
PlayStation
NTSC U/C
PlayStation
EVERYONE
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CONTENT RATED BY
ESRB
SCUS-94575
94575
RAMS
NFL GAMEDAY 2001
989 SPORTS
NFL
PLAYERS INC
SONY
COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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

USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

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

HANDLING YOUR PLAYSTATION DISC

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

NFL GameDay™ 2001 Tips and Hints

PlayStation® Hint Line

Hints for all games produced by Sony Computer Entertainment America, Inc. are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**

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

Within Canada: **1-900-451-5757**

$1.50/ min. auto hints.

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week.

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

Consumer Service/Technical Support **1-800-345-SONY**

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

989 Sports On-Line **http://www.989sports.com**

Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about 989 Sports.

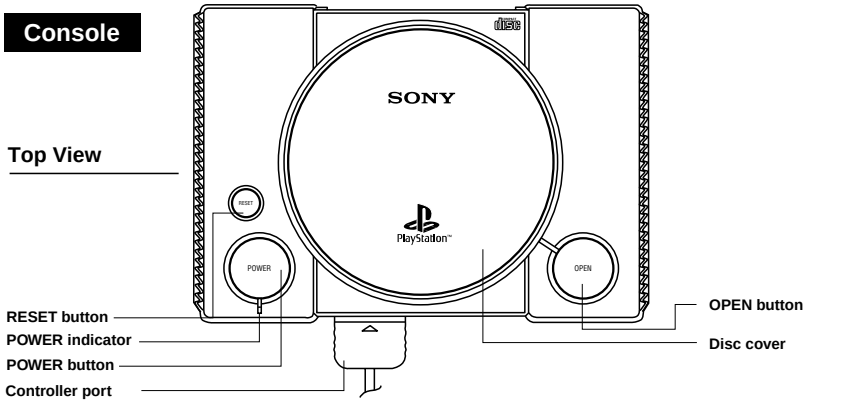
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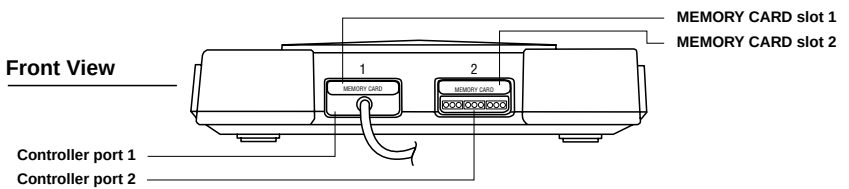
PlayStation Setup

Console

Top View



Front View

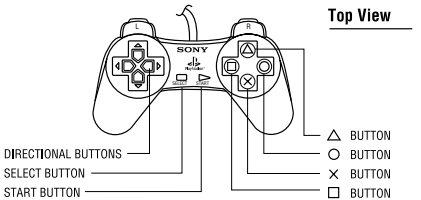


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the NFL GameDay 2001 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

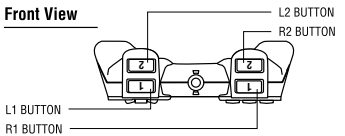
Controller Diagram

Regular Controller

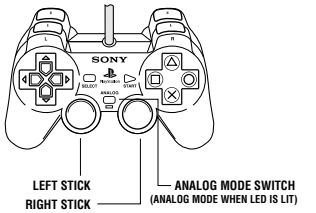
Top View



Front View



DUALSHOCK™ analog controller



NOTE: COMPATIBLE ONLY IN ANALOG MODE

MULTI TAP

When using the Multi Tap, at least one controller must be connected to Controller port 1-A or 2-A.

Saving Data

You must insert your MEMORY CARD before you save or load a file. NFL GameDay 2001 saves user-defined options and all data for Seasons, Playoffs, Roster Changes and Created Players. Five blocks of memory must be available on your MEMORY CARD in order to save game data, fifteen blocks are needed for General Manager data, and only one block of memory is needed to save game options, user records and Playbooks. If you don't use a MEMORY CARD, all NFL GameDay 2001 data will be lost when you turn OFF your PlayStation game console. See MEMORY CARD on page 14 for more information.

Game Controls

QUICK START CONTROLS

NFL GameDay 2001's Quick Start Controls provide you with a few basic controls that enable you to jump right into the game action without having to learn advanced control combinations.

