

NINTENDO GAMECUBE™

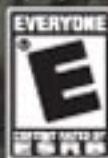
PLAYSTATION®2

XBOX

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This game has received the following rating from the ESRB:



Some Features May Change During Online Play



PLAYERS

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PRIMA Official Game Guide

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NFL STREET 2

PRIMA OFFICIAL GAME GUIDE

PROLOGUE

EA SPORTS BIG™



It's in the Game™

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

NBA STREET V3



Rim-rockin', asphalt-annihilating action



Visit www.esrb.org for updated rating information.

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

FIFA STREET



Turf-tearin', slide-tacklin', fútbol!



First there was basketball. Then came football. Now the label turns its attention to the most popular sport in the world with *FIFA STREET*. While it may not get nearly as much respect as it deserves in the States, soccer (or football as it's internationally known) is more popular than all the major U.S. sporting leagues combined. Now you can play it without those nasty red cards and bend it like Beckham can only dream.

A QUICK INTERVIEW WITH EA'S TOM GOEDDE

Q: How did EA come up with the “STREET” series of games?

A: The *NFL STREET* franchise was born from our desire to make a game that's less complex and more approachable than *Madden NFL Football*. For years we've looked for ways to make Madden easier to pick-up-and-play, without dumbing it down and alienating its hard-core community. That's where features like Madden 101, Training Camp, and tutorials come from. In the end, we decided it was best to create a game that emphasized style over strategy—a game built purely for fun and not tied to the realism of typical NFL football. That's *NFL STREET*, and we've taken that high-flyin' concept to new levels with *NFL STREET 2*.

Q: Do you find that fans of *Madden NFL Football*, et al, are also big fans of the “STREET” games or do you find each series has a unique audience?

A: We were actually a bit surprised with the enthusiasm the *Madden NFL Football* faithful have shown for *NFL STREET*. In their eyes it's a great break from the strategic chess matches of *Madden NFL Football*. *NFL STREET* is about fast action... and that rings true with all of us.

Q: Which EA studio handles the “STREET” titles? Are these the same teams that do the more down-to-earth sports titles (e.g. Tiburon on *Madden NFL Football* also does *NFL STREET*)?

A: *NFL STREET 2* was created at EA Tiburon, where we also make *Madden NFL Football*, *NCAA® Football*, and *NASCAR® Racing*. There are quite a few *Madden NFL Football* veterans in key positions on the *NFL STREET 2* team. *NBA STREET* and *FIFA STREET* live at EA Canada, where the respective *NBA LIVE* and *FIFA Soccer* simulation teams also reside.

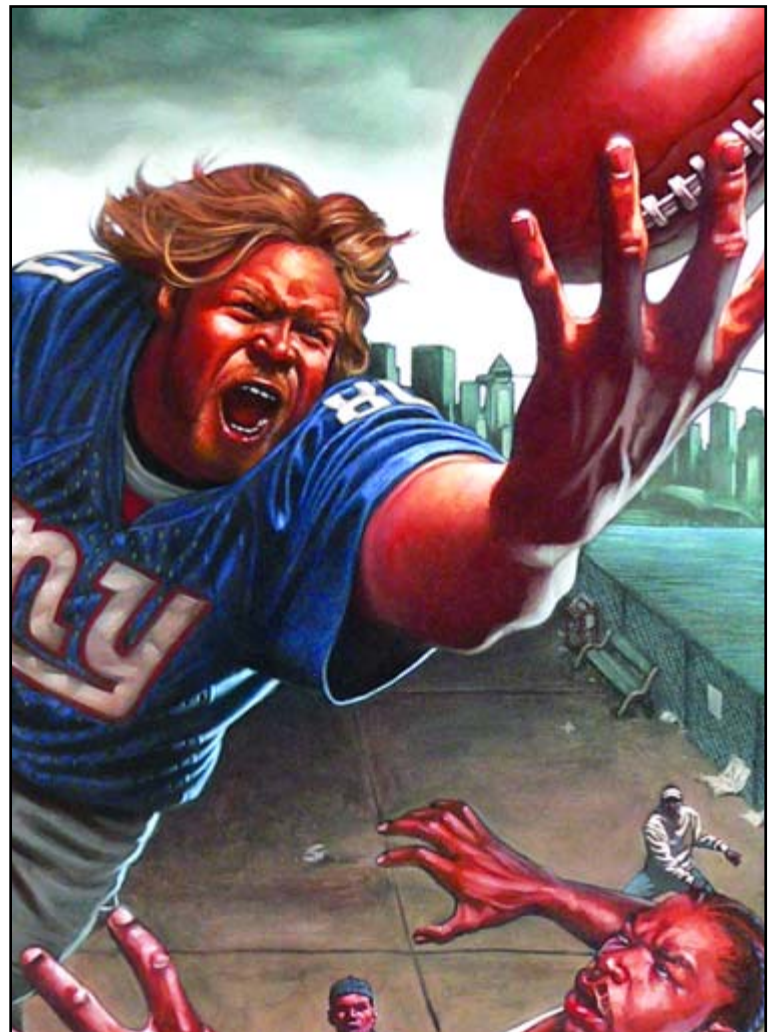
Q: For gamers who've never played the “STREET” games, what would you say are the best reasons to try it if they're big fans of standard EA SPORTS™ titles?

A: *NFL STREET 2* is about taking real-world football and blowing it out in every direction. Players are bigger, stronger, faster, and less tied to real-world physics. The result is about high-flyin' football, played on neighborhood fields with all your NFL heroes.

PROLOGUE

LACE UP YOUR 'BOKS

Now, for the game at hand. Welcome to the no-holds-barred world of *NFL STREET 2*, brought to you by Prima Games and EA SPORTS BIG™.





TAKIN' IT TO THE STREET

Welcome to Prima's Official Game Guide for EA SPORTS BIG'S™ *NFL STREET 2*. Herein you'll find all the info you need to conquer the streets as you climb to the top of the NFL heap. We'll run you through the stats, plays, and info on your favorite players and teams, as well as offer invaluable advice as to how to make the most of the returning features (from *NFL STREET*) as well as a swath of all-new moves to put the big hurt on your asphalt antagonists.

Poundin' the Pavement

PlayStation® 2 computer entertainment system

Offense

- Pre-Snap:
- ×: Snap Ball
- : Activate GameBreaker
- ⌘: View Receivers
- Ⓞ: Coach Cam
- ⇒: Audible
- Left Analog Stick: Control Player
- Directional Pad: Send Player in Motion

- Post-Snap:
- ×: Stiff Arm/Shoulder Charge
- : Spin/Juke
- : Hurdle/Dive
- ▲: Pitch/Catch
- Ⓜ: Toggle Pass Icons
- Left Analog: Control Player
- Ⓛ: Style/Wall Moves
- Ⓜ: Turbo
- Ⓛ + ■: Power Shove
- Ⓛ2 + ▲: Wall Catch
- Ⓛ1 + Right Analog Stick: Signature Style

Defense

- Pre-Snap:
- : Switch Player
- : Activate GameBreaker
- Ⓛ2: View Receivers
- Ⓜ: Coach Cam
- Ⓛ1: Audible
- Left Analog: Control Player

- Post-Snap:
- ×: Spin/Rip
- : Switch Player
- : Dive
- ▲: Catch/Deflect
- Left Analog: Control Player
- Ⓜ: Turbo
- Ⓛ1 + ■: Power Tackle
- Ⓛ2 + ▲: Wall Catch

Xbox® video game system from Microsoft

Offense

- Pre-Snap:
- Ⓐ: Snap Ball
- ⓧ: Activate GameBreaker
- Ⓜ: View Receivers
- Ⓞ: Coach Cam
- Ⓛ: Audible
- Ⓛ: Control Player
- Ⓞ: Send Player in Motion

- Post-Snap:
- Ⓐ: Stiff Arm/Shoulder Charge
- Ⓑ: Spin/Juke
- ⓧ: Hurdle/Dive
- Ⓜ: Pitch/Catch
- Ⓜ: Toggle Pass Icons
- Ⓛ: Control Player
- Ⓛ: Style/Wall Moves
- Ⓜ: Turbo
- Ⓛ + Ⓐ: Power Shove
- Ⓛ + Ⓜ: Wall Catch
- Ⓛ + Ⓜ: Signature Style

Defense

Pre-Snap:

- A: Snap Ball
- B: Switch Player
- X: Activate GameBreaker
- Y: Switch Player
- VIEW: View Receivers
- CC: Coach Cam
- LB: Audible
- LT: Control Player

Post-Snap:

- A: Spin/Rip
- B: Switch Player
- X: Dive
- Y: Catch/Deflect
- LT: Control Player
- R: Turbo
- LB+X: Power Tackle
- LB+Y: Wall Catch

Defense

Pre-Snap:

- X: Switch Player
- B: Activate GameBreaker
- VIEW: View Receivers
- CC: Coach Cam
- LB: Audible
- LT: Control Player

Post-Snap:

- A: Spin/Rip
- X: Switch Player
- B: Dive
- Y: Catch/Deflect
- LT: Control Player
- R: Turbo
- LB+B: Power Tackle
- LB+Y: Wall Catch

Game Modes

Own the City

Nintendo GameCube™

Offense

Pre-Snap:

- A: Snap Ball
- B: Activate GameBreaker
- VIEW: View Receivers
- CC: Coach Cam
- LB: Audible
- LT: Control Player
- Direction Pad: Send Player in Motion

Post-Snap:

- A: Stiff Arm/Shoulder Charge
- X: Spin/Juke
- B: Hurdle/Dive
- Y: Pitch/Catch
- VIEW: Toggle Pass Icons
- LT: Control Player
- LB: Style/Wall Moves
- R: Turbo
- LB+B: Power Shove
- LB+Y: Wall Catch
- LB+VIEW: Signature Style



Own the City mode starts you (or another alter-ego of your choice) battling through a series of events in an attempt to

leave your mark on the city. In this mode you recruit other players as you win various matches, and accrue Development Points.

Street Events

These are a series of minigames (of which you'll also partake in Own the City mode).



They feature:

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

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

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

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

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

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

NFL Challenge



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

NFL Gauntlet



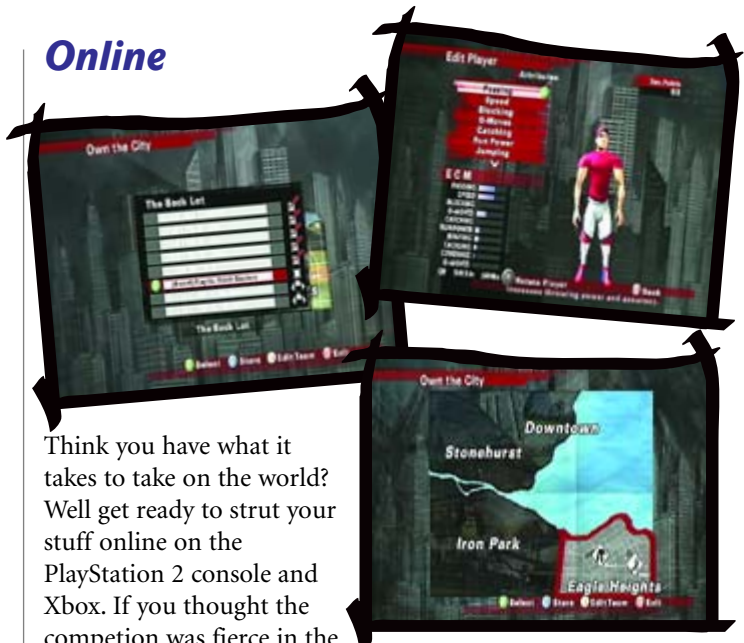
Run the gamut of NFL from Bears to the Vikings and everybody in between as you attempt to defeat every team in the NFL. Along the way, unlock a special goodie for your collection.

Pickup Game



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

Online



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

INTRODUCTION

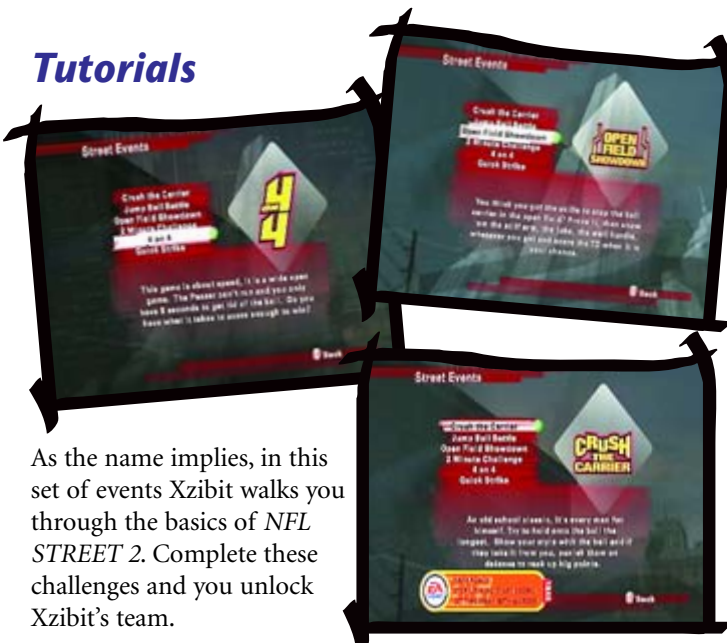
Tips, Notes, and Cautions

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

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

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

Tutorials



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

GAME ON!

With the bare necessities out of the way, it's time to take it to the streets and show the world what you're made of. Flip the page to start digging into what exactly makes *NFL STREET 2* tick.

NFL STREET 2

This section is to help you come to grips with what makes *NFL STREET 2*, *NFL STREET 2*. We'll run through all the moves at your disposal, as well as the various minigames, Hot Spots, GameBreakers, etc. so that you have as solid grounding in how the game works. From there it's up to you to make the most of your play time.

:NOTE:

The listed commands are for the Xbox version. See the Introduction for other console button assignments.

BASIC MOVES

Running Turbo (R)

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

Stiff Arm (A)

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

Juke Tap (B)

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

Spin Hold **B**



The spin can cause the defender to miss. Be careful, though: in heavy traffic you can spin right into another defender or, worse yet, your own blocker.

Dive **X**



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

Hurdle **X**



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

Pitch **V**



This move is fantastic, but very risky: just hit **V** while you're running with the ball to pitch it to your nearest teammate. It's easily picked off however, so use this only when you're sure to make the "pitch."

Passing

Rolling Out

(R) + (L)

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



Touch Pass

Tap passing button

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



Bullet Pass

Hold passing button

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



Pump Fake (Y)

A quick tap of (Y) executes a pump fake to outfox onrushing defenders. Once they bite, reset yourself and fire down field.



