB	18	17	16	16	14	3	9	6	6	5
Larry Allen	OL	3	3	3	4	12	13	3	19	2	13
La'Roi Glover	DL	7	5	6	3	8	17	1	13	2	19
Laveranues Coles	WR	19	16	12	17	10	3	2	3	7	1
Amani Toomer	WR	16	16	15	18	8	7	4	5	9	2
Champ Bailey	DB	19	19	9	13	1	12	3	0	19	8



Speed Team

Player	Position
Laveranues Coles	WR
Champ Bailey	DB
Tiki Barber	RB
Brian Dawkins	DB
Donovan McNabb	QB
Amani Toomer	WR
Michael Strahan	DL

Passing Team

Player	Position
Donovan McNabb	QB
Larry Allen	OL
Tiki Barber	RB
Laveranues Coles	WR
Amani Toomer	WR
Champ Bailey	DB
Brian Dawkins	DB








Power Team

Player	Position
Donovan McNabb	QB
Larry Allen	OL
Tiki Barber	RB
Michael Strahan	DL
La'Roi Glover	DL
Carlos Emmons	LB
Brian Dawkins	DB

Defensive Specialists

Player	Position
Champ Bailey	DB
Brian Dawkins	DB
La'Roi Glover	DL
Michael Strahan	DL
Carlos Emmons	LB
Larry Allen	OL
Amani Toomer	WR

NFC North All-Stars

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Kalimba Edwards	DL	12	10	5	5	12	15	1	11	0	16
 Chris Hovan	DL	8	7	5	4	8	16	2	14	2	18
 Brian Urlacher	LB	15	15	9	11	7	19	3	6	13	12
 Darren Sharper	DB	16	15	9	12	7	15	3	4	18	7
 Olin Kreutz	OL	5	3	4	3	12	10	4	19	2	13
 Mike Brown	DB	17	17	8	13	4	14	2	3	16	6
 Brett Favre	QB	9	9	10	5	8	3	19	3	10	3
 Charles Rogers	WR	17	16	12	16	9	5	4	4	5	2
 Ahman Green	RB	18	18	15	15	16	5	7	5	7	5
 Randy Moss	WR	20	19	11	19	9	0	4	1	10	0



Speed Team

Player	Position
Randy Moss	WR
Ahman Green	RB
Charles Rogers	WR
Mike Brown	DB
Darren Sharper	DB
Brian Urlacher	LB
Kalimba Edwards	DL

Passing Team

Player	Position
Brett Favre	QB
Randy Moss	WR
Charles Rogers	WR
Olin Kreutz	OL
Ahman Green	RB
Brian Urlacher	LB
Mike Brown	DB

Power Team

Player	Position
Brett Favre	QB
Olin Kreutz	OL
Ahman Green	RB
Chris Hovan	DL
Brian Urlacher	LB
Kalimba Edwards	DL
Mike Brown	DB

Defensive Specialists

Player	Position
Brian Urlacher	LB
Mike Brown	DB
Chris Hovan	DL
Kalimba Edwards	DL
Darren Sharper	DB
Olin Kreutz	OL
Ahman Green	RB

NFC South All-Stars

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Kris Jenkins	DL	4	1	3	4	9	17	2	13	1	17
Keith Brooking	LB	12	12	6	9	5	18	4	5	11	13
Todd Steussie	OL	4	4	3	4	9	12	4	16	2	12
Peerless Price	WR	17	15	12	17	11	2	1	3	8	1
Ronde Barber	DB	17	17	9	11	1	14	1	2	19	7
Mike Vick	QB	17	19	11	7	5	0	16	3	7	1
Derrick Brooks	LB	16	13	9	10	8	19	4	4	15	11
Simeon Rice	DL	14	10	6	3	13	18	3	10	4	20
Deuce McAllister	RB	17	16	17	14	16	5	6	5	5	3
Joe Horn	WR	17	16	12	18	8	7	4	6	10	2



Speed Team

Player	Position
Mike Vick	QB
Peerless Price	WR
Joe Horn	WR
Deuce McAllister	RB
Ronde Barber	DB
Derrick Brooks	LB
Simeon Rice	DL

Passing Team

Player	Position
Mike Vick	QB
Peerless Price	WR
Joe Horn	WR
Deuce McAllister	RB
Todd Steussie	OL
Ronde Barber	DB
Derrick Brooks	LB

Power Team

Player	Position
Kris Jenkins	DL
Deuce McAllister	RB
Ronde Barber	DB
Derrick Brooks	LB
Simeon Rice	DL
Todd Steussie	OL
Keith Brooking	LB

Defensive Specialists

Player	Position
Ronde Barber	DB
Derrick Brooks	LB
Keith Brooking	LB
Kris Jenkins	DL
Simeon Rice	DL
Todd Steussie	OL
Joe Horn	WR