OFFENSE

Snap ball	⊗
Bring passing icons up after snap	Directional Buttons + ⊗
Throw to a receiver	⊗, □, △ or ○
Catch	△
Special moves (spin, juke, stiff arm or shoulder charge)	○
Speed burst	⊗

KICKING/PUNTING

Bring up and activate kick meter. Tap ⊗ again to stop kick meter. The higher the bar on the meter = the stronger the kick	⊗
Change the direction of the kick	Left/Right Directional Buttons

DEFENSE

Tackle	□
Switch to man closest to the ball	○
Jump/Deflect/Intercept	△
Speed burst	⊗
Swim moves Left or Right	L1 or R1
Forearm shiver (bump a receiver at the line of scrimmage)	L2 or R2

OFFENSE

BEFORE THE SNAP

Snap	⊗
Fake hut	○ or △
Audible	□
Bring camera back to pre-read wide receivers	L1 or R1
Send wide receiver in motion if the play is designated with a player in motion	Left/Right Directional Buttons
Max Pro (running back blocks)	R2
Pause	START

RUNNING

Speed burst	⊗
Dive	□
Special moves (spin, juke, stiff arm or shoulder charge)	○
Hurdle	△

RECEIVING

Jump/Catch/One-hand catch	△

PASSING

Brings up receiver icons after snap	Directional Buttons + ⊗
Throw to a receiver	⊗, □, △ or ○

DEFENSE

BEFORE THE SNAP

Switch man	○
Switch to previous man	L2 + ○
Move player	Directional Buttons
Audible	□

AFTER THE SNAP

Speed burst	⊗
Switch to man closest to the ball	○
Wrap tackle/Dive	□
Jump/Deflect/Intercept	△

ADVANCED OFFENSE

Stiff arm Left or Right	L1 or R1
Juke	R2
Dive over pile	Double tap □
Shoulder charge	Double tap ⊗
High step	Double tap △
Double spin	Double tap ○
Pitch ball	Double tap R2

PLAY AS ANY SKILL RECEIVER

In a 1-player game, before the ball is snapped, press SELECT to be able to scroll through the eligible receivers for the play. The receiver icon that you've selected will blink, indicating that you have control of that player. Once the ball is snapped, run any route you wish with the receiver you have taken control of. When you press the pass button, the ball will be thrown to your receiver.

TOTAL CONTROL PASSING

To activate Total Control Passing, press L2 before the snap. This will allow you to operate as a real quarterback. Lead, underthrow or overthrow a receiver in any direction based on man or zone defensive coverages.

Brings up receiver icons after snap	Directional Buttons + ⊗
Spike ball after snap	L2 + ⊗
Throw out of bounds Left or Right once receiver icons are up	L1 or R1
No-huddle offense (press after whistle is blown)	L2 + SELECT
Overthrow/Underthrow receiver	Up/Down Directional Buttons + receiver icon
Lead receiver	Left/Right Directional Buttons + receiver icon
Lob pass	Tap receiver icon
Bullet pass	Hold receiver icon
Pump fake (after passing icons are up)	R2 + ⊗, □, △ or ○
Quarterback Kneel	L2 + △

MAX PRO

Press R2 before the snap on a passing play to activate Max Pro. Max Pro will turn the running back designated for a pass route to remain in the backfield and block for the quarterback.

Press R2 + ⊗, □, △ or ○ to use the Pump Fake to get the defensive line to jump, leaving their feet and buying time for your quarterback to locate an open receiver.

ADVANCED DEFENSE

High tackle	Double tap □
Defensive shoulder charge (jars the ball loose)	Double tap ⊗
Switch to deepest man in coverage	Double tap ○
One-handed deflection/intercept	Double tap △
Moves linebackers and defensive backs close to the line of scrimmage for bump-and-run coverage	L2 + Down Directional Button
Shifts defensive line position	L2 + Left/Right Directional Buttons
Swim moves Left/Right	L1 or R1
Forearm shiver (knock down a receiver at the line of scrimmage)	L2 or R2

CONTROL STYLE

Arcade mode provides faster gameplay with exaggerated special moves while Simulation mode lets you control all aspects of the game with ultra-realistic gameplay.

MULTI-PLAYER COMPETITION

Adding a Multi Tap allows you to play up to a five-player game. With two Multi Taps, up to eight users can play on each team.