Defense
Switch Players

B

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



Dive Tackle **X**

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

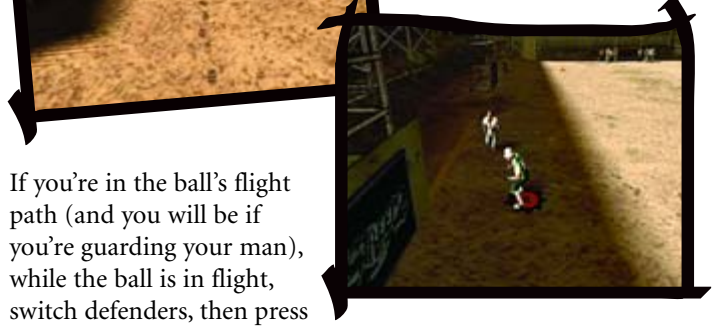


Line Moves **A**

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

Interception **V**

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



Power Tackle

L+X

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



STYLE POINTS

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



Chains



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



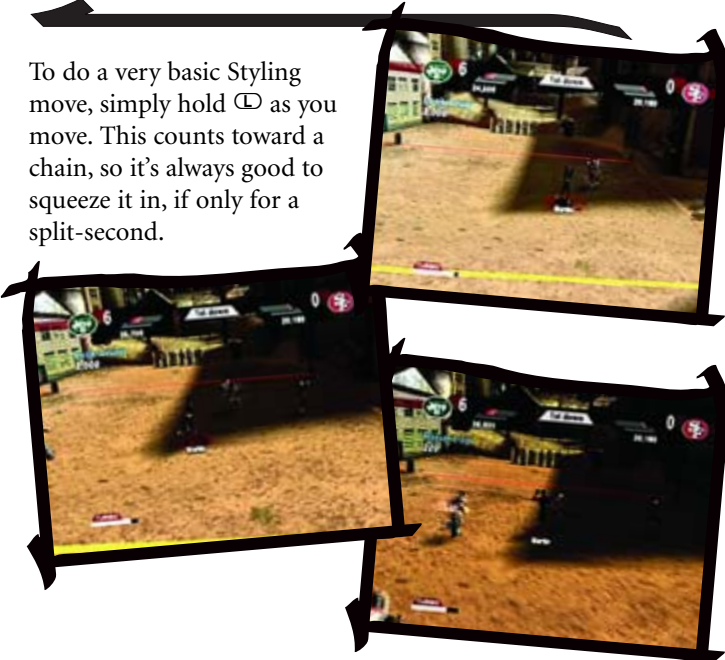
A Scenario

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



STYLING (L)

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



Style Juke

(L)+B

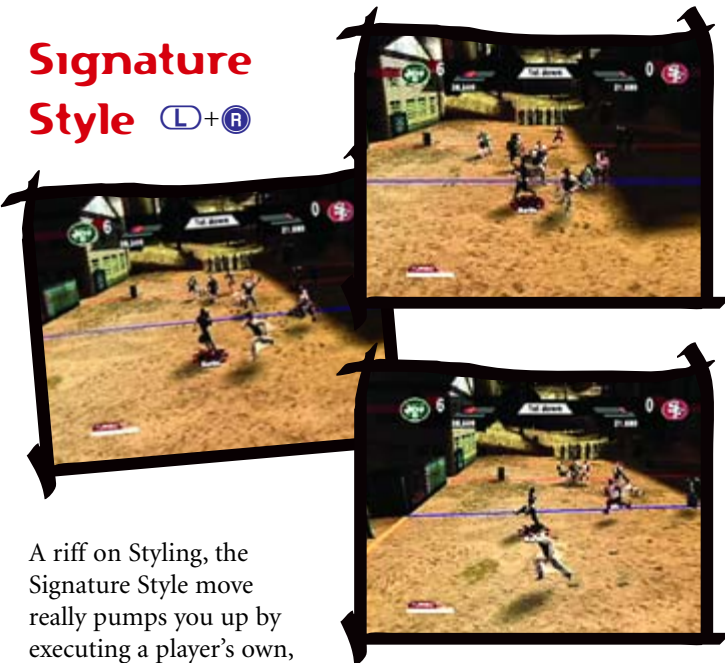


The Style Juke puts a little extra flair into your garden-variety juke. Execute one of these to put one over on an approaching defender, then laugh as you leave him eating your tar.

=CAUTION:

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

Signature Style **(L)+R**



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

Style Spin

(L)+B



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

TRAINING CAMP: ROOKIES AND VETS WELCOME

Style Hurdle

L + **X**

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

Style Dive

L + **X**

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

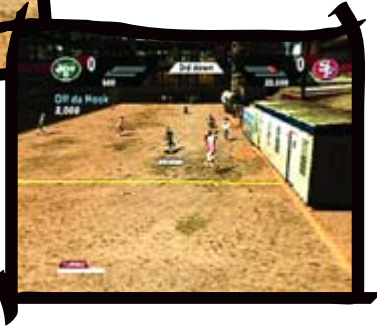
Style Pass

L + pass button

Style Catch

L + **Y**

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



Wall Juke

(L) + (B)



Wall Dive

(L) + (X)



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

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

Wall Hurdle

(L) + (X)



Wall Pass

(L) near wall then pass button



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

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

Wall Catch

L + **Y** near wall



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

GAMEBREAKERS: NOW WITH X2 POWER!



Broken!



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

But first: a standard GameBreaker (activated by pressing **X**) tips the scales in your favor, big time. All of your players get super-charged: on offense they're faster (super turbo-charged) and can break tackles and make

plays that you'd never be able to do normally; on defense the simple act of colliding with the ball carrier usually results in a fumble, if not an outright strip.

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



Broken x2



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



:TIP:

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

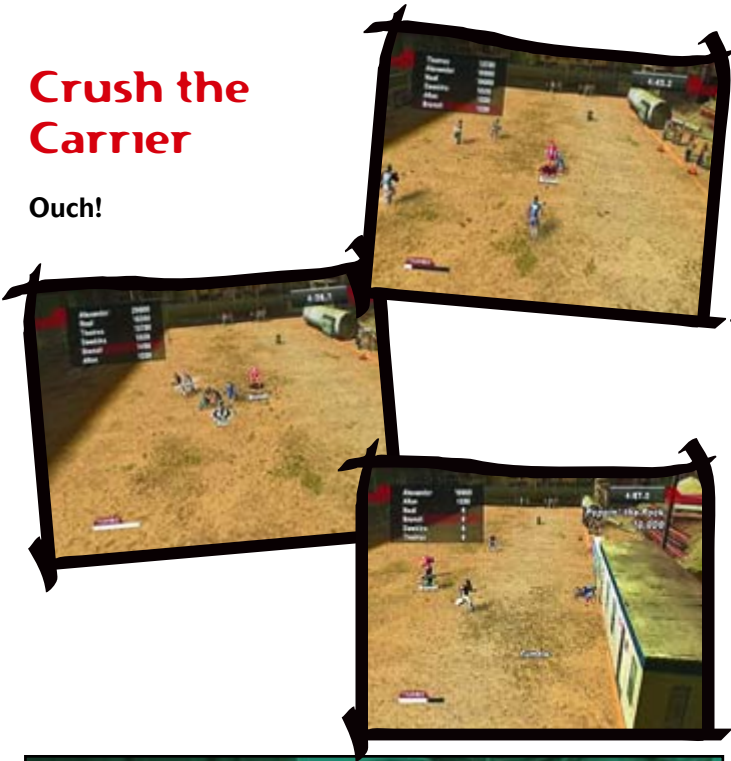
STREET EVENTS



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

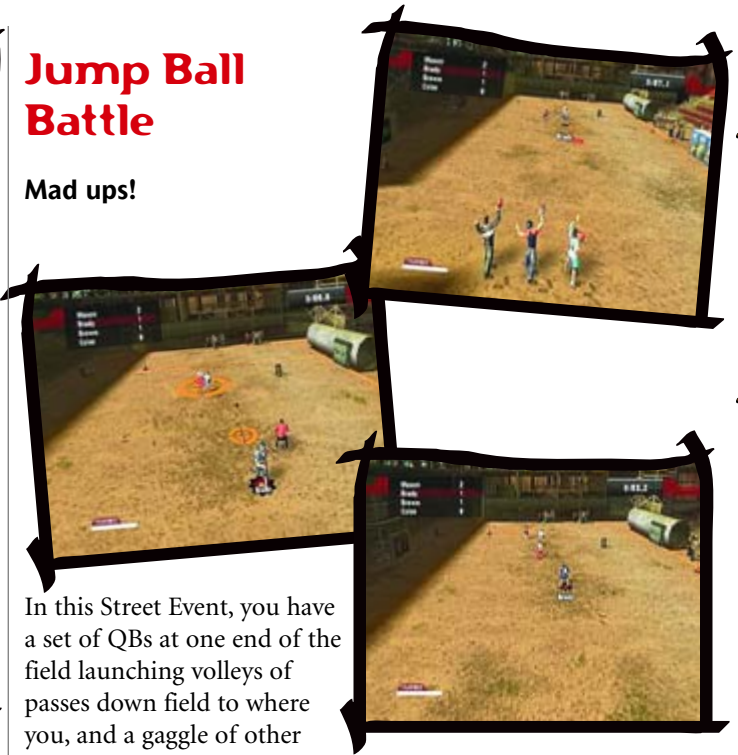
Crush the Carrier

Ouch!



Jump Ball Battle

Mad ups!



TRAINING CAMP: ROOKIES AND VETS WELCOME

:TIP:
Recommended Position Type: Running Back

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

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

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

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

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

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

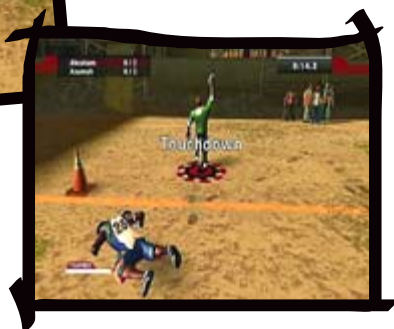
Simply face the ball and stand in the center of the orange icons on the ground to make a successful catch *assuming* there's no interference from other players. Naturally if your back is to the ball, you won't catch much of anything.

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

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

Open Field Showdown

He could go all the way...



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

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

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

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

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

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

2 Minute Challenge

No time!



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

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

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

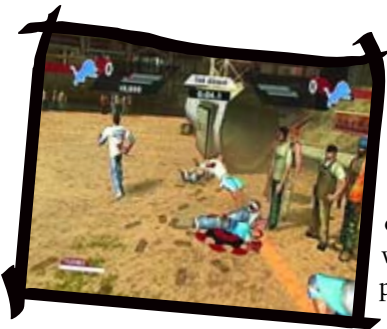
4 on 4

2 x 2 on 2



Depending on the rule set, this Street Event ends the instant the pre-determined score is reached.

Touchdowns are good for six points and turnovers



are worth three points (note that these include fumbles and interceptions, not turnovers on downs). And the *pièce de résistance*: the QB only has five seconds to get rid of the ball *and* cannot run with it (he can, however, pitch it).

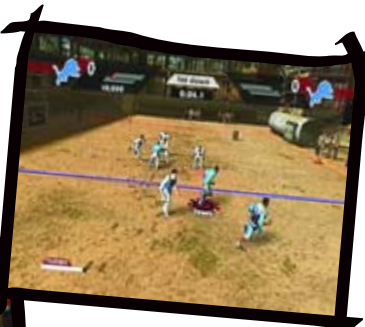
Due to the four-on-four situation, you definitely want a QB and a pair of Wide Receivers. After that, assuming you have the option, add another WR or perhaps a Linebacker (for when you're on defense because the QB can always have someone covering him). It may also be worth considering a Running Back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

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

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

Quick Strike

Spare no one



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

Because you want to score as often as possible within your series (four downs and that's all she wrote) go for a pass-heavy offense to nail one-off TDs on each play. Barring that, you can try a concerted running game if you have a very strong Running Back (but only if).

HOT SPOTS



Spot on

Hot Spots are a new addition to the NFL STREET franchise. Each field has five panels emblazoned with various logos fitted along the walls, fences, etc. Doing a Wall Pass, Wall Catch, Wall Juke, etc. "activates" the Hot Spots, earning you NFL Legends. There is one Legend per environment. Once you unlock them all, you unlock the Legends team.

Even better, you can add these into your chains to gain even more massive Style Point bonuses, thereby accelerating your ascent to GameBreaker levels.



TRAINING CAMP: ROOKIES AND VETS WELCOME

TWO WAYS TO PLAY



Own the City



NFL Challenge

NFL STREET 2 has two modes where you control a team you have some say in constructing. As the game progresses, you gradually increase their attributes and stats through the many challenges thrown your way.

NOTE:

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

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



You're probably thinking that your best option in Own the City mode is to create a QB and go with that, but we strongly recommend a Running Back, mainly because his skill set serves you better in a wider variety of the Street Events. Crush the Carrier and Open Field Showdown are much, *much* easier with a well-built RB rather than a well-built QB.

THE POSITIONS



Offense



Defense

A team in *NFL STREET 2* consists of seven players and can be any combination of position types, though the recommended breakdown is as follows:

Offense

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

Defense

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

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

For example:

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

:NOTE:

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

ATTRIBUTES

Each player is rated in 12 separate attributes, all of which conspire to make him the next NFL All-Star or the first to get a one-way ticket on the has-been express:



- Passing: Increases throwing power and accuracy
- Speed: Makes a player faster
- Blocking: Increases ability to block effectively
- O-Moves: Improves ability to juke, spin, and use the walls
- Catching: Helps player catch the ball
- Run Power: Improves ability to break tackles
- Jumping: Improves ability to make jumping catches
- Tackling: Makes tackling more effective
- Coverage: Improves ability to cover receivers
- D-Moves: Increases ability to shed blocks effectively
- Height: Increases height
- Weight: Increases weight

Configuring Players by Position

Because each player is doubling up, it’s important to carefully upgrade each player so that all of his abilities are complementary to both his offensive and defensive roles. In some cases this isn’t possible because some skills are strictly defense or offense oriented. The better you construct your team early on, the better off you’ll be as day 150 approaches in NFL Challenge mode.

Offense Quarterback (QB)



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

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

BUILDING A TEAM/CHARACTER

Defensive Back (DB)



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

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

Defensive Linemen (DL)



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

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

Linebacker (LB)



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

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

GEAR

As you amass a small fortune in credits, hit the Shop to add some much-needed gear that boosts your players' performance.



Whether it's a new pair of sneaks or pads, these items gradually increase your performance in key areas.

Also, as you progress through the game, you unlock more Shop items that boost your players even further. These items are key to getting the most out of every player so visit early and often while you're building up their other attributes.

Conference: **NFC** Division: **NFC North** Strong Points: **Balanced** Weak Points: **Balanced**

BEARS

Roster NOTE: The *Strong Point/Weak Point* rankings are relative to that team's particular strengths and weaknesses as an overall unit.

Bears

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

DB 5 ft 10 in 189 lbs R

Jerry Azumah

Bears

PASSING	II
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

LB 6 ft 0 in 242 lbs R

Lance Briggs

Bears

PASSING	II
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

DB 5 ft 10 in 202 lbs R

Mike Brown

Bears

PASSING	III
SPEED	III
BLOCKING	II
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	I

QB 6 ft 1 in 217 lbs R

Rex Grossman

Bears

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	I
RUN POWER	III
JUMPING	II
TACKLING	III
COVERAGE	III
D-MOVES	III

DL 6 ft 2 in 289 lbs R

Tommie Harris

Bears

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

RB 5 ft 10 in 220 lbs R

Thomas Jones

Bears

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	II
TACKLING	III
COVERAGE	II
D-MOVES	III

OL 6 ft 2 in 293 lbs L

Olin Kreutz

Bears

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	II
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

DL 6 ft 4 in 255 lbs L

A. Ogunleye

Bears

PASSING	II
SPEED	II
BLOCKING	III
O-MOVES	I
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

OL 6 ft 6 in 323 lbs L

John Tait

Bears

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	I

WR 6 ft 3 in 215 lbs L

David Terrell

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

- QB: R. Grossman
- WR: D. Terrell
- WR: M. Brown
- OL: O. Krautz
- OL: A. Ogunlayo
- OL: B. Urlacher
- RB: A. Thomas

Bears

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

RB 6 ft 2 in 226 lbs L

Anthony Thomas

Bears

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

DB 6 ft 1 in 207 lbs L

Charles Tillman

Bears

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

LB 6 ft 4 in 254 lbs L

Brian Urlacher

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

Conference: NFC Division: NFC North Strong Points: Balanced Weak Points: Balanced

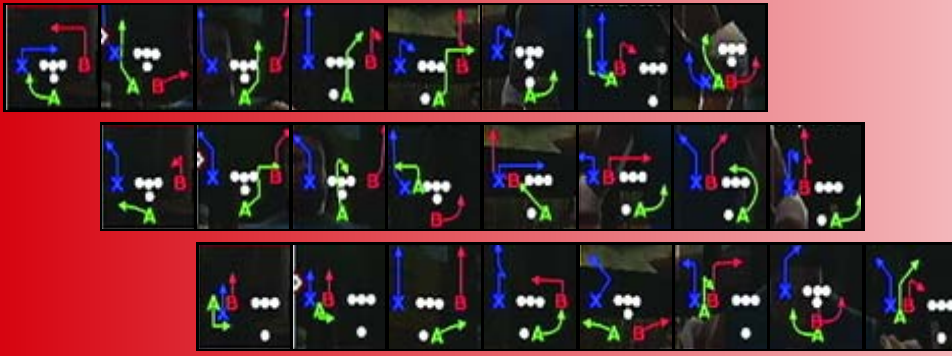
Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



BEFFERS



BENGALS

Roster

Bengals
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE II
 D-MOVES III
 OL 6 ft 5 in 340 lbs R

Willie Anderson

Bengals
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE II
 D-MOVES III
 DB 6 ft 9 in 200 lbs R

Kim Herring

Bengals
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING I
 COVERAGE II
 D-MOVES II
 WR 6 ft 2 in 192 lbs R

Chad Johnson

Bengals
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING II
 COVERAGE III
 D-MOVES III
 RB 5 ft 10 in 223 lbs R

Rudi Johnson

Bengals
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER I
 JUMPING I
 TACKLING III
 COVERAGE II
 D-MOVES III
 DB 5 ft 10 in 196 lbs R

Deltha O'Neal

Bengals
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE II
 D-MOVES II
 QB 6 ft 4 in 235 lbs R

Carson Palmer

Bengals
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE II
 D-MOVES III
 LB 6 ft 3 in 248 lbs R

