

NFL2K Glitch List

by Space Ace

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NFL2K Glitch FAQ Sega Dreamcast

By Space Ace version 6.9 September 14 2000

EMAIL- frankblack@mn.mediaone.net

Hello my name is Mike Schwan

Welcome to my NFL2K Glitch FAQ

This follows my Sega Dreamcast System FAQ

And my Sega Dream Passport (Import) FAQ

And my PlayStation 2 (Import) System FAQ

Update Guide

-1999-

October 2- Version 1.0 First Edition

December 1- Version 2.0 Added reader response section.

-2000-

February 4- Version 3.0 Added new Email on glitches.

February 12- Version 3.5 Added new Email on glitches.

February 17- Version 4.0 Added new Email on glitches.

March 16- Version 5.0 Minor Update You can sure tell it's not football season any more.

April 10- Version 6.0 Added response to glitches from SEGA Of America! And the Email from the guy who just couldn't take it anymore.

April 11- Added thoughts on NFL2K1.

August 6- Version 6.5 Looks like it must be Football season again. My Inbox is once again being filled with NFL2K info. Added some info on NFL2K1 including the release date and the happy news that it has full Internet play!!!

August 19- Version 6.6 It's getting closer to NFL2K1 *9-6-2000*

September 14- I've been playing NFL2K1 to death and I can say it rules!!! Get it now! Almost all the problems with NFL2K have been fixed and the Online play is wonderful.

Official Sega response to glitches:

"Thanks for your e-mail! Truth is, every game out there contains a certain number of bugs. Sorry if you feel that the bugs out weigh the game. We feel that the awesome gameplay makes up for any possible headaches caused from a few bugs.

Sega is making continuous strides to release "bug free" software. There are no plans to repress games that have been released. Instead, the Sega team concentrates on the next generation of titles-games that better use the Dreamcast's awesome capabilities." -Sega Of America.

-Thanks to Mr. Parker for getting this official response-

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1. My Personal NFL2K Glitch Experiences.

First off let me state something:NFL2K is a great game!

This is one of the better sport games, however it has got to be the glitchiest non PC game ever released. Was this game rushed to the point of minimal play testing? Should Sega rerelease an updated complete glitch free version? My answer is definitely yes to both questions. One

glitch is made more catastrophic because it can be SAVED to your VMU so hopefully this FAQ can save a few people from having to erase their seasons or customizations.

Glitch 1. The most famous glitch is that 2,3,4 players cannot select time outs or even substitutions. The answer given by Sega is that 2,3,4 players must select time out option with the ANALOG stick, this is annoying because Sega didn't make the analog stick less sensitive for selecting plays or options (this could easily be fixed) so you find the selections bouncing around from one to another with great difficulty stopping it on the one you want. I have discovered that 1 player side is not spared this annoyance as I've as 1 player tried to select time outs or substitutions and have it not work digitally, when this happens use analog.

Glitch 2. A very obvious problem with this game that will be noticed very early on is that if 2 players are playing against each other using on screen menus as they cycle through their plays when one of the players presses a button to select a play it will affect the other sides selections by bringing up other menus and plays for THE OTHER PLAYER! This extends to when one player selects his play early and starts cycling through his players to control the one he wants for the play this will cause all kinds of menu screw ups for the other player. Many people have complained to me about the fact that even in one player mode when you select a play it will sometimes go to another menu for no reason, this can be a killer problem when time is running out on the ingame play clock, 2 player mode also does this even when you have the other player hold off on selecting their play so you can select without as much hassle. The only hope for mostly accurate play calling is having both players call their plays from VMU's, or at least 1 person so that only 1 person is selecting from on screen menus. You will still have wrong menus or more menus pop up but what else can you do? I think these problems stem from the fact that you can hide your plays by selecting a play holding in the A button and cycling through menus and pressing B to choose a fake play. It seems to me that a glitch of this sometimes accidentally activates when selecting a play with even a little tap. Note I've seen glitchy VMU playcalling screens also!