Pregame Setup

MENU NAVIGATION

From each menu, use the Up/Down Directional Buttons to highlight the menu options and Left/Right Directional Buttons to cycle through the available options. Press ⊗ to bring up the next menu and △ to cancel and return to a previous menu. Notice the on-screen Help that runs across the setup screens to guide you through the setup process. If a pop-up menu does not have Help, press □ to activate Help.

MODE

Before selecting a mode for your game, which will move you to the next setup screen, customize your game and the play on the field by altering the following game options.

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

LEVEL

Four different player levels give you the opportunity to play a game at your skill level. To prepare yourself for the challenge of playing at the All-Pro or Hall of Fame levels, first master the Rookie and Veteran levels.

STYLE

Set up the style of your game by choosing Simulation for ultra-realistic gameplay (highly recommended for beginners) or Arcade for faster gameplay with exaggerated special moves.

NOTE: Advanced game controls can be used in Simulation and Arcade mode.

CLOCK

Set the length of the game by choosing the number of minutes to play per quarter. There are four quarters played during regulation plus an Overtime period if necessary.

OPTIONS

Use the following options to control the game attributes.

MUSIC

Adjust the front-end and game music volume.

ANNOUNCER

Adjust the play-by-play and color-commentary announcer volume.

PENALTIES

Adjust the frequency of penalties called during the game.

INJURIES

Adjust the number of injuries that occur during the game.

CONTROLLER

Set the configuration of the controller for offense and defense. Hold L2 after selecting a controller configuration to view controller functions for Total Control mode.

- Press the Directional Buttons to FOR OFFENSE/FOR DEFENSE and then press the Left/Right Directional Buttons to choose a side of the ball.
- Press the Up/Down Directional Buttons to the control option and then press the Left/Right Directional Buttons to select a controller setup. Changing configurations will rotate the control commands of the ⊗, □, △ and ○ buttons.

VIBRATION

To activate your DUALSHOCK™ analog controller, choose VIBRATION ON to feel the collision of a big hit.

ANALOG CALIBRATION

Use this option to calibrate your analog controller.

SCHEDULE

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

EASTER EGGS

Use Easter Eggs to add a unique dimension to your game. Easter Eggs are revealed to you after you defeat the CPU in any of the Season formats.

- From Add Entry, press ⊗ to activate the alphanumeric chart.
- Use the Directional Buttons to choose a character or option and press ⊗ to enter it. To delete a character or space, press the Directional Buttons to select DEL and press ⊗.
- To complete your name, press the Directional Buttons to select END and press ⊗ to lock it in and deactivate the chart.

MEMORY CARD

The MEMORY CARD screen allows you to manage the files on your MEMORY CARD. See *MEMORY CARD/Saving Data* on page 3 for more information.

NOTE: Make sure the MEMORY CARD is in the correct slot. To change to a different slot, press the Up/Down Directional Buttons to Card Slot then press the Left/Right Directional Buttons to select a different slot.

TO SAVE A FILE

- Press the Up/Down Directional Buttons to the Save option.
- Press the Left/Right Directional Buttons to select the type of information to save and press ⊗.
- Enter a name for the file using the on-screen instructions.
- Press the Up/Down Directional Buttons to select YES and press ⊗ to save the file.

TO LOAD A FILE

- Press the Up/Down Directional Buttons to the Load option.
- Press the Left/Right Directional Buttons to select the type of information to load.
- Press ⊗ to view the available files to load.
- Press the Up/Down Directional Buttons to select a file and press ⊗ to load it.

TO DELETE A FILE

- Press the Up/Down Directional Buttons to the Delete option and press ⊗ to view the available files.
- Press the Up/Down Directional Buttons to select a file and press □.
- Press the Up/Down Directional Buttons to select YES and press ⊗ to delete the file.

TO RENAME A FILE

- Press the Up/Down Directional Buttons to the Rename option and press ⊗ to view the available files.
- Press the Up/Down Directional Buttons to select a file and press □.
- Press the Left/Right Directional Buttons to choose a character to modify and press the Up/Down Directional Buttons to change the character.
- Press □ to delete a character or ⊗ to insert a space.
- Press ⊗ to accept the file name.

Practice

Use Practice games to fine-tune your team and prepare your players for an upcoming opponent. With practice, you'll find your team out on the practice field where you can set formations and plays for both sides of the ball, practicing plays until you get it right. Press START to bring up a Pause menu and choose different practice options.