Brian Simmons

Bengals
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE II
 D-MOVES III
 DL 6 ft 4 in 270 lbs R

Justin Smith

Bengals
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE II
 D-MOVES I
 WR 5 ft 11 in 195 lbs R

Peter Warrick

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

- QB: C. Palmer
- WR: P. Warrick
- WR: K. Washington
- OL: W. Anderson
- OL: B. Simmons
- OL: J. Smith
- RB: K. Herring

Bengals
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE II
 D-MOVES III
 WR 6 ft 3 in 218 lbs R

K. Washington

Bengals
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES I
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 1 in 292 lbs R

Tony Williams

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

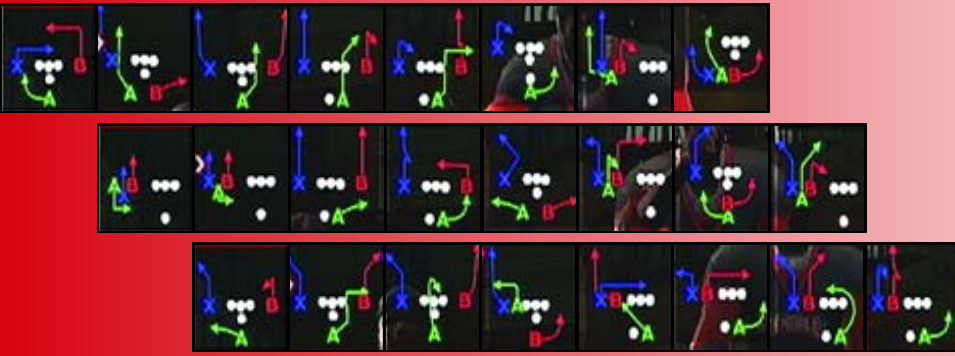
Playbooks

OFFENSE

Running



Passing



Trick



BENGALS

DEFENSE

Stop Run



Long Pass



Short Pass



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

BILLS

Roster



Bills	
PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	II
QB	6 ft 5 in 240 lbs R

Drew Bledsoe



Bills	
PASSING	II
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III
DB	5 ft 11 in 209 lbs R

Nate Clements



Bills	
PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III
LB	5 ft 10 in 241 lbs R

London Fletcher



Bills	
PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III
RB	5 ft 9 in 221 lbs R

Travis Henry



Bills	
PASSING	II
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III
DB	6 ft 0 in 207 lbs R

Lawyer Milloy



Bills	
PASSING	II
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	II
WR	6 ft 2 in 204 lbs R

Eric Moulds



Bills	
PASSING	II
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	II
COVERAGE	III
D-MOVES	II
WR	5 ft 10 in 208 lbs R

Josh Reed



Bills	
PASSING	II
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III
LB	6 ft 2 in 245 lbs R

Takeo Spikes



Bills	
PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III
DB	6 ft 1 in 200 lbs R

Troy Vincent

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

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



Bills	
PASSING	I
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	I
RUN POWER	III
JUMPING	I
TACKLING	III
COVERAGE	II
D-MOVES	III
OL	6 ft 6 in 370 lbs R

Mike Williams



Bills	
PASSING	II
SPEED	III
BLOCKING	III
O-MOVES	I
CATCHING	II
RUN POWER	III
JUMPING	II
TACKLING	III
COVERAGE	III
D-MOVES	III
DL	6 ft 3 in 310 lbs R

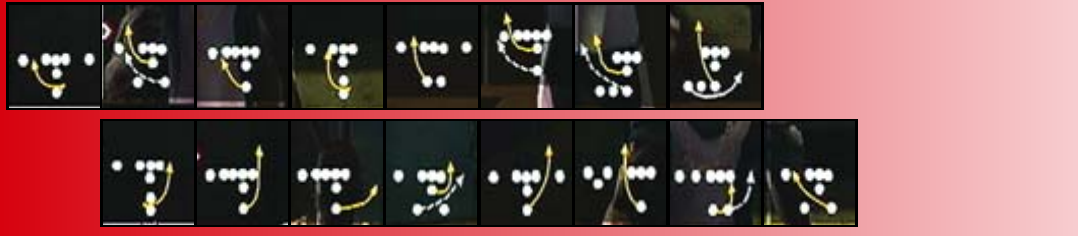
Pat Williams

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

Playbooks

OFFENSE

Running



Passing



Trick



BILLS

DEFENSE

Stop Run



Long Pass



Short Pass



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

BRONCOS

Roster



Broncos
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER I
 JUMPING I
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 192 lbs R

Champ Bailey

Broncos
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER I
 JUMPING I
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 5 in 318 lbs R

Luther Elliss

Broncos
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER I
 JUMPING I
 TACKLING I
 COVERAGE III
 D-MOVES III
 RB 5 ft 7 in 195 lbs R

Quentin Griffin

Broncos
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER I
 JUMPING I
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 11 in 215 lbs R

Garrison Hearst

Broncos
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES I
 WR 6 ft 3 in 200 lbs R

Ashley Lelie

Broncos
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 2 in 220 lbs R

John Lynch

Broncos
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 3 in 286 lbs

Tom Nalen

Broncos
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 2 in 285 lbs

Dan Neil

Broncos
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 QB 6 ft 2 in 202 lbs

Jake Plummer

Broncos
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 5 in 295 lbs

Trevor Pryce

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

- QB: J. Plummer
- WR: A. Lelie
- WR: R. Smith
- OL: L. Elliss
- OL: A. Wilson
- OL: T. Nalen
- RB: G. Hearst

Broncos
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES II
 WR 6 ft 0 in 200 lbs R

Rod Smith

Broncos
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 0 in 240 lbs R

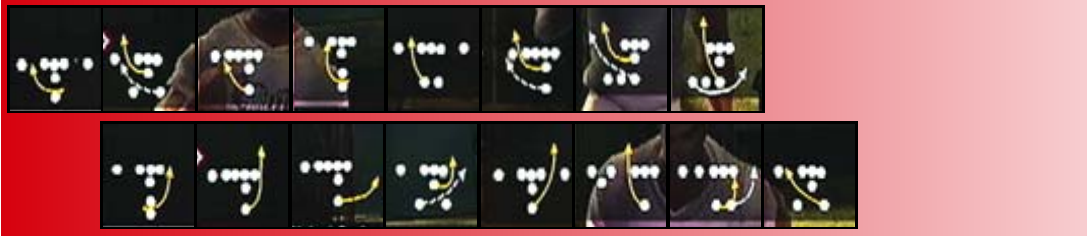
Al Wilson

The post-Elway Broncos hasn't been much of a source of joy for current residents of the Mile High City, and their *NFL STREET 2* incarnation isn't a whole lot to get worked up over, either. Though, in relative terms, their offense is decent, they're certainly on the most impressive group going even with Jake Plummer's arm leading the charge.

Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



BRONCOS



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

BROWNS

Roster

Browns
 PASSING II
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 280 lbs R

Courtney Brown

Browns
 PASSING II
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 6 ft 1 in 188 lbs R

Antonio Bryant

Browns
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 1 in 244 lbs R

Andra' Davis

Browns
 PASSING III
 SPEED III
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 6 ft 1 in 195 lbs

Andre Davis

Browns
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING II
 COVERAGE III
 D-MOVES II
 QB 6 ft 1 in 195 lbs

Jeff Garcia

Browns
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 RB 6 ft 0 in 215 lbs

William Green

Browns
 PASSING III
 SPEED III
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 11 in 197 lbs

Robert Griffith

Browns
 PASSING II
 SPEED II
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 198 lbs

Anthony Henry

Browns
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 1 in 234 lbs

Warrick Holdman

Browns
 PASSING III
 SPEED III
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 198 lbs

Earl Little

Browns
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 5 ft 11 in 175 lbs

Dennis Northcutt

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

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

Browns
 PASSING III
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE II
 D-MOVES III
 OL 6 ft 9 in 325 lbs

Ryan Tucker

Browns
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 322 lbs

Gerard Warren

Browns
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 4 in 250 lbs

Kellen Winslow

Oddly enough, the Browns are pretty evenly matched up against their Ohio compatriots, the Bengals. With their overall stats almost a mirror image of one another, a coin toss is, basically what separates the two. Like the Bengals, the Browns have a decent offense and slightly unimpressive defense so adjust your game accordingly.

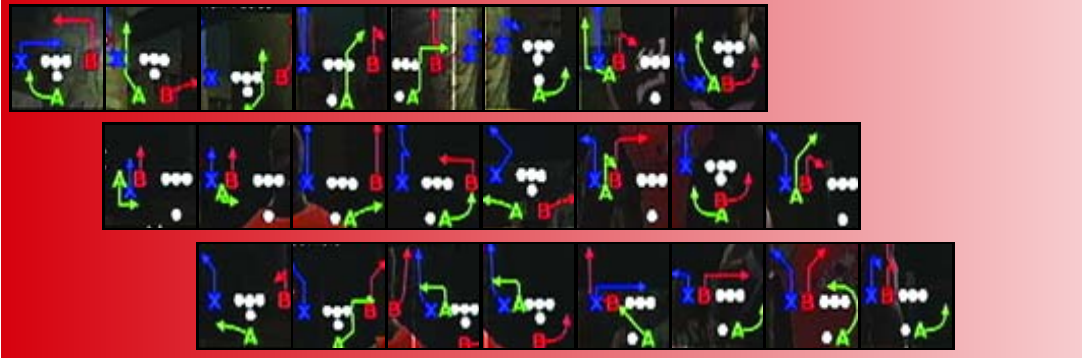
Playbooks

OFFENSE

Running



Passing



Trick



BROWNS

DEFENSE

Stop Run



Long Pass



Short Pass



Conference: NFC Division: NFC South Strong Points: Defense Weak Points: Offense

BUCCAANEERS

Roster

Buccaneers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 6 ft 1 in 248 lbs R

Mike Alstott

Buccaneers
 PASSING I
 SPEED III
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER I
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 10 in 184 lbs R

Ronde Barber

Buccaneers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 0 in 235 lbs R

Derrick Brooks

Buccaneers
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES II
 WR 6 ft 0 in 195 lbs R

Tim Brown

Buccaneers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING II
 COVERAGE III
 D-MOVES II
 WR 5 ft 11 in 197 lbs R

Joey Galloway

Buccaneers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 10 in 195 lbs R

Charlie Garner

Buccaneers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 0 in 223 lbs

Ian Gold

Buccaneers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 QB 6 ft 5 in 224 lbs

Brad Johnson

Buccaneers
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 0 in 300 lbs

A. McFarland

Buccaneers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 5 in 268 lbs

Simeon Rice

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

- QB: B. Johnson
- WR: T. Brown
- WR: J. Galloway
- OL: S. Rice
- OL: D. Brooks
- OL: R. Barber
- RB: M. Alstott

Buccaneers
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 10 in 201 lbs R

Dwight Smith

Buccaneers
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 6 in 320 lbs R

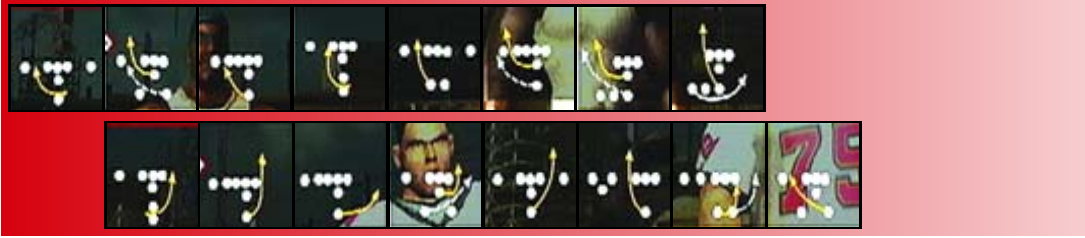
Todd Steussie

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

Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



BUDNIEVERS



Conference: **NFC** Division: **NFC West** Strong Points: **Offense** Weak Points: **Defense**

CARDINALS



Roster

Cardinals

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES I
WR 6 ft 1 in 215 lbs R

Anquan Boldin

Cardinals

PASSING II
SPEED II
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III
OL 6 ft 6 in 370 lbs R

Leonard Davis

Cardinals

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III
WR 6 ft 2 in 214 lbs R

Bryant Johnson

Cardinals

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III
WR 6 ft 5 in 270 lbs R

Freddie Jones

Cardinals

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING I
COVERAGE III
D-MOVES III
QB 6 ft 4 in 223 lbs R

Josh McCown

Cardinals

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III
LB 6 ft 0 in 248 lbs R

Ronald McKinnon

Cardinals

PASSING I
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III
DL 6 ft 4 in 269 lbs R

Calvin Pace

Cardinals

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III
RB 5 ft 10 in 221 lbs R

Emmitt Smith

Cardinals

PASSING I
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III
DB 5 ft 10 in 170 lbs R

Duane Starks

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

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

Cardinals

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III
LB 6 ft 2 in 217 lbs R

R. Thompson

Cardinals

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III
DB 6 ft 3 in 207 lbs R

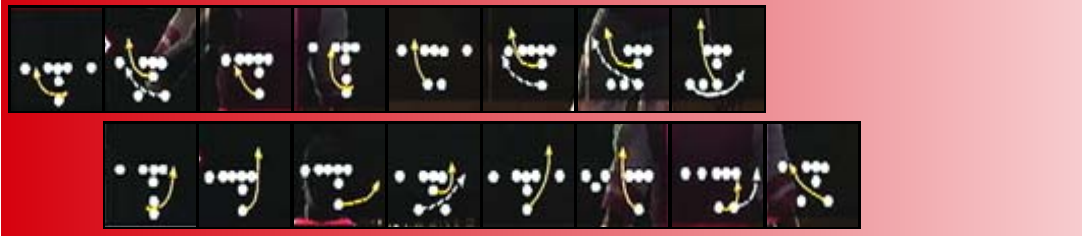
Adrian Wilson

The Cardinals hold up better, as a general rule, under an offensive rather than defensive situation (though their weaknesses in defense do tend to drag them down a bit more than one might like). However, with Emmitt Smith at running back and McCown at QB anything they lack in defense they should be able to make up for in points on the board.

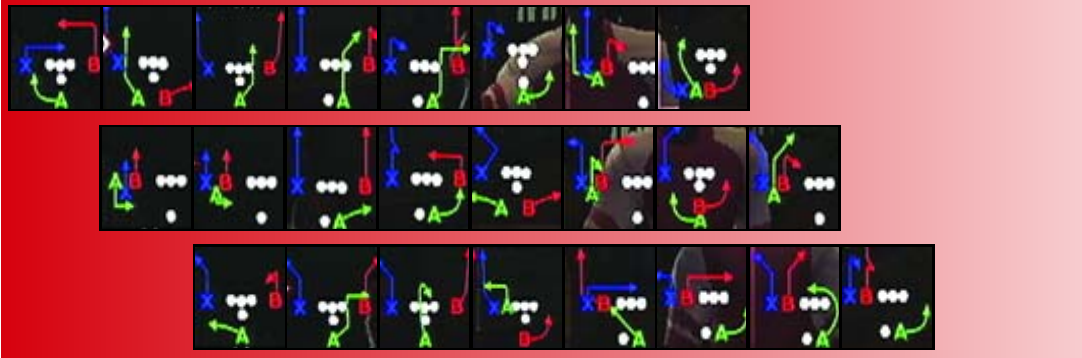
Playbooks

OFFENSE

Running



Passing



Trick

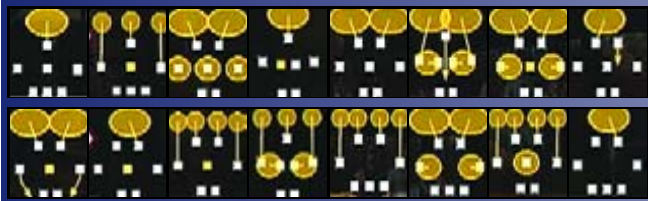


DEFENSE

Stop Run



Long Pass



Short Pass



CARDINALS



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

CHARGERS



Roster

Chargers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 QB 6 ft 0 in 221 lbs R

Drew Brees

Chargers
 PASSING II
 SPEED III
 BLOCKING I
 O-MOVES III
 CATCHING III
 RUN POWER II
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 190 lbs R

Sammy Davis

Chargers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 3 in 296 lbs R

Adrian Dingle

Chargers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 227 lbs R

Donnie Edwards

Chargers
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES I
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 5 in 311 lbs R

Mike Goff

Chargers
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 200 lbs R

Quentin Jammer

Chargers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 3 in 240 lbs R

Ben Leber

Chargers
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES II
 WR 6 ft 1 in 191 lbs R