Glitch 3. The most horrendous glitch I've seen: sometimes when you select training mode the training menus seen during the game will start to appear in all the other modes plus all game options will be changed back to default. This glitch is made more disgusting by the fact that if you save your game after this happens it will be stuck on your VMU! Keep in mind that after the training game is over or even aborted it AUTO SAVES! The answer to this is season mode, this is the only mode unaffected by those annoying training menus to erase this glitch you must play a game in season mode and wait for the auto save after the game, you cannot just manually go to customize and press save as it wont erase it from your VMU.

Glitch 4. This glitch really upsets me big time and their really is no excuse for it. All STATS accumulated and saved including created characters, high scores, user profiles yardage passing- receiving- running, ect.. are not accurately SAVED! Some people I know live by stats in sports games especially their win loss records vs. friends and the longest pass or run vs. friends. I've noticed that while playing against 1 friend that after the game is saved and I reload it later that other numbers have moved around, for example: (ACE was 12wins-6 losses) (AXE was 6wins -6losses) and (SHINDO) who I played once was (SHINDO 0wins-1loss) after the game which ACE lost to AXE the new records were:

(ACE 13wins-8losses) (AXE 5wins-6 losses) (Shindo 0wins-3losses) This of course annoyed all concerned. I've also noticed this magic number affect happening to high scores: numbers and players will move around.

Glitch 5. This ones hard to diagnose. Sometimes on start up you will get an extremely glitchy game where you cannot select teams or modes I've seen this 3 or 4 times and when you try to reset the game totally crashes.

Other Glitches: I've seen and heard many other smaller glitches in the game including: wrong announcer calls, on several plays they will start talking about plays that didn't happen example I was intercepted by a friend on 1st down after I tackled him the announcers started talking about the good defense by me after for stopping them on 4th down? I've heard lots of situations like this. Sometimes the announcers will get REALLY loud too, but it only lasts for a couple of seconds. I've also seen blown calls but these may have been an attempt to duplicate the real NFL referees, an example my friend caught a pass about 5 yards from out of bounds and was called out of bounds on replay it showed that he never was totally out of bounds and clearly had 2 feet in. I've heard about many other glitches from various websites and usenet, but these are the ones I've been dealing with.

2. Tell us your NFL2K Glitches.

December 1 1999- Well it's been 2 months since I first compiled this Faq and I've received lots of great emails since then, so I thought I would share some of the better ones with you. I've removed the last names and Email addresses to protect the innocent. Except Travis B. Fahling because he's not innocent at all!! Thanks to everyone who's emailed me on this glitchy monster, keep em comin' and keep your fingers crossed for a glitch free NFL2K1.

From: Dave

I had one happen the other night while playing four player (2 on 2). Team A kicked off in the First Half. Team B in the second Half. On the kickoff in the Second Half there was some sort of penalty or other on Team A, after the penalty Team B had the ball on their own thirty yard line. After a bit of complaining Team B punted the ball to team A. If you have any questions I can try and remember details.

From: Louis

Hello- Another glitch that I have delt with and really pisses me off is this: After the computer scored a touchdown, I line up to block the PAT. I get a penalty by jumping offsides. The computer declines the penalty. I do not get to pick my return play. The computer is given the ball back on my 20 and it is 1st down. I do not know if this is because of some random button sequence that I pushed in frustration from the penalty, or if it is a glitch. It does not happen every time, but when it does it is a close game with not too much time left. And it really gets me in the ass. No response needed, but if you want to feel free.

From: Dave

Hello from Canada!

Sorry to bother you but this is a problem i have to ask someone about. In "pro" level i passed for 6400 yards ran for 1800 yards thrown 79 touchdowns. Please understand this is not to brag but to set up my question. In "all pro" there is such a spread in difficulty that it is ridiculous, i now average 1 yard a carry, under throw 80% of my recievers (yes i use max. passing) and linebackers run evenly with wide-outs, why? I try to run outside, inside, stiff-arm, shoulder-charge

hand off, pitch, even move mybest linemen to one side but no help they are killed the minute they getthe ball. I can once in a while squeek out a 10 yard run but rarely.Why do you dominate to the point of boredom on "pro" and get killed till you lose all fun on "all pro"? any help would be appreciated,thanks Dave.