Play Editor

Play Editor mode allows you to create custom offensive and defensive Playbooks for your team. You will be able to select plays from your team's Playbook and change the player assignments for each play. Once you select a play to customize, you will be able to select each player in the formation and then choose different assignments for him to run. Setup as many plays as can fit within the Playbook. Use your creativity and see if you have what it takes to draw up successful NFL plays.

Preseason

Use Preseason games to prepare yourself for the challenge of a full 16-game Season. Preseason results cannot be recorded in Season standings.

TEAM MATCHUP

Here's where you choose the teams for your game. Choose from this year's NFL teams or press ◎ to bring up and toggle between great All-Star and Super Bowl teams. Press L1, L2, R1 or R2 to toggle between team strengths to help you select a team.

FORECAST

Set the time of day and the weather conditions of the game. Games played in domed stadiums will not be affected by weather conditions. Set Random to ON to have the CPU choose a weather condition for you.

MODIFIED ROSTERS

If you have already altered team rosters in your pregame setup, keep Modified Roster set to ON to enable you to play your Preseason with all roster changes.

OPTIONS

Select this option to customize the attributes of your game.

CHANGE STADIUM

Use Change Stadium to change the location of the game.

SELECT HOME JERSEY

Select the type of jersey each team will be wearing for the game. Choose a Throwback jersey style and represent the teams of old by playing with the same spirit and desire.

USER RECORDS

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

USER NAMES

To set a user record name:

- From User Names, press ⊗.
- Press the Up/Down Directional Buttons to choose a controller(s) to set with a user name and press ⊗ to activate the alphanumeric chart.
- Press the Left/Right or Up/Down Directional Buttons to highlight a character or option and press ⊗ to select it. To delete a letter, space or number, highlight DEL and press ⊗.
- Spell out a name, highlight END, and press ⊗ to deactivate the chart.

VIEW RECORDS

View records tabulated from previous games.

USER RECORDS

Keep User Records ON to record all records associated with game controllers that have been assigned with user names.

CUSTOM PLAYBOOK

Load Playbooks created under the Play Editor mode for your offense and defense. Both Home and Away teams can load Playbooks.

FRONT OFFICE

Use the Front Office to do the work of the team's General Manager.

TEAM ROSTERS

View player profiles and roster breakdowns of each NFL team. When viewing a player's abilities, the higher the number for ability attributes, the greater the ability of the player.

NOTE: In Season mode, to the right of the team logo is the amount of money for that team's Salary Cap. When trading players or signing free agents, you can only do so until this amount of money is exceeded by player salaries.

Salary Cap

In Season mode, within the Game Setup screen, you can turn the Salary Cap restriction ON/OFF. With this option set to OFF, you can sign as many high-salaried players as you like.

CREATE PLAYER

Create an All-Pro talent that dominates his position or create yourself, using your name and physical attributes. Your player will move from the Combines to Training Camp where he can be placed on any team roster or into the Free Agent Pool.

NOTE: To create a player for the Free Agent Pool, use the Left/Right Directional Buttons from the TEAM option to select Free Agent Pool.

Super Player

Create a player with extreme abilities, one that contains the attributes of all of your favorite players (e.g., the speed of Terrell Davis). Develop a player without any weaknesses. Keep in mind that with each Pro-Bowl player attribute comes a high dollar salary figure. It is important to keep track of this due to your team's Salary Cap restriction.

Delete Player

Delete any player from the list of previously created players.

TRADE PLAYER

Make trades to add chemistry to your team or to just get rid of unproductive players. Attempted trades must be reasonable or they will be rejected by the league. Remember that you must have a minimum number of players at each position.

- Press the Left/Right Directional Buttons to choose a team.
- Press the Up/Down Directional Buttons to select a player to trade and press ⊗ to put him on the trading block. Make multiple player selections if you wish.
- Press ◎ to change the team selection and then press the Left/Right Directional Buttons to choose another team.
- Press the Up/Down Directional Buttons to select a player and press ⊗ to put him on the trading block.
- Press ◎ to move to TRADE PLAYERS and press ⊗.
- Select YES from the pop-up box and press ⊗ to attempt the trade. If the trade has been rejected, make another offer.