Keenan McCardell

Chargers
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 246 lbs R

Zeke Moreno

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

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

Chargers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 11 in 245 lbs R

Lorenzo Neal

Chargers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING II
 COVERAGE III
 D-MOVES III
 RB 5 ft 10 in 221 lbs R

L. Tomlinson

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

Playbooks

OFFENSE

Running



Passing



Trick

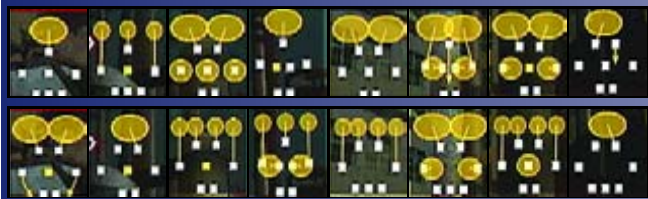


DEFENSE

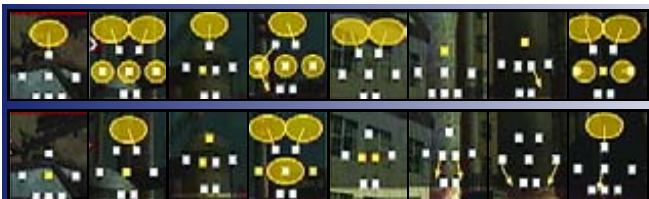
Stop Run



Long Pass



Short Pass



CHARGERS



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

Chiefs

Roster



Chiefs
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 4 in 248 lbs R

Tony Gonzalez

Chiefs
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES III
 QB 6 ft 3 in 210 lbs R

Trent Green

Chiefs
 PASSING II
 SPEED III
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 5 ft 8 in 193 lbs R

Dante Hall

Chiefs
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 6 in 265 lbs R

Eric Hicks

Chiefs
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING II
 COVERAGE III
 D-MOVES III
 RB 5 ft 9 in 213 lbs R

Priest Holmes

Chiefs
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING II
 COVERAGE III
 D-MOVES III
 WR 5 ft 11 in 192 lbs R

Eddie Kennison

Chiefs
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 1 in 243 lbs

Mike Maslowski

Chiefs
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 0 in 190 lbs

Johnnie Morton

Chiefs
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 3 in 315 lbs

Will Shields

Chiefs
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 320 lbs

Ryan Sims

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

QB: T. Green
 WR: T. Gonzalez
 WR: E. Kennison
 OL: E. Hicks
 OL: M. Maslowski
 OL: W. Shields
 RB: P. Holmes

Chiefs
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 198 lbs

Eric Warfield

Chiefs
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 2 in 208 lbs

Greg Wesley

Chiefs
 PASSING II
 SPEED III
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 2 in 210 lbs

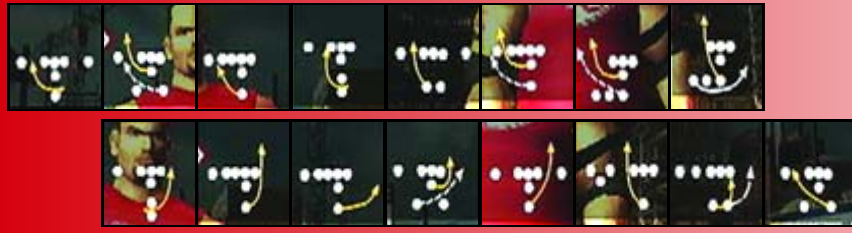
Jerome Woods

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

Playbooks

OFFENSE

Running



Passing



Trick



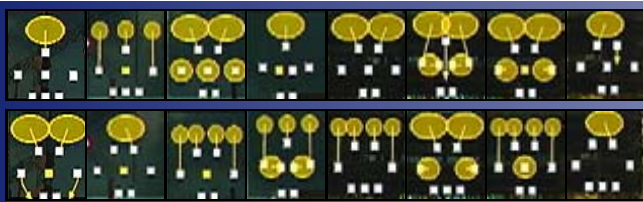
offense

DEFENSE

Stop Run



Long Pass



Short Pass



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

COLTS

Roster

Colts
 PASSING II
 SPEED II
 BLOCKING III
 O-MOVES II
 CATCHING III
 RUN POWER II
 JUMPING II
 TACKLING III
 COVERAGE II
 D-MOVES III
 DB 6 ft 2 in 198 lbs R

Idrees Bashir

Colts
 PASSING III
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER II
 JUMPING II
 TACKLING III
 COVERAGE II
 D-MOVES III
 DB 5 ft 11 in 207 lbs R

Mike Doss

Colts
 PASSING II
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER II
 JUMPING II
 TACKLING III
 COVERAGE II
 D-MOVES III
 DL 6 ft 1 in 268 lbs R

Dwight Freeny

Colts
 PASSING II
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER II
 JUMPING II
 TACKLING III
 COVERAGE II
 D-MOVES III
 OL 6 ft 9 in 332 lbs R

Tarik Glenn

Colts
 PASSING III
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES III
 WR 6 ft 0 in 178 lbs R

Marvin Harrison

Colts
 PASSING III
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES III
 RB 6 ft 0 in 214 lbs R

Edgerrin James

Colts
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING II
 TACKLING III
 COVERAGE II
 D-MOVES II
 QB 6 ft 5 in 230 lbs R

Peyton Manning

Colts
 PASSING III
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER II
 JUMPING II
 TACKLING III
 COVERAGE II
 D-MOVES III
 LB 6 ft 2 in 238 lbs R

Rob Morris

Colts
 PASSING II
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER II
 JUMPING II
 TACKLING III
 COVERAGE II
 D-MOVES III
 WR 6 ft 3 in 248 lbs R

Marcus Pollard

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

QB: P. Manning
 WR: M. Harrison
 WR: R. Wayne
 OL: R. Morris
 OL: D. Thornton
 OL: D. Freeny
 RB: E. James

Colts
 PASSING III
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER II
 JUMPING II
 TACKLING III
 COVERAGE II
 D-MOVES III
 LB 6 ft 3 in 233 lbs R

David Thornton

Colts
 PASSING I
 SPEED II
 BLOCKING III
 O-MOVES I
 CATCHING III
 RUN POWER II
 JUMPING II
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 2 in 314 lbs R

Larry Tripplett

Colts
 PASSING II
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER II
 JUMPING II
 TACKLING III
 COVERAGE II
 D-MOVES I
 WR 6 ft 0 in 198 lbs R

Reggie Wayne

While not all teams can be over-the-top powerful, the Colts appear to be weaker than most in defense with stand-outs in the offensive power of Peyton Manning's staggering throwing power and two able receivers ready to take his shotgun blasts in the chest. On defense you'll want to watch it as the team is a bit weak against the run, with not terribly impressive pass protection, either.

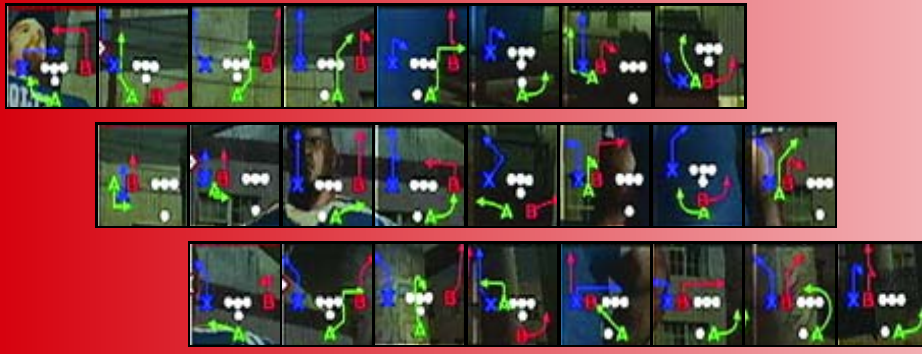
Playbooks

OFFENSE

Running



Passing



Trick

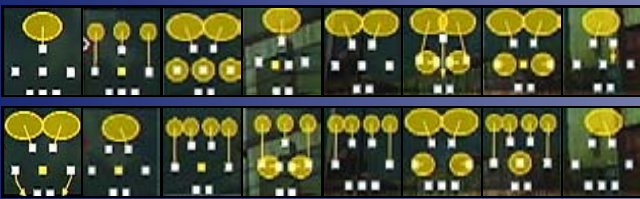


DEFENSE

Stop Run



Long Pass



Short Pass



COLTS



Conference: NFC Division: NFC East Strong Point: Offense Weak Point: Defense

COWBOYS

Roster

Cowboys
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 3 in 326 lbs R

Larry Allen

Cowboys
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 5 ft 10 in 236 lbs R

Dexter Coakley

Cowboys
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 6 in 267 lbs R

Greg Ellis

Cowboys
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 6 ft 3 in 240 lbs

Eddie George

Cowboys
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 5 ft 11 in 195 lbs

Terry Glenn

Cowboys
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES I
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 2 in 285 lbs

La'Roi Glover

Cowboys
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 4 in 212 lbs

K. Johnson

Cowboys
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 10 in 210 lbs

Julius Jones

Cowboys
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 1 in 209 lbs

Quincy Morgan

Cowboys
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 5 ft 11 in 243 lbs

Dat Nguyen

Cowboys
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES III
 QB 6 ft 5 in 235 lbs

Vinny Testaverde

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

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

Cowboys
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 275 lbs

Marcellus Wiley

Cowboys
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 228 lbs

Roy Williams

Cowboys
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 1 in 219 lbs

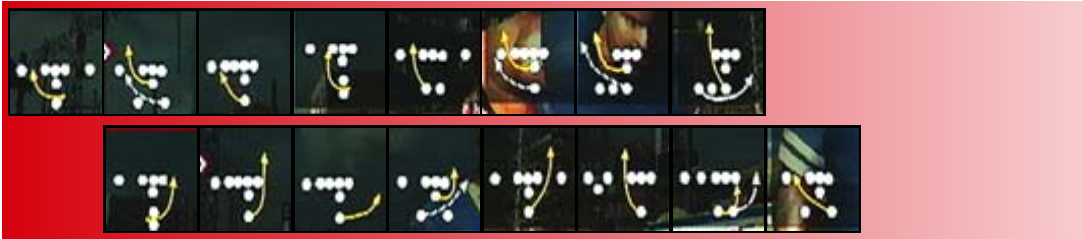
Darren Woodson

The house that Bill Parcels is currently trying to build is one longer on offense than defense but, overall, is a very solid group of players. Even though Testaverde isn't one of the best QBs going, he's got more than enough back-up, offensively, to make their ground game potent and, when he connects, some zippy receivers can carry the load.

Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



COVERBOOTS



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

DOLPHINS



Roster

Dolphins
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING II
 COVERAGE III
 D-MOVES II
 WR 6 ft 0 in 210 lbs R

Marty Booker

Dolphins
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 6 ft 1 in 240 lbs R

David Boston

Dolphins
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 5 ft 11 in 212 lbs R

Chris Chambers

Dolphins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES I
 QB 6 ft 2 in 225 lbs R

Jay Fiedler

Dolphins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 205 lbs R

Sammy Knight

Dolphins
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 11 in 185 lbs R

Sam Madison

Dolphins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES II
 CATCHING I
 RUN POWER III
 JUMPING II
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 3 in 305 lbs

Seth McKinney

Dolphins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 3 in 245 lbs

Randy McMichael

Dolphins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING II
 COVERAGE III
 D-MOVES III
 RB 5 ft 10 in 205 lbs

Travis Minor

Dolphins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 3 in 250 lbs

Junior Seau

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

- QB: J. Fiedler
- WR: S. Madison
- WR: C. Chambers
- OL: J. Taylor
- OL: J. Seau
- OL: Z. Thomas
- RB: S. Knight

Dolphins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER I
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 11 in 192 lbs

Patrick Surtain

Dolphins
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 6 in 260 lbs

Jason Taylor

Dolphins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 5 ft 11 in 235 lbs

Zach Thomas

As far as NFL STREET 2 is concerned, the Dolphins are a very good team with very high offensive power and competitive defensive power, making them one of the better teams in the game. While none of their players particularly leap out at you, the overall package is what counts and, taken together, they're a force with which to be reckoned with in the air or on the ground.

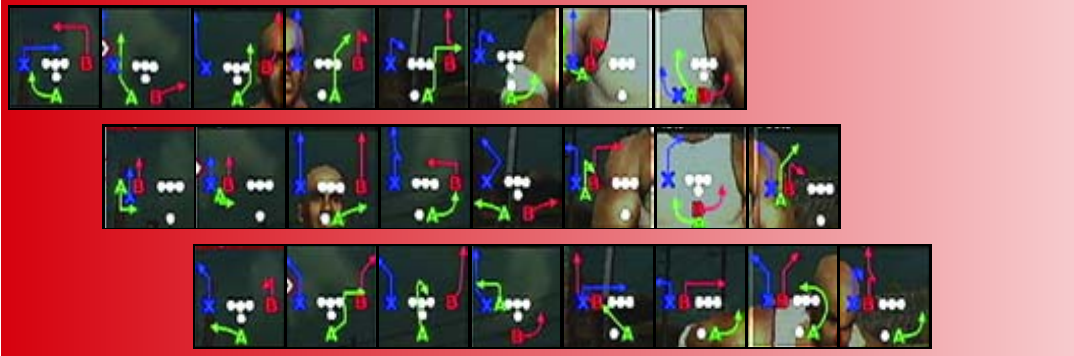
Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



DOUGATHINS



Conference: **NFC** Division: **NFC East** Strong Points: **Balanced** Weak Points: **Balanced**

EAGLES

Roster



Eagles
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 200 lbs R

Brian Dawkins

Eagles
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 2 in 280 lbs R

Hugh Douglas

Eagles
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 1 in 237 lbs R

Dhani Jones

Eagles
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 265 lbs R

Jevon Kearse

Eagles
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 QB 6 ft 2 in 226 lbs R

Donovan McNabb

Eagles
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 3 in 226 lbs R

Terrell Owens

Eagles
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 6 ft 2 in 170 lbs

Todd Pinkston

Eagles
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 6 ft 1 in 250 lbs

Jon Ritchie

Eagles
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 2 in 293 lbs

Corey Simon

Eagles
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING II
 TACKLING III
 COVERAGE II
 D-MOVES III
 OL 6 ft 7 in 349 lbs

Tra Thomas

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

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

Eagles
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 1 in 261 lbs

Jeremiah Trotter

Eagles
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 0 in 237 lbs

Nate Wayne

Eagles
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES III
 RB 5 ft 8 in 200 lbs

Brian Westbrook

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

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

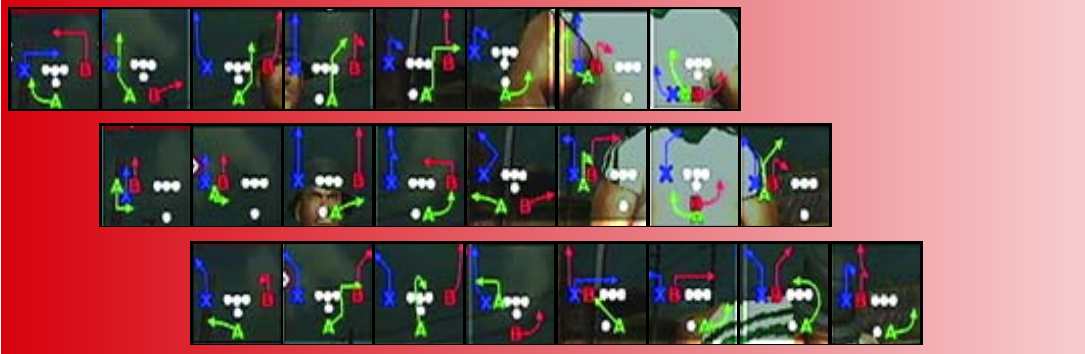
Playbooks

OFFENSE

Running



Passing



Trick



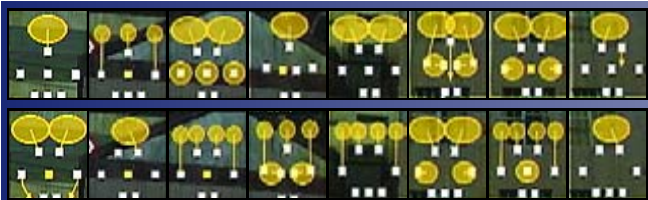
offense

DEFENSE

Stop Run



Long Pass



Short Pass



Conference: **NFC** Division: **NFC South** Strong Points: **Offense** Weak Points: **Defense**

FALCONS



Roster

Falcons
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 245 lbs R

Keith Brooking

Falcons
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 11 in 205 lbs R

Keion Carpenter

Falcons
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 2 in 262 lbs R

Alge Crumpler

Falcons
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 5 ft 11 in 232 lbs R

Chris Draft

Falcons
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 6 ft 0 in 254 lbs R

T.J. Duckett

Falcons
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 9 in 180 lbs R

Warrick Dunn

Falcons
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 2 in 295 lbs

Ed Jasper

Falcons
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 5 in 272 lbs

Patrick Kerney

Falcons
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 5 ft 11 in 190 lbs

Peerless Price

Falcons
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 1 in 219 lbs

Bryan Scott

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

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

Falcons
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 QB 6 ft 0 in 215 lbs R

Mike Vick

Falcons
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 1 in 215 lbs R

Dez White

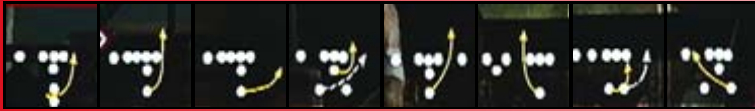
The Falcon's have a pretty serious defensive deficit and, in football, that can be fatal. They have a solid offense with Duckett or Dunn at RB and Vick at QB featuring a solid arm and very good speed. That being said, we'd advise leaning towards the Falcons running game due to a bit of relative (in relation to their running game) weakness in the receiver department.