From: Jay

Greetings, I just wanted to thank you for writing a faq about all the glitches in NFL2K for the Dreamcast. I can't believe that Sega would make such a great game and then ruin it with bugs that could have been simply fixed. Sega should send a new copy to everyone who bought it with the bugs fixed. Either that you they should change the name to NFLY2K. Also have you noticed O.J. Simpson on the sidelines. Scan around on in replay mode and you will see him. It's scares me everytime I play.

From: Christopher

Want a bad glitch? when 2 players are on the same team on a kick return in nfl2k, if the player not carrying the ball gets a clipping penalty,the cpu team gets the ball back at the spot of the foul! also, are there any codes like riflearm or bettis to help w/what the game lacks? thanx,

From: Cc21156

Hello, I wanted to ask if there was a glitch in nfl 2k that messes up the stats. Because when i started a season and played week 1, my quarterback threw one interception and when i went to league stats, it showed that he threw 36 interceptions, which brought his rating way down? Is this a normal error in every game? Please respond. Thank you

From: none none

Hey I read your glitch faq and I want to report some other glitches I found. In regular play when they show in a small window the stats of a player (ex: dan marino, 2 attempts, 5 completions and the yards) sometimes I see err below attp, comp and yards which I guess it means error. Another glitch that I found was that after a play I could still hear all the grunts from the players and it wont stop, not even when I paused it. You have to restart thegame again to make it stop.

From: Christopher

I read your FAQ for NFL2K and wanted to let you know that there is a way of making reliable menu selections with the analog stick. The menus are designed so that they form a sort of upper and lower arcs. What you have to do is HOLD the analog stick in the direction of the menu choice you want. This is a bit different from the norm but once you get it down you can make much faster menu selections because you can go straight to the option you want. My friends and I never have any problem selecting plays, calling timeouts, and making substitutions. I didn't even know people were having a problem untill I read about it on the net. Again, the trick is to hold a direction on the stick and then press the A button. Please let me know if this works for you b/c I don't understand why my copy of the game should be different.

P.S. I don't think anyone ever fully tested the digital pad with the game. None of my friends or I ever use it except to lateral.

From: Ron

Hello, I was wondering if you have any strategy advice for playing against the computer? I've always considered myself a pretty good gamer however I seem to be having trouble passing and running the ball. I never can seem to find an open receiver, and when I do someone always moves in to cover making it very difficult to catch the ball.

Thanks,

From: Plugtuner

I got another one for you to add to the next version of this faq if you ever do it up again the game won't load off of the performance brand memory card it will just tell you save data is damaged will be ignored

From: KINGTOMx8

Listen i love nfl2k but im having alot of problems with the memory card dam it i have the perfomence one with no screen on it and evrytime i try to load data it says data damaged can not read and its not the memory card because i traded it in for a new one and it said the same thing, can u help me please cues i think that only the one with the screen can be used for nfl2k is that true?

From: Travis Fahling <

Travis.B.Fahling@HealthPartners.Com

>Ryan and I had 3 games last night, and both of us selected plays with analog, no problem. All those menu "glithes" still happened, though. I didn't win any. Came close each time, though. He was the Jets.

From: KINGTOMx8

How come i cant activate maximum passing in season mode or any other mode except exhibition

----- Original Message -----

From: Mark

Newsgroups: alt.games.video.sega-dreamcast,rec.games.video.sega

Sent: Friday, October 01, 1999 1:29 PM

Subject: MAJOR BUG in NFL2k

here is a major bug in NFL2k in which you can kick the computers ass every time. This works while playing with the vikings it's a pass... goto long pass formation, pick cross routes...hutt the ball, then wait a little bit... don't get sacked and then push the Y pass button quick to lob a pass to mathew hatchet... you will make it everytime and always beat the computer.. kinda makes the game suck though !! i cant believe they couldnt find this bug..Mark

February 4 2000- Another 2 Months have passed and it seems like it's been a millennium since I last updated.