DRAFT

Players are drafted at six positions (quarterbacks, running backs, receivers, linebackers, defensive linemen and defensive backs) for a total of six rounds. You can manually draft each position for every team, have the CPU hold the draft, or manually draft for a select number of teams and have the CPU finish the drafting process. At the end of each round, you can either continue or exit the draft by pressing △.

NOTE: Senior players saved to the MEMORY CARD from NCAA® GameBreaker™ 2001 can be drafted.

To manually draft from the Draft's main screen:

- Press the Left/Right Directional Buttons to select a team.
- Press ⊗ to add a team to the manual draft list. Add as many teams as you want.
- Press ◎ to select Draft Players and press ⊗ to start the draft.

You will be drafting one player from each position. When a team you have selected for manual drafting comes up in the draft order:

- Press the Left/Right Directional Buttons to choose a player position.
- Press the Up/Down Directional Buttons to scroll through the players still available in the draft.
- Press ⊗ to draft a player.
- At the completion of each round, press ⊗ to continue the draft.

SIGN FREE AGENT OR RELEASE PLAYER

Sign a Free Agent from the Free Agent Pool or release a player from a team roster.

NOTE: There is a limit to the number of Free Agents that you can sign to a team. To make room on the roster for additional Free Agents, use the Release Player option. Remember to keep track of a team's Salary Cap restrictions.

RESET ROSTERS

Reset changes made to all NFL team rosters.

Season

A Season is a complete 16-game NFL format. At the end of a Season, your team could have a chance to compete in the Playoffs and have a hope to play in the Super Bowl. See *Pregame Setup* on page 11 for information on setting up a Season.

SEASON TEAM

Choose a team for your Season. Under Options you can set up league realignment and turn the Salary Cap restriction ON/OFF.

- Press the Left/Right Directional Buttons to select a team. Press L1, L2, R1 or R2 to toggle between team strengths to help you select a team.

REALIGN LEAGUE

You have the opportunity to set up Divisions and Conferences with non-divisional opponents. Play exciting matchups within your Division by switching a weak opponent with a proven champion.

SEASON MENU

This screen is used to set up each week's game.

PLAY GAME

Press ⊗ from this option to begin the game.

SIMULATE WEEK

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

SEASON REPORT

View each team's Season report to keep track of the league and its leaders.

Team Schedule

View the schedule of each team's upcoming games and scores of games already played.

Team Standings

View the Divisional standings of both the American and National Football Conferences.

Pro Bowl Voting

The Pro Bowl is based on the Season you are playing. During the course of the Season, view the leaders of the Pro Bowl voting from both Conferences.

MVP Awards

View the player voted Most Valuable Player for each week of the season.

Playoff Report

View the brackets of team parings for the Playoffs. Each round of the Playoffs will show the winner and final score of each game.

NOTE: Playoff games can be simulated.

Injury Report

View the player injuries for each team and the length of time they'll be out of action.

Coach's Report

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

STATISTICS

View the statistics of each team throughout the league.

Team Leaders — Offensive and Defensive

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

NFL Leaders

View the individual stats of the offensive and defensive leaders from around the league.

- Press the Left/Right Directional Buttons to choose a category.

TEAM RANKINGS

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

Individual

View the stats of each player from any team roster.

PREGAME

Set the offensive starters for your team.

- Press the Left/Right Directional Buttons to choose a position.
- Press the Up/Down Directional Buttons to Player and then press the Left/Right Directional Buttons to choose a player for that position.
- Press the Up/Down Directional Buttons to SET POSITION and press ⊗ to set the player to the position.
- Press the Up/Down Directional Buttons to ACCEPT and press ⊗ accept the changes or press △ to cancel and return the user to the previous screen.

Tournament

TOURNAMENT SETUP

Hold an 8 or 16-player tournament by creating player names for each participant.

- Press the Left/Right Directional Buttons to choose an 8 or 16-player Tournament format.
- Press ◎ to move to Player Name and press the Up/Down Directional Buttons to select a CPU name.
- Press ⊗ to activate the alphanumeric chart.
- Press the Left/Right Directional Buttons or the Up/Down Directional Buttons to highlight a character or option and press ⊗ to select it. To delete a letter, space or number, highlight DEL and press ⊗.
- Spell out a name, highlight END, and press ⊗ to lock it in and deactivate the chart. Change a created player name by highlighting the name and pressing ⊗ to start the naming process over.