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

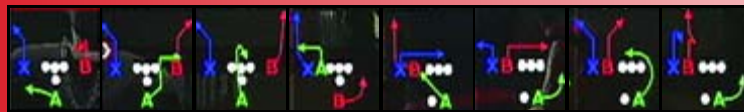
Playbooks

OFFENSE

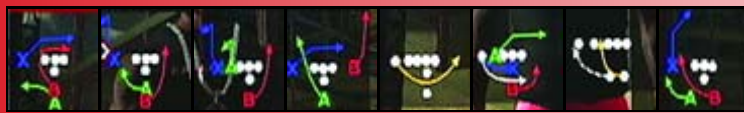
Running



Passing



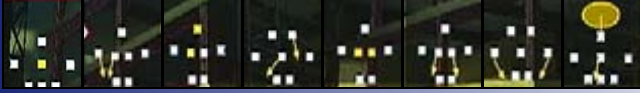
Trick



FALCONS

DEFENSE

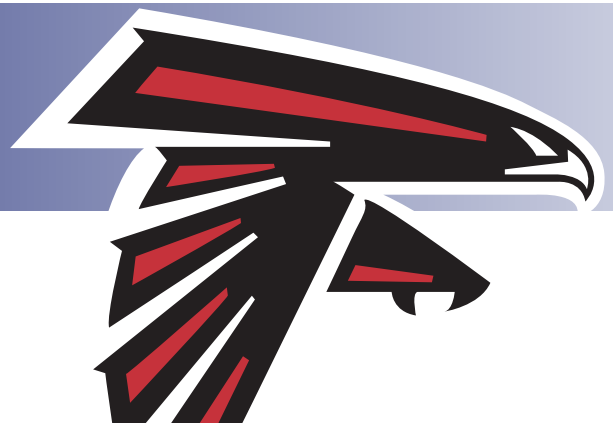
Stop Run



Long Pass



Short Pass



Conference: NFC Division: NFC West Strong Points: Offense Weak Points: Defense

49ERS



Roster

49ers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 6 ft 1 in 238 lbs R

Kevan Barlow

49ers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 265 lbs R

Andre Carter

49ers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 0 in 184 lbs R

Brandon Lloyd

49ers
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 5 in 304 lbs R

Jeremy Newberry

49ers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 211 lbs R

Tony Parrish

49ers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 3 in 235 lbs R

Julian Peterson

49ers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 191 lbs

Ahmed Plummer

49ers
 PASSING III
 SPEED III
 BLOCKING I
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES I
 QB 6 ft 0 in 215 lbs

Tim Rattay

49ers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 245 lbs

Derek Smith

49ers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 3 in 285 lbs

Brandon Whiting

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

QB: T. Rattay
 WR: C. Wilson
 WR: R. Woods
 OL: J. Newberry
 OL: B. Young
 OL: A. Carter
 RB: K. Barlow

49ers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES III
 WR 5 ft 10 in 179 lbs

Cedrick Wilson

49ers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 6 ft 2 in 202 lbs

Rashaun Woods

49ers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES I
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 3 in 291 lbs

Bryant Young

The 49ers of Joe Montana and Steve Young aren't what they once were, with some big holes offensively and defensively when compared, head-to-head, with some of their more powerful street brethren. They have a few decent players, but none in particularly key positions making playing them effectively a bit more daunting a proposition than some others.

Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



49ERS



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

GIANTS

Roster

Giants
 PASSING II
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 10 in 192 lbs R

Will Allen

Giants
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 10 in 200 lbs R

Tiki Barber

Giants
 PASSING I
 SPEED II
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 5 in 250 lbs R

Carlos Emmons

Giants
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 0 in 225 lbs R

Barrett Green

Giants
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING II
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 3 in 310 lbs R

Norman Hand

Giants
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 5 ft 11 in 205 lbs R

Ike Hilliard

Giants
 PASSING III
 SPEED III
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING I
 COVERAGE III
 D-MOVES I
 QB 6 ft 4 in 218 lbs

Eli Manning

Giants
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING I
 RUN POWER III
 JUMPING I
 TACKLING II
 COVERAGE II
 D-MOVES III
 OL 6 ft 6 in 315 lbs

Luke Petitgout

Giants
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 5 in 255 lbs

Jeremy Shockey

Giants
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 5 in 275 lbs

Michae Strahan

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

- QB: E. Manning
- WR: J. Shockey
- WR: I. Hilliard
- OL: L. Petitgout
- OL: M. Strahan
- OL: C. Emmons
- RB: T. Barber

Giants
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 6 ft 3 in 202 lbs

Amani Toomer

Giants
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES III
 QB 6 ft 2 in 220 lbs

Kurt Warner

Giants
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 2 in 215 lbs

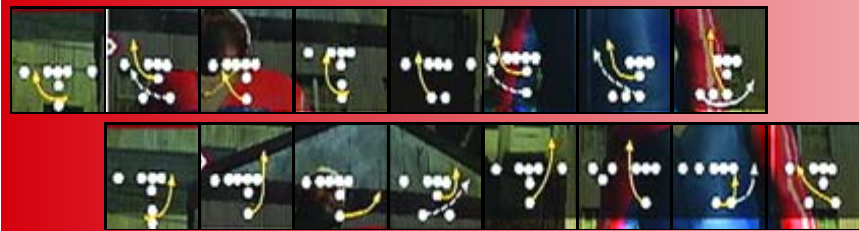
Shaun Williams

The New York Giants are another fairly average team with ratings (and players) that don't exactly scream "world championship material" from the bleachers. They're balanced pretty evenly but that doesn't mean a whole lot when they're getting run over on defense and stopped cold on offense. Not one of the better teams in the game even with a guy named Tiki on the roster.

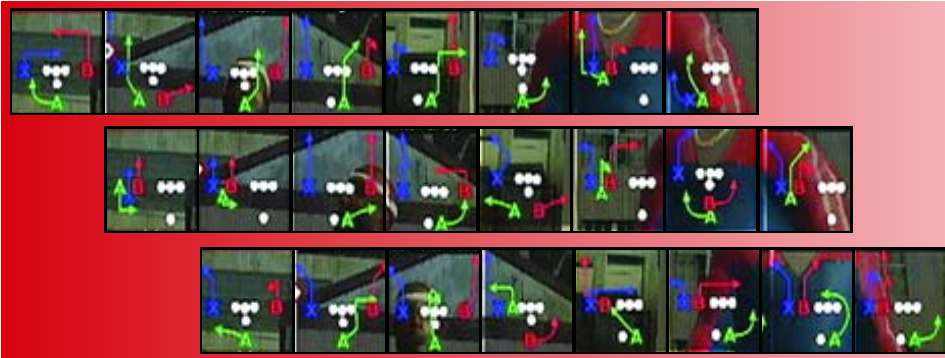
Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



GIANTS



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

JAGUARS

Roster

Jaguars
 PASSING I
 SPEED I
 BLOCKING I
 O-MOVES I
 CATCHING I
 RUN POWER I
 JUMPING I
 TACKLING I
 COVERAGE I
 D-MOVES I
 LB 6 ft 2 in 257 lbs R

Akin Ayodele

Jaguars
 PASSING II
 SPEED II
 BLOCKING II
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES II
 WR 6 ft 6 in 277 lbs R

Kyle Brady

Jaguars
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 1 in 216 lbs R

Donovin Darius

Jaguars
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 2 in 210 lbs R

Deon Grant

Jaguars
 PASSING II
 SPEED II
 BLOCKING II
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES II
 DL 6 ft 7 in 315 lbs R

John Henderson

Jaguars
 PASSING I
 SPEED I
 BLOCKING I
 O-MOVES I
 CATCHING I
 RUN POWER I
 JUMPING I
 TACKLING I
 COVERAGE I
 D-MOVES I
 QB 6 ft 5 in 240 lbs R

Byron Leftwich

Jaguars
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER I
 JUMPING I
 TACKLING II
 COVERAGE II
 D-MOVES III
 OL 6 ft 3 in 313 lbs

Chris Naeole

Jaguars
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 232 lbs

Mike Peterson

Jaguars
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 1 in 205 lbs

Jimmy Smith

Jaguars
 PASSING I
 SPEED I
 BLOCKING I
 O-MOVES I
 CATCHING I
 RUN POWER I
 JUMPING I
 TACKLING I
 COVERAGE I
 O-MOVES I
 DL 6 ft 6 in 321 lbs

Marcus Stroud

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

- QB: B. Leftwich
- WR: J. Smith
- WR: R. Williams
- OL: D. Darius
- OL: M. Peterson
- OL: J. Henderson
- RB: F. Taylor

Jaguars
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 6 ft 1 in 231 lbs R

Fred Taylor

Jaguars
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 6 ft 3 in 223 lbs R

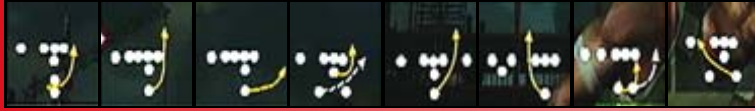
Reggie Williams

With the Jaguars you get a decent team that doesn't stand out from the pack in any significant way but can offer up a solid experience despite having any overly impressive, franchise-style, players. They do have some decent receivers and a fairly able QB in Byron Leftwich matched up with a good defense. In the right hands, though, it's probably a safe bet they can hang with the big boys.

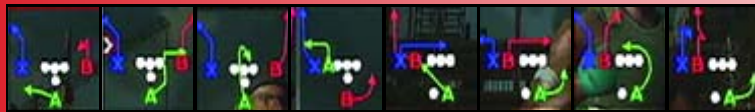
Playbooks

OFFENSE

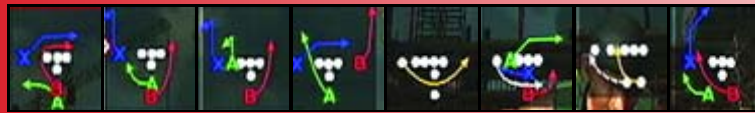
Running



Passing



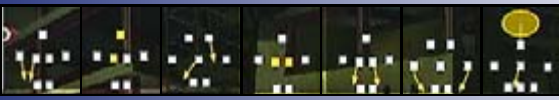
Trick



JAGUARS

DEFENSE

Stop Run



Long Pass



Short Pass



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

JETS



Roster

Jets

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	II
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

DB 5 ft 10 in 192 lbs R

Donnie Abraham

Jets

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

DL 6 ft 4 in 256 lbs R

John Abraham

Jets

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

LB 6 ft 2 in 245 lbs R

Eric Barton

Jets

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

WR 6 ft 5 in 272 lbs R

Anthony Becht

Jets

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

LB 6 ft 2 in 245 lbs R

Sam Cowart

Jets

PASSING	II
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

DL 6 ft 5 in 294 lbs R

Shaun Ellis

Jets

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

RB 5 ft 11 in 205 lbs

Curtis Martin

Jets

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	II
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	II
D-MOVES	III

OL 6 ft 4 in 289 lbs

Kevin Mawae

Jets

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	I

WR 6 ft 2 in 215 lbs

Justin McCareins

Jets

PASSING	I
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	I
COVERAGE	III
D-MOVES	III

WR 5 ft 10 in 185 lbs

Santana Moss

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

QB: C. Pennington
WR: J. McCareins
WR: D. Abraham
OL: J. Abraham
OL: S. Cowart
OL: S. Ellis
RB: C. Martin

Jets

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	I
COVERAGE	III
D-MOVES	I

QB 6 ft 3 in 225 lbs R

Chad Pennington

Jets

PASSING	III
SPEED	III
BLOCKING	III
O-MOVES	III
CATCHING	III
RUN POWER	III
JUMPING	III
TACKLING	III
COVERAGE	III
D-MOVES	III

DB 6 ft 0 in 203 lbs R

Reggie Tongue

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

Playbooks

OFFENSE

Running



Passing



Trick

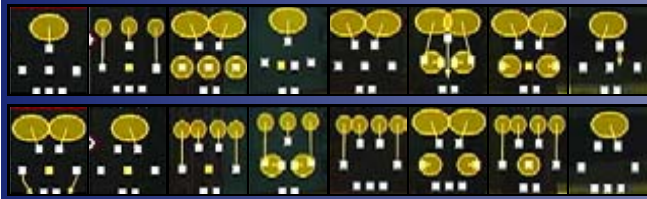


DEFENSE

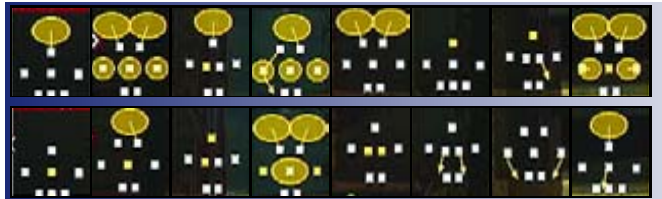
Stop Run



Long Pass



Short Pass



JETS



Conference: NFC Division: NFC North Strong Points: Offense Weak Points: Defense

LIONS



Roster

Lions
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING I
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE I
 D-MOVES III
 OL 6 ft 5 in 308 lbs R

Jeff Backus

Lions
 PASSING III
 SPEED III
 BLOCKING I
 O-MOVES III
 CATCHING III
 RUN POWER I
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 9 in 185 lbs R

Dre' Bly

Lions
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 10 in 178 lbs R

Fernando Bryant

Lions
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 5 in 265 lbs R

Kalimba Edwards

Lions
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 5 ft 10 in 189 lbs R

Az-Zahir Hakim

Lions
 PASSING III
 SPEED III
 BLOCKING I
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES I
 QB 6 ft 4 in 220 lbs R

Joey Harrington

Lions
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 245 lbs

Earl Holmes

Lions
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 11 in 221 lbs

Kevin Jones

Lions
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 11 in 200 lbs

Brock Marion

Lions
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 6 ft 2 in 202 lbs

Charles Rogers

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

- QB: J. Harrington
- WR: A. Hakim
- WR: T. Streets
- OL: K. Edwards
- OL: E. Holmes
- OL: S. Rogers
- RB: K. Jones

Lions
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING I
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 357 lbs R

Shaun Rogers

Lions
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES II
 WR 6 ft 2 in 206 lbs R

Tai Streets

The Motor City hasn't had a lot to brag about for a long, long time now (Barry bailing didn't help) and this hold true for their video game counterparts. They have a solid offense but they're failings in defense put a lot of pressure on that offense. Overall, they end up being fairly average, but you'll have to be careful to staunch the offensive assaults of their opponents.