I will now update this FAQ whenever I get new info. I would like to say that I've been playing NBA2K and so far I havent noticed too many glitches, anybody out there that has been dealing with glitch problems with NBA2K please let me know.

From: Tobie

In season mode me and my friends will start a season, play a couple of our weeks, and then the next day, when we try to play our season there is a message like "warning vmu damaged all data saved will be lost." do you know why this is, and if so how are we suppose to finish a full season. please respond in need of help thank you.

From: Martin

Hi, I made my self a team and the only thing is I can only play with my created team in exhibiton or practice why is that? I have a glitch for you if you go in to half time when you come out if you were on d or o the computer will say that was a great play now hey will have to stop he fourth down punt.please tell me if there is a way of playing with a created team in season fantasy or tourney
Thank you

From: Bearsfan

I've had NFL2K for about a month and i haven't had any glitches or anything. So whats with that how come you always have glitches but i dont. You must scratch your disc or something cause everyone i know hasn't had any glitches.

From: CSSMITHON

One time, i was the qb, and i got shoe-stringed as i passed, and the ball went into the wrong endzone. i picked it up and ran it out the back and gave a self-inflicted saftey (its better than them gettin' a touchdown). anyway, after that, you know how i would punt it away after that? well instead, THEY kicked it, from my 30, and obviously, since it only had to go 37 yards, it was a touchback. i know, it was to my benefit, but it just confused me. ever heard this one?
p.s. any news on a new, glitch-free version of nfl2k?

From: AABighead

Hi, I have a glitch that really, shocked me. When I was at my own goal line, I was in the Gun and I passed a bomb to the TE, he caught it around the 50, then the other team got 2 points for a safety! I was confused! I passed the ball to the 50 yard from my own goal line and got a safety! I looked at the replay and the QB never went out of the end-zone when he passed the ball. Then I looked at the TE and he clearly caught the ball at the 50, I decided to look at the QB again, and there I was suprised. After the QB had thrown the ball it appears that he jumps and catches a invisible ball and then the ref. put up a saftey signal. The TE caught the ball the same time the QB did the invisible catch and then the TE got tackled, and the safety was called after the tackle.

From: chwaz

Great FAQ! I've experienced a few of the glitches other folks posted, but what the CPU did to me tonight made me scratch my head... After the computer recovered a fumble, he ran the wrong way! Went about 20 yards before he was taken down. Wound up starting his drive on his own 15. I can only imagine what would have happened if he scored a TD for me. Ever happen to anyone else?

From: Randy

Excuse me, you don't know me, weve never met, but I came across your e-mail address via glitches/faqs for NFL2K on the Net. I saw where Louis said he lined up to block a PAT. He goes on to tell about the glitch that occurred. My question relates to whether it's possible to block a PAT, fild goal, or Punt, without turning off the setting for encroachment, or off sides. I've never been able to do it or have I heard of anyone else doing it. It it possible, do you know?

From: Pat

Interesting glitch: Call I form quick outs. If your running back gets hit and stumbles, try to throw the ball his way. The ball launches out of the QB's hand and goes about 50 yds backwards for a fumble. I can do this 100% of the time on my game.

--Pat

From: Louis

Sup, I had a sweet glitch! Me and my friend was doing a onside. We recover the ball and I run it back all the way for a touchdown. The ref calls a penalty of illegal kick. Now here's the cool part! The computer gets the ball back on their own goal line and we sack him for a safety! (I don't know why this happened! Maybe it was because I tried to stiff arm the ref!) I read some of the other emails. And just to help if they didn't get the answer, to select your custom team, it should be between the 49ers and the NFL all-stars team.

(They don't get put alphabetically.) If you tried this then I don't know how to help you. And to block field goals is really easy. I just go to the nose guard and wait for the kick meter to come up. When it does I just count to one, push 'A', then 'L' and 'R' together, and then 'Y'. Works for me every time. Just get the timing down.