To continue:

- Press ◎ to move to DONE and press ⊗. Selection for teams is random and controlled by the CPU. After teams have been assigned to player names, press ⊗ to continue. See *Statistics* on page 22 for information on menu items not shown below.

BRACKETS

View the tree brackets of your Tournament. Tournament matchups can be simulated by highlighting a game bracket and pressing ◎.

- To play a Tournament game, select a game bracket and press ⊗ to bring up the Controller Select screen.

General Manager

General Manager mode gives you an opportunity to test your skills as a Coach and General Manager. You'll be able to control a team by making every important decision. Your responsibilities will include replacing retired players, resigning players with expired contracts, deciding which rookies will make the team, drafting players (Senior players saved to the MEMORY CARD from NCAA® GameBreaker™ 2001 can be drafted) and Salary Cap management.

At any time during the Season, your General Manager status will be evaluated. If your team does well, you'll be able to remain with the team. If your team has underachieved, you will get fired, however, you may be offered another opportunity by a different team.

NOTE: The college draft consists of only four rounds.

Playing the Game

SETTING UP A PLAY

Once a team has received the ball, the Play Selection screen will appear. First choose the formation for the play.

- Press the Left/Right Directional Buttons to cycle through the available formations.
- Press an icon button to select a formation and bring up the play selections.

NOTE: To return to the formation selection, press the Up Directional Button from the play selection.

- Once the formation is set, select the play. To flip the play and run a mirror image of that play, press R1. To return to the original play, press R1 again.
- Press the Left/Right Directional Buttons to cycle through the available plays and press the associated icon button to select it.

PAUSE MENU

Press the START button to pause the game and bring up the Pause menu. Use the Pause menu to change current game settings or to view game and player statistics.

- Press the Directional Buttons to highlight an option and press ⊗.

INSTANT REPLAY

Gives you a second chance to view the latest play.

CAMERA OPTIONS

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

- Press the Directional Buttons to select the camera angle and press ⊗.

CHOOSE AUDIBLES

Set three audible plays on offense and defense by pressing the icons on your controller that correspond to the icons of the play.

- Choose a play to change by pressing the corresponding icon.
- Choose a formation for the new play.
- Choose a new play.
- Press ⊗ to accept audible changes and return to the game.

QUIT GAME

Quits game and brings you back to the main menu.

VIEW GAME STATS

View the stats compiled by each team during the course of the game.

- Press the Left/Right Directional Buttons to view all categories of team stats.
- Press the Down Directional Button to scroll through player stats.

CALL TIMEOUT

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

SUBSTITUTIONS

Substitute a player from the bench for any player on the field. Offensive players switched to defensive positions will only be credited with offensive statistics.

- Press the Directional Buttons to Defense/Offense, then press the Left/Right Directional Buttons to choose a side of the ball.
- Press the Up/Down Directional Buttons to Formation and then press the Left/Right Directional Buttons to choose a formation.
- Press the Up/Down Directional Buttons to Position and then press the Left/Right Directional Buttons to choose a position.
- Press the Up/Down Directional Buttons to Player Number and then press the Left/Right Directional Buttons to change a player.
- Press △ to return to the game.

NOTE: Sub All Forms will place the highlighted player in all appropriate positions.

CUSTOMIZE GAME

Use Customize Game attributes to alter the difficulty level of the game.

NFL GameDay 2001 Credits

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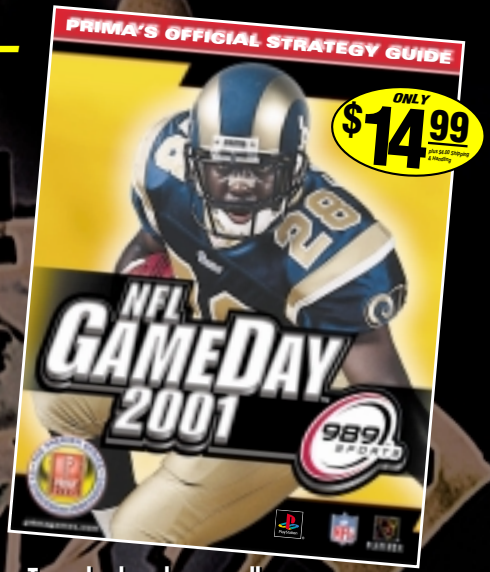
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