NFC West All-Stars

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Aeneas Williams	DB	17	19	10	12	5	12	1	4	19	8
 Raynoch Thompson	LB	12	13	5	8	5	17	3	6	11	9
 Anthony Simmons	LB	11	10	6	9	5	18	5	4	13	9
 Marshall Faulk	RB	18	20	18	17	14	4	9	8	8	5
 Pete Kendall	OL	3	3	4	4	10	10	1	18	2	11
 John Randle	DL	8	8	5	1	8	16	2	12	2	20
 Terrell Owens	WR	17	16	12	18	14	7	4	7	9	3
 Jeff Garcia	QB	10	9	11	6	7	2	19	3	8	2
 Torry Holt	WR	19	16	11	18	10	0	2	5	10	2
 Shawn Springs	DB	19	17	9	12	3	12	2	2	17	7



Speed Team

Player	Position
Torry Holt	WR
Shawn Springs	DB
Marshall Faulk	RB
Aeneas Williams	DB
Terrell Owens	WR
Raynoch Thompson	LB
Anthony Simmons	LB

Passing Team

Player	Position
Jeff Garcia	QB
Torry Holt	WR
Terrell Owens	WR
Marshall Faulk	RB
Pete Kendall	OL
Shawn Springs	DB
John Randle	DL

Power Team

Player	Position
Jeff Garcia	QB
Pete Kendall	OL
Marshall Faulk	RB
John Randle	DL
Terrell Owens	WR
Anthony Simmons	LB
Raynoch Thompson	LB

Defensive Specialists

Player	Position
Shawn Springs	DB
Aeneas Williams	DB
John Randle	DL
Anthony Simmons	LB
Raynoch Thompson	LB
Terrell Owens	WR
Pete Kendall	OL

NFC West All-Stars

AFC East All-Stars

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Lawyer Milloy	DB	15	15	9	13	6	17	2	3	18	8
Patrick Surtain	DB	18	17	9	13	1	13	3	4	18	7
Troy Brown	WR	17	18	12	18	9	1	2	5	10	2
Kevin Mawae	OL	3	4	6	2	8	12	4	19	2	12
Ricky Williams	RB	17	14	16	16	19	5	7	7	7	5
Drew Bledsoe	QB	4	0	9	2	9	3	19	3	9	2
Eric Moulds	WR	17	16	13	18	12	4	2	6	10	2
Rosevelt Colvin	LB	14	12	7	9	2	17	3	5	11	15
Ty Law	DB	18	17	10	13	4	12	2	2	19	8
John Abraham	DL	12	11	7	5	12	17	4	10	2	18



Speed Team

Player	Position
Ty Law	DB
Patrick Surtain	DB
Eric Moulds	WR
Ricky Williams	RB
Troy Brown	WR
Lawyer Milloy	DB
Rosevelt Colvin	LB

Passing Team

Player	Position
Drew Bledsoe	QB
Troy Brown	WR
Eric Moulds	WR
Ricky Williams	RB
Kevin Mawae	OL
Ty Law	DB
Lawyer Milloy	DB

Power Team

Player	Position
Drew Bledsoe	QB
Kevin Mawae	OL
Ricky Williams	RB
Rosevelt Colvin	LB
John Abraham	DL
Patrick Surtain	DB
Lawyer Milloy	DB

Defensive Specialists

Player	Position
Lawyer Milloy	DB
Rosevelt Colvin	LB
John Abraham	DL
Patrick Surtain	DB
Kevin Mawae	OL
Eric Moulds	WR

AFC North All-Stars

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Robert Griffith	DB	14	14	8	12	3	17	3	2	17	7
 Hines Ward	WR	16	16	14	18	9	6	10	9	10	2
 Courtney Brown	DL	12	11	4	6	10	16	2	11	1	17
 Joey Porter	LB	14	12	6	9	5	18	5	3	13	11
 Tommy Maddox	QB	4	4	10	1	6	2	17	4	4	0
 Jonathan Ogden	OL	4	3	4	2	11	12	1	20	3	12
 Todd Heap	WR	12	10	14	17	12	9	2	10	5	5
 Corey Dillon	RB	17	17	17	12	18	7	8	8	7	5
 Ray Lewis	LB	14	15	8	7	8	20	2	7	14	12
 Justin Smith	DL	12	11	4	3	9	16	3	12	1	17



Speed Team

Player	Position
Corey Dillon	RB
Hines Ward	WR
Robert Griffith	DB
Joey Porter	LB
Ray Lewis	LB
Todd Heap	WR
Justin Smith	DL

Passing Team

Player	Position
Tommy Maddox	QB
Jonathan Ogden	OL
Corey Dillon	RB
Joey Porter	LB
Ray Lewis	LB
Hines Ward	WR
Justin Smith	DL