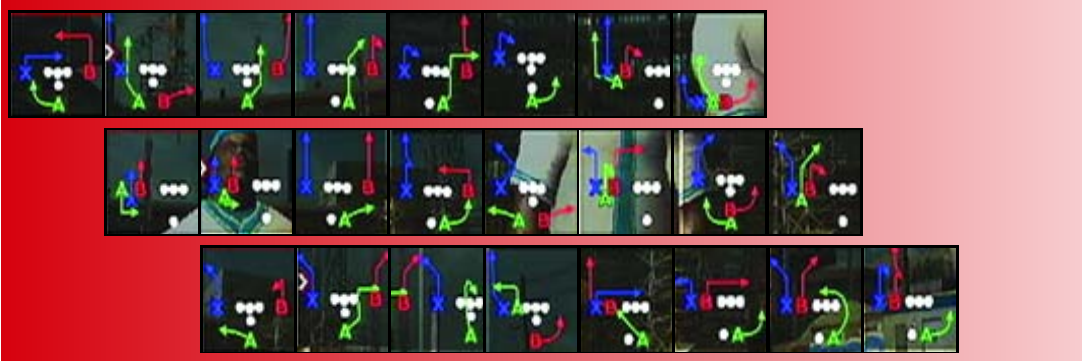
Playbooks

OFFENSE

Running



Passing



Trick

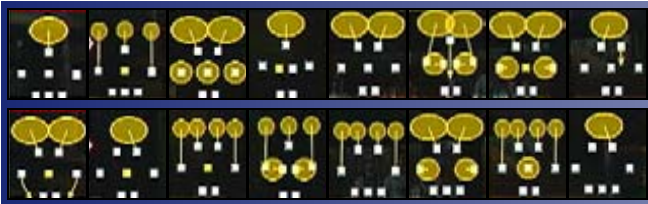


DEFENSE

Stop Run



Long Pass



Short Pass



LIONS



Conference: NFC Division: NFC North Strong Points: Offense Weak Points: Defense

PACKERS

Roster

Packers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 240 lbs R

Nick Barnett

Packers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 4 in 238 lbs R

Na'il Diggs

Packers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE III
 D-MOVES I
 WR 6 ft 0 in 185 lbs R

Donald Driver

Packers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 QB 6 ft 2 in 225 lbs R

Brett Favre

Packers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 6 ft 1 in 209 lbs R

Robert Ferguson

Packers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 6 in 260 lbs R

Bubba Franks

Packers
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 253 lbs

K. Gbaja-Biamila

Packers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 6 ft 0 in 217 lbs

Ahman Green

Packers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 303 lbs

Cletidus Hunt

Packers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES I
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE I
 D-MOVES III
 OL 6 ft 4 in 310 lbs

Marco Rivera

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

- QB: B. Favre
- WR: R. Ferguson
- WR: B. Franks
- OL: K. Gbaja-Biamila
- OL: C. Hunt
- OL: N. Diggs
- RB: A. Green

Packers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 2 in 207 lbs R

Darren Sharper

Packers
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 6 ft 3 in 210 lbs R

Javon Walker

The house that Favre constructed brick by brick, comes in with a decent offense and a pretty unimpressive defense making them another one of those teams that has to get points on the board early to compensate. On defense you'll have to be very careful as they just don't stack up very well against the majority of teams in the game, leaving them very vulnerable—especially to an able passing game.

Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



OFFENSE



Conference: **NFC** Division: **NFC South** Strong Points: **Defense** Weak Points: **Offense**

PANTHERS



Roster

Panthers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 6 ft 0 in 230 lbs R

Stephen Davis

Panthers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 QB 6 ft 2 in 205 lbs R

Jake Delhomme

Panthers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES I
 CATCHING I
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE I
 D-MOVES III
 OL 6 ft 4 in 300 lbs R

Jordan Gross

Panthers
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 315 lbs R

Kris Jenkins

Panthers
 PASSING III
 SPEED III
 BLOCKING I
 O-MOVES III
 CATCHING I
 RUN POWER I
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 8 in 185 lbs R

Ricky Manning

Panthers
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER I
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 10 in 188 lbs R

Mike Minter

Panthers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 233 lbs

Dan Morgan

Panthers
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 6 ft 2 in 217 lbs

M. Muhammad

Panthers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 6 in 283 lbs

Julius Peppers

Panthers
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 5 in 275 lbs

Mike Rucker

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

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

Panthers
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 5 ft 9 in 179 lbs R

Steve Smith

Panthers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 1 in 231 lbs R

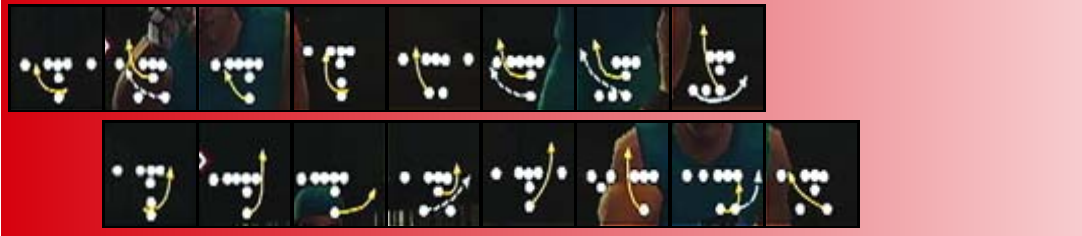
Will Witherspoon

The Panthers come into the game relying on their defense to carry the day as their offense has very little to write home about. They have good pass protection and can shut down an above average running game but putting up serious points will prove to be problematic due to weaknesses in their own passing game with the running game being pretty much non-existent.

Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



PANTHERS



Conference: AFC Division: NFEast Strong Points: Defense Weak Points: Offense

PATRIOTS

Roster

Patriots
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 QB 6 ft 4 in 220 lbs R

Tom Brady

Patriots
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING II
 COVERAGE II
 D-MOVES II
 WR 5 ft 9 in 191 lbs R

Deion Branch

Patriots
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE II
 D-MOVES II
 WR 5 ft 10 in 190 lbs R

Troy Brown

Patriots
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 1 in 245 lbs R

Tedy Bruschi

Patriots
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 6 ft 1 in 225 lbs R

Corey Dillon

Patriots
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 6 ft 0 in 212 lbs R

David Givens

Patriots
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 1 in 218 lbs

Rodney Harrison

Patriots
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 11 in 199 lbs

Ty Law

Patriots
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE II
 D-MOVES III
 OL 6 ft 4 in 305 lbs

Matt Light

Patriots
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 248 lbs

Roman Phifer

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

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

Patriots
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 6 in 305 lbs R

Richard Seymour

Patriots
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 2 in 340 lbs R

Keith Traylor

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

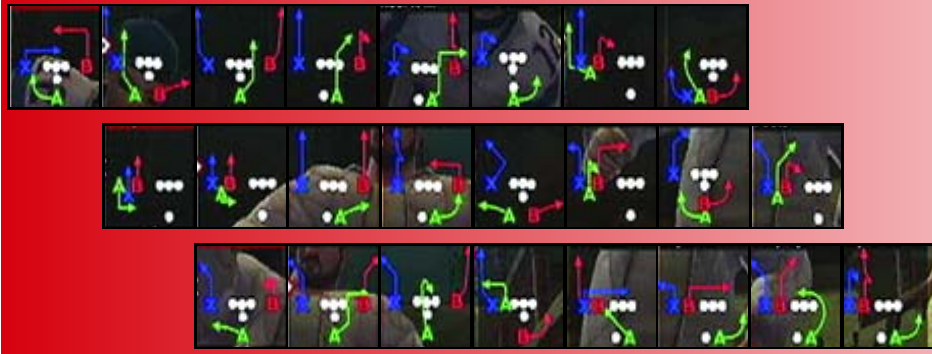
Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



ATTITUDE



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

RAIDERS

Roster



Raiders

- PASSING II
- SPEED III
- BLOCKING II
- O-MOVES III
- CATCHING III
- RUN POWER I
- JUMPING III
- TACKLING III
- COVERAGE III
- D-MOVES III
- DB 5 ft 9 in 186 lbs R

Ray Buchanan

Raiders

- PASSING II
- SPEED III
- BLOCKING I
- O-MOVES III
- CATCHING III
- RUN POWER III
- JUMPING III
- TACKLING III
- COVERAGE III
- D-MOVES III
- DB 5 ft 10 in 185 lbs R

Phillip Buchanon

Raiders

- PASSING II
- SPEED III
- BLOCKING III
- O-MOVES III
- CATCHING III
- RUN POWER III
- JUMPING III
- TACKLING III
- COVERAGE III
- D-MOVES III
- LB 6 ft 2 in 241 lbs R

Danny Clark

Raiders

- PASSING III
- SPEED III
- BLOCKING III
- O-MOVES III
- CATCHING III
- RUN POWER III
- JUMPING III
- TACKLING I
- COVERAGE III
- D-MOVES II
- QB 6 ft 5 in 250 lbs R

Kerry Collins

Raiders

- PASSING III
- SPEED III
- BLOCKING III
- O-MOVES III
- CATCHING III
- RUN POWER III
- JUMPING III
- TACKLING I
- COVERAGE III
- D-MOVES II
- QB 6 ft 3 in 210 lbs R

Rich Gannon

Raiders

- PASSING III
- SPEED III
- BLOCKING III
- O-MOVES III
- CATCHING III
- RUN POWER III
- JUMPING III
- TACKLING III
- COVERAGE III
- D-MOVES III
- LB 6 ft 2 in 255 lbs R

Napoleon Harris

Raiders

- PASSING III
- SPEED III
- BLOCKING III
- O-MOVES III
- CATCHING III
- RUN POWER III
- JUMPING III
- TACKLING III
- COVERAGE III
- D-MOVES II
- WR 6 ft 2 in 220 lbs

Jerry Porter

Raiders

- PASSING I
- SPEED III
- BLOCKING III
- O-MOVES III
- CATCHING III
- RUN POWER III
- JUMPING III
- TACKLING III
- COVERAGE III
- D-MOVES III
- DL 6 ft 2 in 303 lbs

Warren Sapp

Raiders

- PASSING III
- SPEED III
- BLOCKING III
- O-MOVES III
- CATCHING III
- RUN POWER III
- JUMPING I
- TACKLING III
- COVERAGE II
- D-MOVES III
- OL 6 ft 5 in 320 lbs

Ron Stone

Raiders

- PASSING III
- SPEED III
- BLOCKING III
- O-MOVES III
- CATCHING III
- RUN POWER III
- JUMPING III
- TACKLING III
- COVERAGE III
- D-MOVES III
- DL 6 ft 5 in 365 lbs

Ted Washington

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

- QB: R. Gannon
- WR: J. Porter
- WR: P. Buchanan
- OL: R. Stone
- OL: T. Washington
- OL: O. Clark
- RB: C. Woodson

Raiders

- PASSING II
- SPEED III
- BLOCKING II
- O-MOVES III
- CATCHING III
- RUN POWER III
- JUMPING III
- TACKLING III
- COVERAGE III
- D-MOVES III
- DB 6 ft 1 in 205 lbs R

Charles Woodson

Raiders

- PASSING III
- SPEED III
- BLOCKING III
- O-MOVES III
- CATCHING III
- RUN POWER III
- JUMPING III
- TACKLING I
- COVERAGE III
- D-MOVES III
- RB 5 ft 8 in 205 lbs R

Amos Zereoue

Oakland's fans have always been a dedicated lot, but they won't find much to love in this particular gaming rendition. Though their defense is able, it's not up there with the best and their offense is, on the whole, lacking in several areas. It'll probably take a lot of persistence to be successful with the Raiders even with Gannon's rifle-like arm (after all, you need someone to pass to).

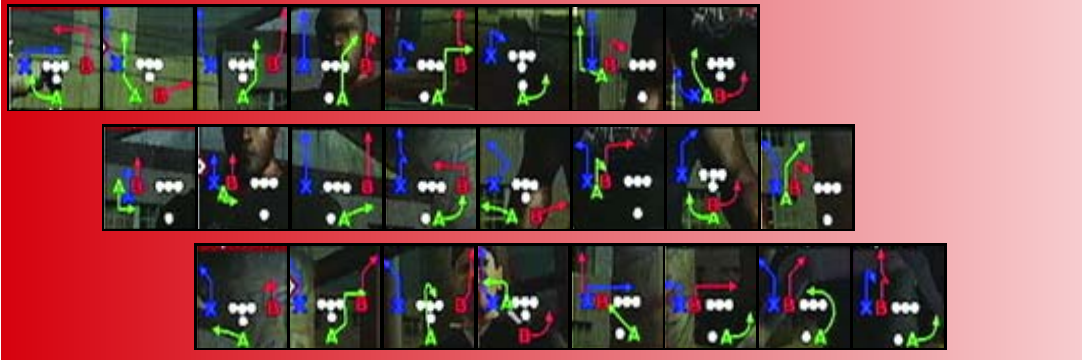
Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



RAIDERS



Conference: NFC Division: NFC West Strong Points: Defense Weak Points: Offense

RAMS

Roster



Rams
 PASSING II
 SPEED II
 BLOCKING II
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES II
 DB 5 ft 11 in 215 lbs R

Adam Archuleta

Rams
 PASSING II
 SPEED II
 BLOCKING III
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING I
 COVERAGE II
 D-MOVES II
 WR 6 ft 0 in 188 lbs R

Isaac Bruce

Rams
 PASSING III
 SPEED II
 BLOCKING III
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES II
 QB 6 ft 3 in 215 lbs R

Marc Bulger

Rams
 PASSING III
 SPEED II
 BLOCKING III
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING III
 COVERAGE II
 D-MOVES II
 RB 5 ft 10 in 211 lbs R

Marshall Faulk

Rams
 PASSING II
 SPEED II
 BLOCKING III
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES II
 WR 6 ft 0 in 190 lbs R

Torry Holt

Rams
 PASSING III
 SPEED II
 BLOCKING III
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES II
 DL 6 ft 3 in 260 lbs R

Leonard Little

Rams
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES I
 CATCHING I
 RUN POWER II
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 OL 6 ft 7 in 320 lbs

Orlando Pace

Rams
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES I
 CATCHING I
 RUN POWER II
 JUMPING I
 TACKLING III
 COVERAGE III
 D-MOVES II
 DL 6 ft 2 in 297 lbs

Ryan Pickett

Rams
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES II
 LB 6 ft 3 in 240 lbs

Tommy Polley

Rams
 PASSING I
 SPEED II
 BLOCKING III
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES II
 LB 6 ft 1 in 235 lbs

Pisa Tinoisamoa

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

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

Rams
 PASSING III
 SPEED II
 BLOCKING III
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES II
 OL 6 ft 5 in 300 lbs R

Kyle Turley

Rams
 PASSING I
 SPEED II
 BLOCKING III
 O-MOVES II
 CATCHING II
 RUN POWER II
 JUMPING II
 TACKLING II
 COVERAGE II
 D-MOVES II
 DB 5 ft 11 in 200 lbs R

Aeneas Williams

Another decent team, the Rams don't particularly excel in any given category but are pretty solid through and through. With a few stand-out players (Faulk, Bulger, et al) they can run and throw the ball with equal vigor, and their defense, while not tip-top, should be able to carry them through the rough spots without too much heartache.