Power Team

Player	Position
Tommy Maddox	QB
Hines Ward	WR
Todd Heap	WR
Jonathan Ogden	OL
Corey Dillon	RB
Ray Lewis	LB
Joey Porter	LB

Defensive Specialists

Player	Position
Ray Lewis	LB
Robert Griffith	DB
Courtney Brown	DL
Joey Porter	LB
Justin Smith	DL
Jonathan Ogden	OL
Hines Ward	WR

AFC South All-Stars

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
Aaron Glenn	DB	17	16	9	12	0	11	2	3	16	7
Marvin Harrison	WR	17	19	14	20	10	2	3	5	12	3
Samari Rolle	DB	17	17	10	12	0	13	3	2	17	7
Jimmy Smith	WR	17	17	12	19	12	5	2	5	11	3
Brad Hopkins	OL	2	3	5	3	8	13	3	17	2	12
Jevon Kearse	DL	15	14	7	6	9	16	5	11	1	18
Peyton Manning	QB	6	5	11	3	8	4	20	4	9	2
Hugh Douglas	DL	11	11	6	4	12	18	2	12	2	19
Jamie Sharper	LB	13	13	6	9	5	17	3	5	11	13
Edgerrin James	RB	16	17	17	13	18	2	6	6	7	5



Speed Team

Player	Position
Marvin Harrison	WR
Aaron Glenn	DB
Jimmy Smith	WR
Samari Rolle	DB
Edgerrin James	RB
Jevon Kearse	DL
Jamie Sharper	LB

Passing Team

Player	Position
Peyton Manning	QB
Brad Hopkins	OL
Marvin Harrison	WR
Jimmy Smith	WR
Edgerrin James	RB
Jevon Kearse	DL
Aaron Glenn	DB


Power Team

Player	Position
Peyton Manning	QB
Edgerrin James	RB
Brad Hopkins	OL
Jevon Kearse	DL
Hugh Douglas	DL
Jamie Sharper	LB
Aaron Glenn	DB

Defensive Specialists

Player	Position
Jevon Kearse	DL
Hugh Douglas	DL
Jamie Sharper	LB
Samari Rolle	DB
Aaron Glenn	DB
Brad Hopkins	OL
Jimmy Smith	WR

AFC West All-Stars

Name	Position	Speed	Agility	Carrying	Catching	Run Power	Tackling	Passing	Blocking	Coverage	D-Moves
 Jerry Rice	WR	15	14	12	20	6	0	2	5	14	3
 Rod Smith	WR	18	17	11	19	12	1	9	7	11	2
 Marcellus Wiley	DL	10	10	6	4	13	17	3	11	8	18
 Quentin Jammer	DB	18	17	9	11	3	13	1	3	15	5
 Will Shields	OL	4	4	5	4	8	11	2	19	2	13
 Rod Woodson	DB	16	15	9	13	5	15	5	5	20	9
 Donnie Edwards	LB	13	13	7	10	6	18	4	5	14	12
 Trevor Pryce	DL	8	7	4	4	9	17	2	13	2	19
 Rich Gannon	QB	10	8	12	5	8	1	18	3	8	2
 Priest Holmes	RB	16	17	19	14	17	2	6	7	6	5



Speed Team

Player	Position
Quentin Jammer	DB
Rod Smith	WR
Jerry Rice	WR
Rod Woodson	DB
Priest Holmes	RB
Donnie Edwards	LB
Rich Gannon	QB

Passing Team

Player	Position
Rich Gannon	QB
Jerry Rice	WR
Rod Smith	WR
Will Shields	OL
Priest Holmes	RB
Donnie Edwards	LB
Quentin Jammer	DB

Power Team

Player	Position
Rich Gannon	QB
Will Shields	OL
Priest Holmes	RB
Trevor Pryce	DL
Marcellus Wiley	DL
Donnie Edwards	LB
Rod Woodson	DB

Defensive Specialists

Player	Position
Marcellus Wiley	DL
Rod Woodson	DB
Donnie Edwards	LB
Quentin Jammer	DB
Trevor Pryce	DL
Will Shields	OL
Priest Holmes	RB

Cheat Codes

Introduction

Input the following codes as User Profiles to unlock the corresponding teams and environments.

Profile	Unlocks
NW9378	NFC West
AS76884	NFC West, AFC South
NN6789	NFC West, AFC South, NFC North
AN6789	NFC West, AFC South, NFC North, AFC North
NE3278	NFC West, AFC South, NFC North, AFC North, NFC East
AE3278	NFC West, AFC South, NFC North, AFC North, NFC East, AFC East
NS9378	NFC West, AFC South, NFC North, AFC North, NFC East, AFC East, NFC South
AW9378	NFC West, AFC South, NFC North, AFC North, NFC East, AFC East, NFC South, AFC West
Travel	All Environments
Excellent	X-ecutioners team
Classic	NFL Legends
KaySlay	Kayslay's team