Playbooks

OFFENSE

Running



Passing



Trick

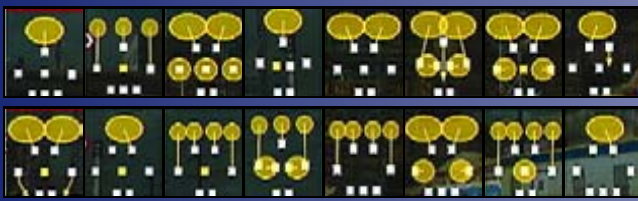


DEFENSE

Stop Run



Long Pass



Short Pass



RAMS



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

RAVENS

Roster



Ravens
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 QB 6 ft 3 in 225 lbs R

Kyle Boller

Ravens
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 4 in 255 lbs R

Peter Boulware

Ravens
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 0 in 310 lbs R

Kelly Gregg

Ravens
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 4 in 252 lbs R

Todd Heap

Ravens
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 5 ft 11 in 195 lbs R

Kevin Johnson

Ravens
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 11 in 231 lbs R

Jamal Lewis

Ravens
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 1 in 245 lbs

Ray Lewis

Ravens
 PASSING II
 SPEED III
 BLOCKING I
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 1 in 206 lbs

Chris McAlister

Ravens
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING I
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE II
 D-MOVES III
 OL 6 ft 3 in 340 lbs

Edwin Mulitalo

Ravens
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 8 in 340 lbs

Jonathan Ogden

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

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

Ravens
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 11 in 201 lbs

Ed Reed

Ravens
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 4 in 257 lbs

Terrell Suggs

Ravens
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 6 ft 1 in 200 lbs

Travis Taylor

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

Playbooks

OFFENSE

Running



Passing



Trick

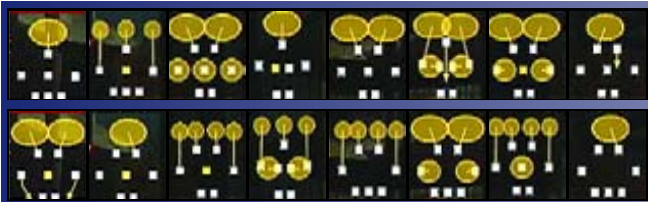


DEFENSE

Stop Run



Long Pass



Short Pass



RAVENNS



Conference: NFC Division: NFC East Strong Points: Offense Weak Points: Defense

REDSKINS



Roster

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 245 lbs (R)

Mike Barrow

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 QB 6 ft 1 in 221 lbs (R)

Mark Brunell

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 5 ft 11 in 196 lbs (R)

Laveranues Coles

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 6 ft 2 in 218 lbs (R)

Rod Gardner

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING I
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 3 in 300 lbs (R)

Cornelius Griffin

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 8 in 306 lbs (R)

Jon Jansen

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 RB 6 ft 0 in 207 lbs

Clinton Portis

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 QB 6 ft 2 in 223 lbs

Patrick Ramsey

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 4 in 303 lbs

Chris Samuels

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 11 in 174 lbs

Fred Smoot

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

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

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 204 lbs

Shawn Springs

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 2 in 231 lbs

Sean Taylor

Redskins
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 0 in 200 lbs

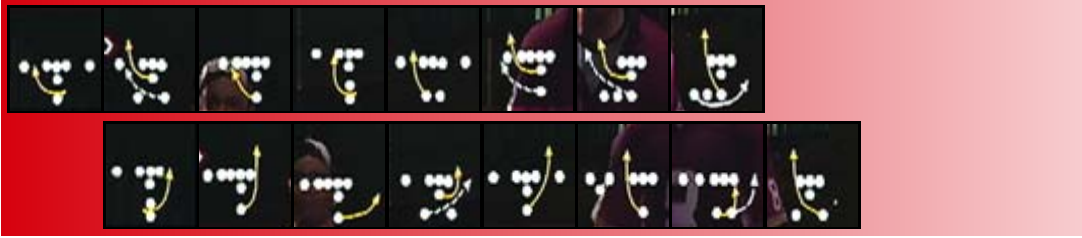
James Thrash

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

Playbooks

OFFENSE

Running



Passing



Trick

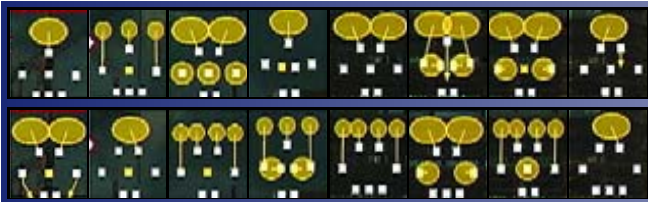


DEFENSE

Stop Run



Long Pass



Short Pass



REDSKINS



Conference: **NFC** Division: **NFC South** Strong Points: **Offense** Weak Points: **Defense**

SAINTS



Roster



Saints
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 QB 6 ft 4 in 205 lbs R

Aaron Brooks



Saints
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 4 in 308 lbs R

Wayne Gandy



Saints
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 4 in 244 lbs R

Sedrick Hodge



Saints
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 1 in 206 lbs R

Joe Horn



Saints
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 3 in 281 lbs R

Darren Howard



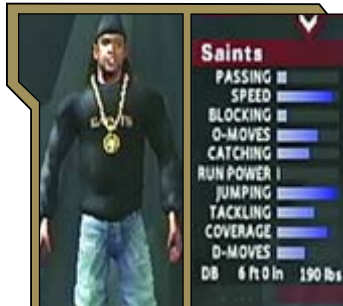
Saints
 PASSING III
 SPEED III
 BLOCKING I
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 2 in 218 lbs R

Tebucky Jones



Saints
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 6 ft 1 in 221 lbs

Deuce McAllister



Saints
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER I
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 0 in 190 lbs

Mike McKenzie



Saints
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 0 in 186 lbs

Jerome Pathon



Saints
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 6 ft 0 in 200 lbs

Donte' Stallworth

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

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



Saints
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 3 in 315 lbs R

J. Sullivan



Saints
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 9 in 184 lbs R

Fred Thomas

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

Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



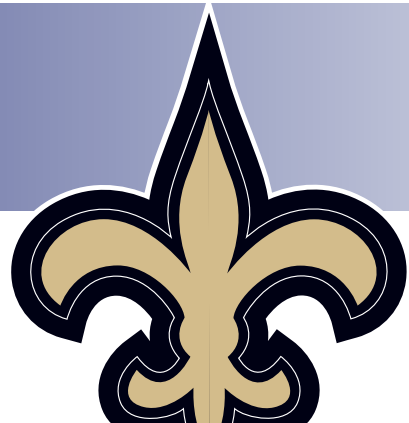
Long Pass



Short Pass



SAINTS



Conference: **NFC** Division: **NFC West** Strong Points: **Offense** Weak Points: **Defense**

SEAHAWKS



Roster

Seahawks
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 11 in 229 lbs R

Shaun Alexander

Seahawks
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 245 lbs R

Chad Brown

Seahawks
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 QB 6 ft 4 in 233 lbs R

Matt Hasselbeck

Seahawks
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 6 ft 0 in 201 lbs R

Darrell Jackson

Seahawks
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 5 in 315 lbs R

Walter Jones

Seahawks
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 4 in 258 lbs R

Itula Mili

Seahawks
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 265 lbs

Chike Okeafor

Seahawks
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 2 in 196 lbs

Jerry Rice

Seahawks
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES I
 WR 6 ft 1 in 205 lbs

Koren Robinson

Seahawks
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 0 in 242 lbs

A. Simmons

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

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

Seahawks
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 3 in 216 lbs

Bobby Taylor

Seahawks
 PASSING I
 SPEED III
 BLOCKING I
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 11 in 199 lbs

Marcus Trufant

Seahawks
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 272 lbs

Grant Wistrom

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

Playbooks

OFFENSE

Running



Passing



Trick



DEFENSE

Stop Run



Long Pass



Short Pass



SEATTLE



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

STEELERS



Roster

Stealers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 1 in 254 lbs (R)

Kendrell Bell

Stealers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 11 in 252 lbs (R)

Jerome Bettis

Stealers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 5 in 228 lbs (R)

Plaxico Burress

Stealers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 5 in 300 lbs (R)

Alan Faneca

Stealers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES I
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 1 in 315 lbs (R)

Casey Hampton

Stealers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 QB 6 ft 4 in 220 lbs (R)

Tommy Maddox

Stealers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 3 in 249 lbs

Joey Porter

Stealers
 PASSING III
 SPEED III
 BLOCKING I
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 5 ft 10 in 184 lbs

A. Randle El

Stealers
 PASSING III
 SPEED III
 BLOCKING I
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 QB 6 ft 4 in 242 lbs

B. Roethlisberger

Stealers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 1 in 201 lbs

Chad Scott

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

- QB: B. Roethlisberger
- WR: A. Randle El
- WR: H. Ward
- OL: A. Smith
- OL: K. Bell
- OL: A. Faneca
- RB: J. Bettis

Stealers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES I
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 5 in 300 lbs

Aaron Smith

Stealers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 11 in 220 lbs

Duce Staley

Stealers
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 0 in 200 lbs

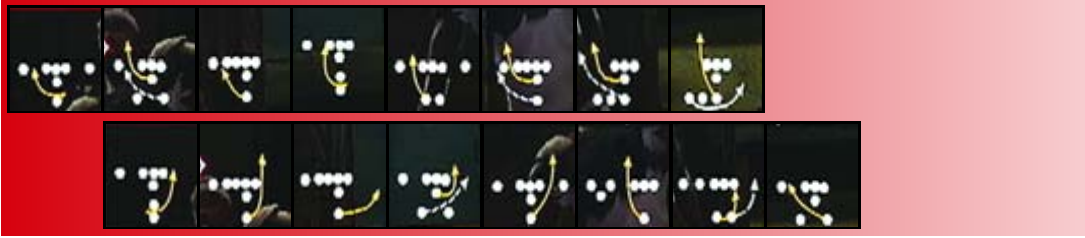
Hines Ward

The Steelers, sadly, don't have much to write home about in *NFL STREET 2*, with a very unimpressive defense coupled with a good offense. The problem here is going to be trying to keep ahead of the curve on offense cause if you don't score early, it may get ugly in short order—don't count on this group for a lot of turnovers, etc. On offense, though, they do have the unstoppable mountain known as Jerome Bettis with some good receivers semi-hampered by Maddox at QB.

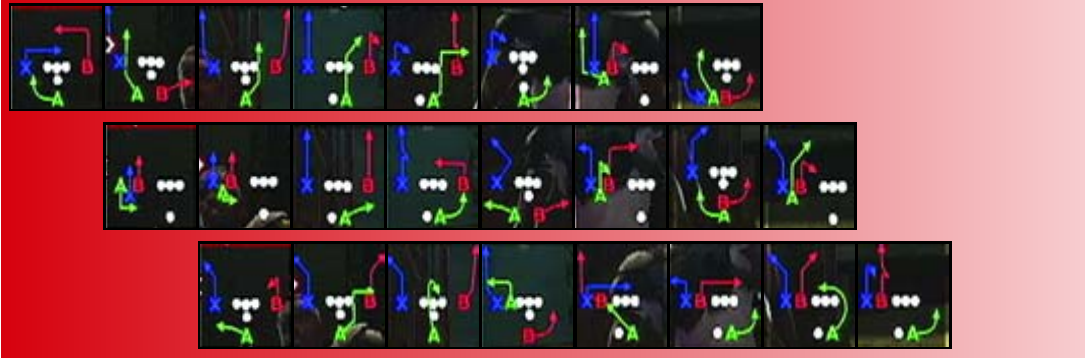
Playbooks

OFFENSE

Running



Passing



Trick

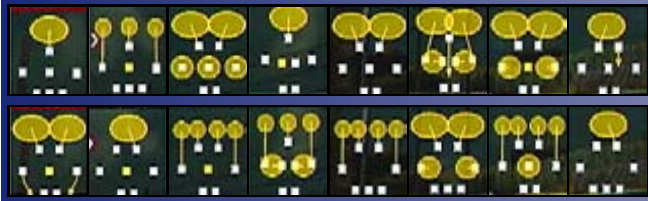


DEFENSE

Stop Run



Long Pass



Short Pass



STEELERS



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

TEXANS

Roster

Texans
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING I
 COVERAGE I
 D-MOVES I
 WR 6 ft 1 in 197 lbs R

Corey Bradford

Texans
 PASSING III
 SPEED III
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING II
 COVERAGE I
 D-MOVES I
 QB 6 ft 3 in 230 lbs R

David Carr

Texans
 PASSING II
 SPEED III
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 2 in 210 lbs R

Marcu Coleman

Texans
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 9 in 216 lbs R

Domanick Davis

Texans
 PASSING II
 SPEED III
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING II
 COVERAGE III
 D-MOVES III
 WR 6 ft 1 in 195 lbs R

Jabar Gaffney

Texans
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 9 in 185 lbs R

Aaron Glenn

Texans
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES II
 WR 6 ft 2 in 221 lbs

Andre Johnson

Texans
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 3 in 230 lbs

Antwan Peek

Texans
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 3 in 240 lbs

Jamie Sharper

Texans
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 2 in 305 lbs

Gary Walker

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

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

Texans
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 OL 6 ft 5 in 312 lbs R

Zach Wiegert

Texans
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 2 in 250 lbs R

Kailee Wong

The most recent addition to the NFL fairs well in offense but takes a pretty nasty hit in defense. The team formerly known as the Oilers has a very solid passing game and a decent running game (though we'd emphasize sticking with passing, when possible). Like a lot of other teams, you'll want to get on the board early to compensate for some weakness on defense as this is another team that won't be causing a lot of turnovers.

Playbooks

OFFENSE

Running



Passing



Trick

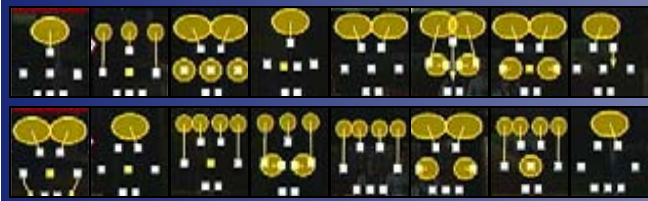


DEFENSE

Stop Run



Long Pass



Short Pass



TEXANS



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

TITANS

Roster

Titans

PASSING II
SPEED II
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES II

WR 6 ft 3 in 206 lbs R

Titans

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES II

RB 6 ft 3 in 219 lbs R

Titans

PASSING II
SPEED II
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES II

LB 6 ft 3 in 232 lbs R

Titans

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III

WR 6 ft 4 in 222 lbs R

Titans

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III

DL 6 ft 3 in 290 lbs R

Titans

PASSING I
SPEED II
BLOCKING I
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III

DB 5 ft 10 in 183 lbs R

Titans

PASSING II
SPEED II
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III

DL 6 ft 6 in 320 lbs

Titans

PASSING III
SPEED II
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III

OL 6 ft 3 in 305 lbs

Titans

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES II

WR 5 ft 10 in 188 lbs

Titans

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES II

QB 6 ft 2 in 225 lbs

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

QB: S. McNair
WR: D. Mason
WR: S. Rolle
OL: K. Bulluck
OL: K. Carter
OL: A. Haynesworth
RB: C. Brown

Titans

PASSING III
SPEED III
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III

DB 6 ft 0 in 175 lbs R

Titans

PASSING II
SPEED II
BLOCKING III
O-MOVES III
CATCHING III
RUN POWER III
JUMPING III
TACKLING III
COVERAGE III
D-MOVES III

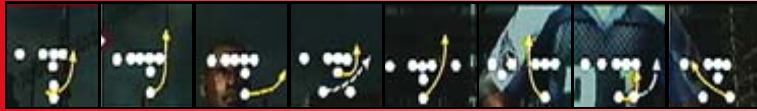
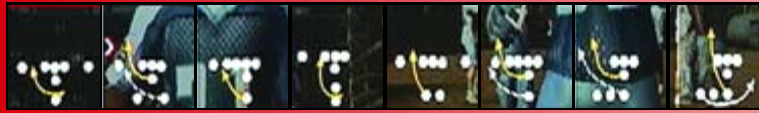
DB 6 ft 1 in 205 lbs R

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

Playbooks

OFFENSE

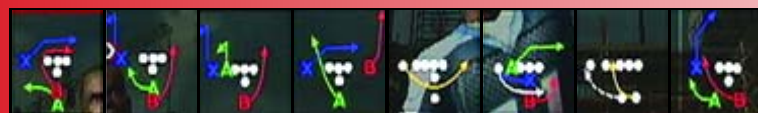
Running



Passing



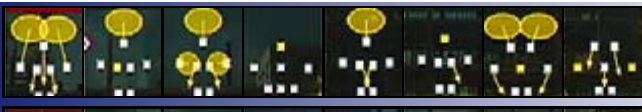
Trick



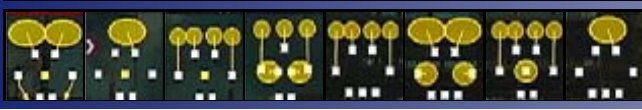
TITANS

DEFENSE

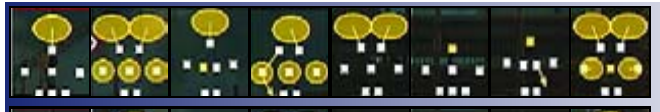
Stop Run



Long Pass



Short Pass



VIKINGS

Roster

Vikings
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 5 ft 9 in 211 lbs (R)

Michael Bennett

Vikings
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING I
 TACKLING III
 COVERAGE II
 D-MOVES III
 OL 6 ft 4 in 308 lbs (R)

Matt Birk

Vikings
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 6 ft 1 in 206 lbs (R)

Corey Chavous

Vikings
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 LB 6 ft 3 in 258 lbs (R)

Chris Claiborne

Vikings
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 QB 6 ft 4 in 260 lbs (R)

Daunte Culpepper

Vikings
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES II
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 2 in 294 lbs (R)

Chris Hovan

Vikings
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 3 in 274 lbs

Jim Kleinsasser

Vikings
 PASSING II
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DL 6 ft 4 in 275 lbs

Kenny Mixon

Vikings
 PASSING III
 SPEED III
 BLOCKING I
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 WR 6 ft 4 in 204 lbs

Randy Moss

Vikings
 PASSING I
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 11 in 207 lbs

Brian Williams

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

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

Vikings
 PASSING III
 SPEED III
 BLOCKING III
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 RB 6 ft 1 in 210 lbs (R)

Moe Williams

Vikings
 PASSING III
 SPEED III
 BLOCKING II
 O-MOVES III
 CATCHING III
 RUN POWER III
 JUMPING III
 TACKLING III
 COVERAGE III
 D-MOVES III
 DB 5 ft 9 in 180 lbs (R)

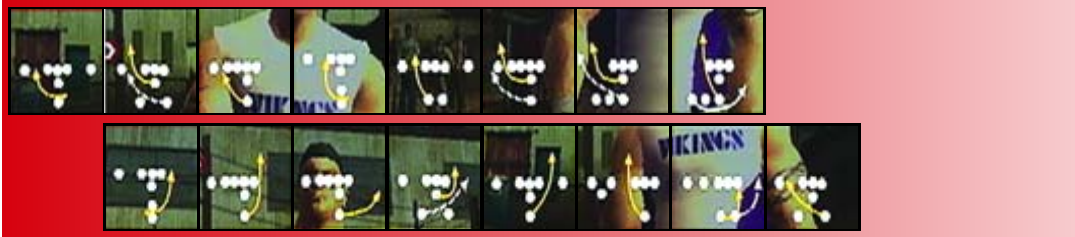
Antoine Winfield

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

Playbooks

OFFENSE

Running



Passing



Trick



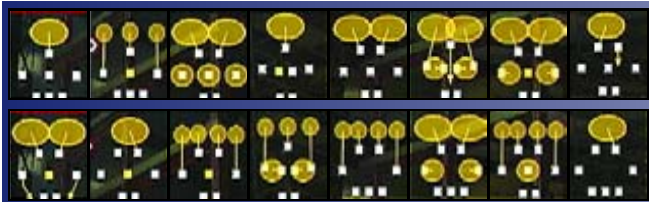
VIKINGS

DEFENSE

Stop Run



Long Pass



Short Pass

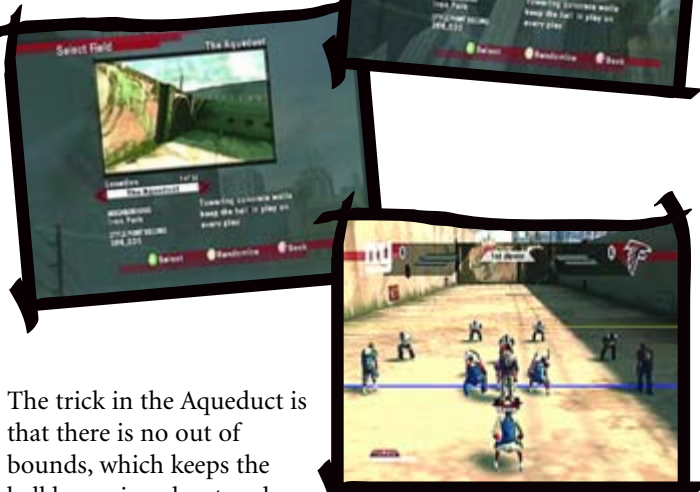


ASPHALT ASSAULT

The Aqueduct

Always in play

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



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

Hot Spots

Legend: Sterling Sharpe

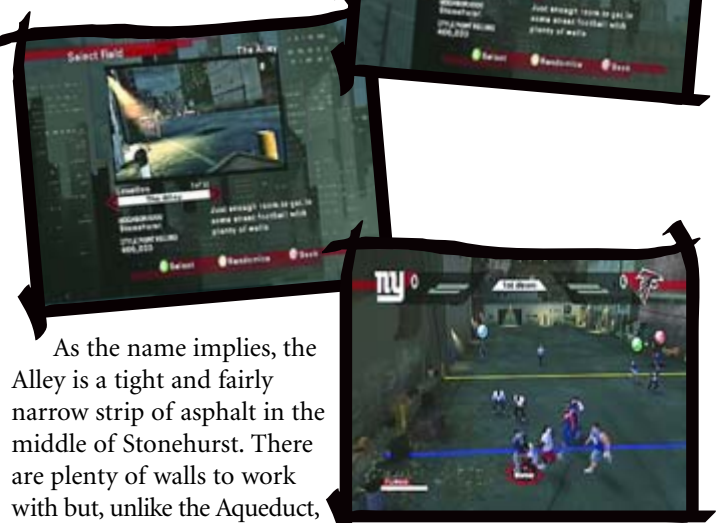
NOTE: The Legends are unlocked *randomly* on each field by hitting the various Hot Spots scattered throughout the area.



The Alley

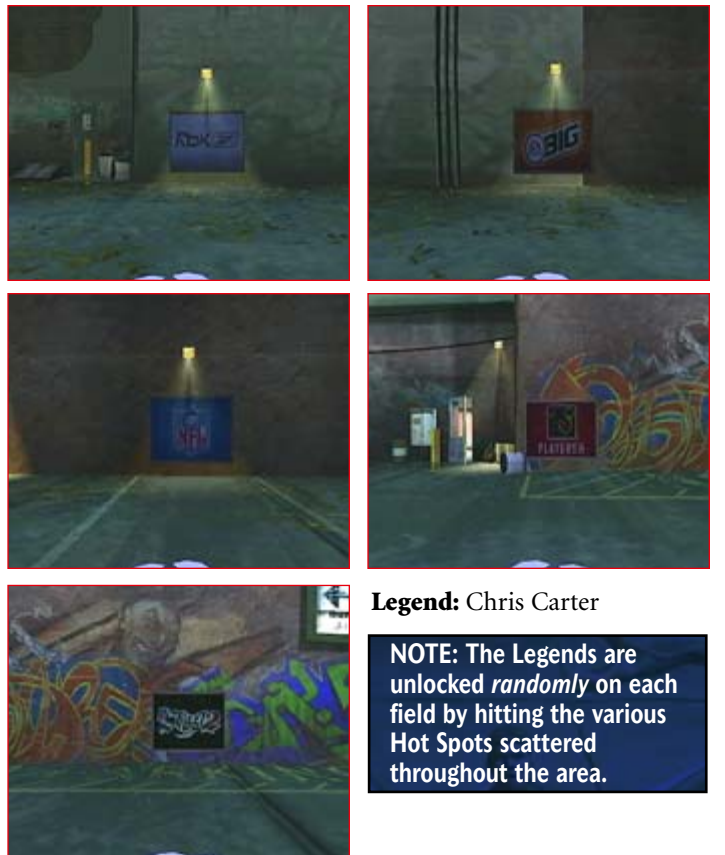
Right up the alley

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



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

Hot Spots



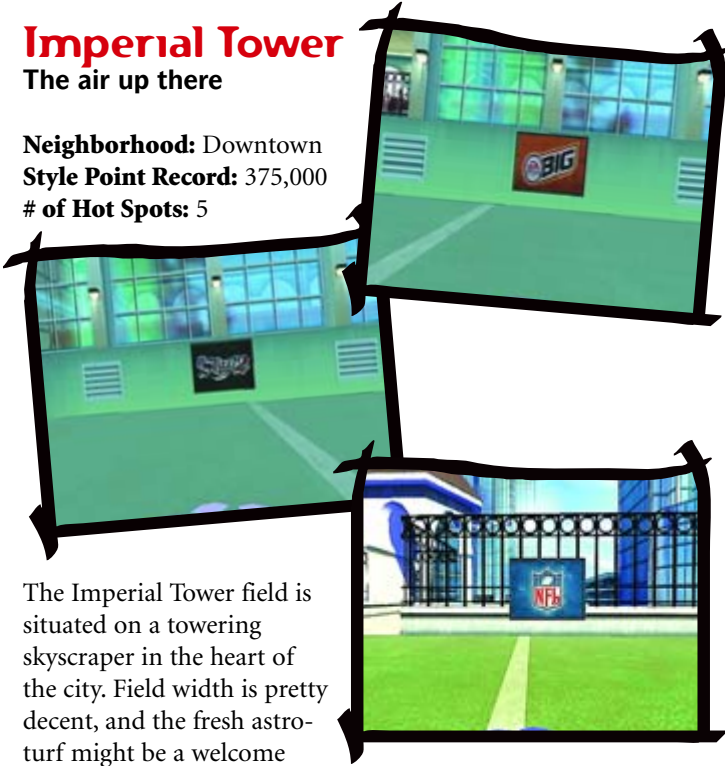
Legend: Chris Carter

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

Imperial Tower

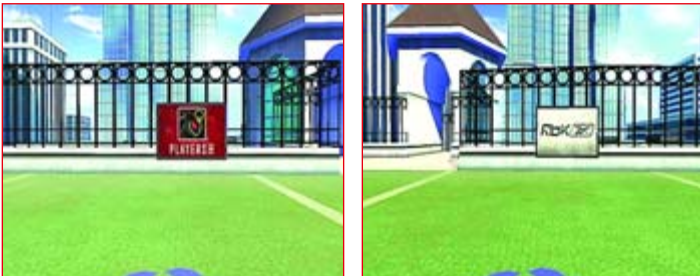
The air up there

Neighborhood: Downtown
Style Point Record: 375,000
of Hot Spots: 5



The Imperial Tower field is situated on a towering skyscraper in the heart of the city. Field width is pretty decent, and the fresh astro-turf might be a welcome change on the knees (and your entire body, for that matter).

Hot Spots



Legend: Randall Cunningham

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



Second St. Station

Choo-choo!

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



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

Hot Spots



Legend: Mike Singletary

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



The Backlot

Whole lotta room

Neighborhood: Eagle Heights

Style Point Record: 250,000

of Hot Spots: 5



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

Hot Spots



Legend: Darrell Green

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

Royal Park

A field grows in Brooklyn?

Neighborhood: Downtown

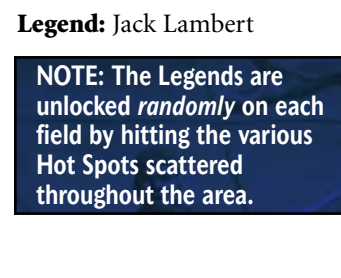
Style Point Record: 300,000

of Hot Spots: 5



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

Hot Spots



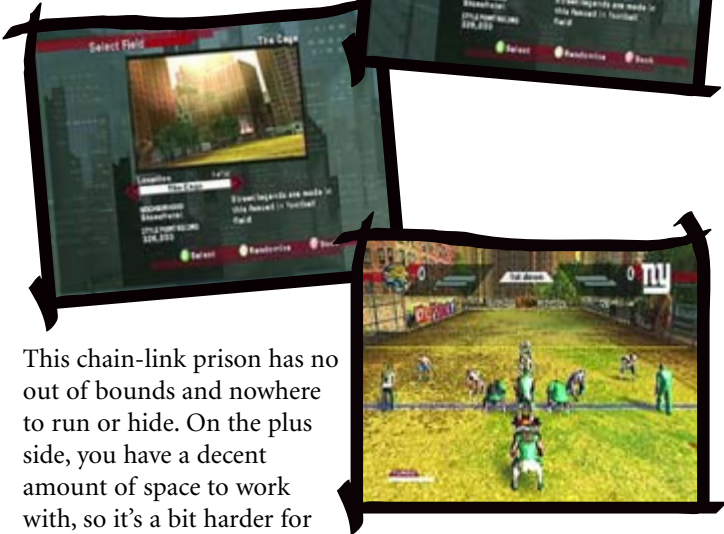
Legend: Jack Lambert

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

The Cage

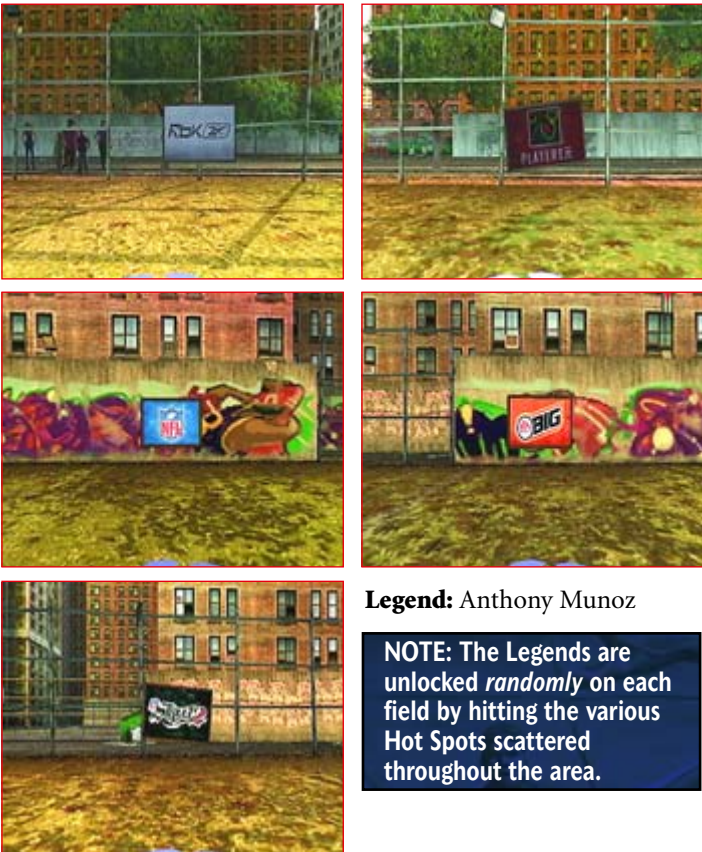
Fenced in

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



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

Hot Spots



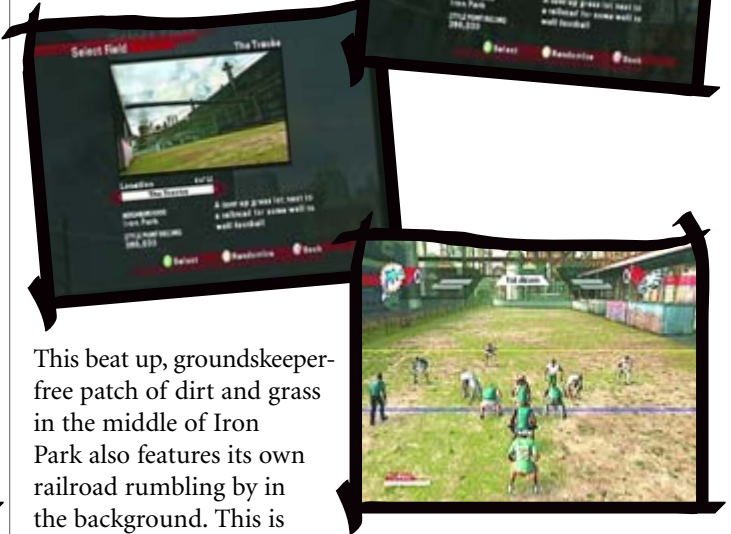
Legend: Anthony Munoz

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

The Tracks

The wrong side of...

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



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

Hot Spots



Legend: Mean Joe Greene

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

THE STREETS

Sportsplex

Home touchdown!

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



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

Hot Spots

Legend: Bo Jackson

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



The Dig

Diggin' In

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



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

Hot Spots

Legend: Joey Browner

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



EA Field
It's in the Game

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



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

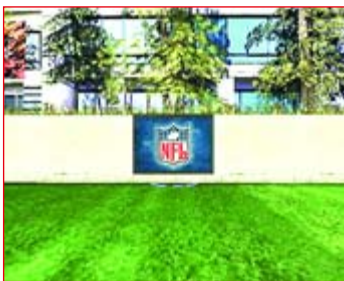
Gridiron Park
Run the Gauntlet

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



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

Hot Spots



Hot Spots





CODES

NFL STREET 2 UNLOCKED!

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



AFC West All-Stars **NFC East All-Stars** **EA Field**

AFC West All-Stars: **WAEFSCT**

Unlock the AFC West All-Star Team in team select.

AFC East All-Stars: **EAASFCT**

Unlock the AFC East All-Star Team in team select.

AFC North All-Stars: **NAOFRCTH**

Unlock the AFC North All-Star Team in team select.

AFC South All-Stars: **SAOFUCTH**

Unlock the AFC South All-Star Team in team select.

NFC West All-Stars: **ENASFCT**

Unlock the NFC West All-Star Team in team select.

NFC East All-Stars: **NNOFRCTH**

Unlock the NFC East All-Star Team in team select.

NFC North All-Stars: **NNAS66784**

Unlock the NFC North All-Star Team in team select.

NFC South All-Stars: **SNOFUCTH**

Unlock the NFC South All-Star Team in team select.

EA Field: **EA Field**

Unlock the locked turf for EA Field.

Team Reebok: **Reebok**

Unlock the special team, Team Reebok.

STREET FEATS APPENDIX

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

User Stats

Requirement

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

Game Modes

Requirement

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

Save Files

Requirement

Requirement	Credits Earned
Have an NFL STREET save at power-up.	25,000
Have a Madden NFL Football 2005 save at power-up.	25,000
Have an NCAA® Football 2005 save at power-up.	25,000
Have a Need for Speed Underground 2 save at power-up.	25,000
Have an SSX 3 save at power-up.	25,000

Miscellaneous

Requirement

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