March 16- Not to big of an update this time, are the glitches going away? Hahaa...or maybe people have finally had it with this glitchy monster. O.k... the reason is probably that it is not football season any more!

April 10- Well I've got a very special update here sent in from Fuuma: Hi, I just read your Glitch FAQ for NFL2k. I had just recently bought the game, and found some of the glitches that were mentioned by others, such as the repeating grunts, and some wacky penalties/calls. I emailed the support center at sega, asking them about these bugs, and here's their reply:

"Thanks for your e-mail! Truth is, every game out there contains a certain number of bugs. Sorry if you feel that the bugs out weigh the game. We feel that the awesome gameplay makes up for any possible headaches caused from a few bugs.

Sega is making continuous strides to release "bug free" software. There are no plans to repress games that have been released. Instead, the Sega team concentrates on the next generation of titles-games that better use the Dreamcast's awesome capabilities."

So I guess our hopes of them re-releasing an improved copy of NFL2k isnt likely, and we gamers are forced to suffer with these glitches. I want to thank you for doing up this kind of FAQ, most faqs I see around for games are just for moves, and gameplay tips. I am glad to see I was not the only one who experienced these bugs, and now I know there are many more for me to keep an eye out for.

Michael Parker

April 11- Well that answers that. Still I can't wait to see what's in store for NFL2K1. Hopefully the new game will be way more play tested and not nearly as rushed. I've noticed that even though NBA2K and NFL2K were a lot less glitchy people still have complained that they both seemed a bit rushed. If NFL2K1 is a glitchy rush job you'll see me again with a brand new NFL2K1 Glitch FAQ. Please no. Sega. I don't want to be known as the Glitch King!

August 6- The release date for NFL2K1 is 9-06-2000. It has full

Internet play and a new Franchise mode which lets you play General Manager. Once again please let it be fully play tested and not as rushed as the last Sega Sports game World Series Baseball 2K1 was.

From Daniel:

I have the answer for Randy.....You have to go to the part where the running back is stand slightly behind the Offensive line....you have to go slightly to his left and when they hike...put your turbo on and dive at the punter....thats all u have to do....

From Matt:

I read your glitch faq and have several glitches that you don't have listed. The ones pertaining to created players and teams do not happen to everyone, but we have not been able to narrow down what causes them.

1) Several times we created a team and started a season. After playing the game for about 3 months (perhaps 4 seasons into) every time we created a team with created players and started a season we'd play a couple games, quit for the night, then the next time we started up again, our created players had "shrunk". When I say shrunk I mean they had reset to the default created players in size and ability. The names were still correct, and any padding they had on was the same, but we went as far as to create a 7' tall guy with the largest arms and legs and he was noticably smaller the next time we played.

2) The previous glitch caused us to stop playing for awhile and then we recently started playing again and created our team, but now (and it didn't do this before) it won't let us change our teams profile. No matter what profile we choose, once the team is created it defaults it back to the 49ers.

3) This doesn't involve created stuff, but if you are stomping a team and you get a safety, they'll try for an offsides kick but because it was a safety and you aren't supposed to be able to do an offsides kick, we can not choose offsides kick return, only the normal return left, right, and middle. so they almost always will get the ball back.

4) Occassionally if you get called for a foul while returning a punt, your opponent will get the ball back where the foul occurred rather than you recieving a 5 or 10 yard penalty or a rekick.

I'll let you know if I come up with more, hopefully we won't see as many of these in 2k1, mainly these created team problems, once they started it was extremely difficult to keep playing through the frustration.

From Aaron

I want to start off by saying that this is an awesome FAQ, probably one of the best I've ever seen. Anyway, I get the same glitch that Matt does. The ratings and sizes of my custom players drop when my Dreamcast is turned off. For example: I live in Nebraska, so I'm a pretty big Huskers fan. I was able to find a roster for the team, so my custom team was a replica of the Cornhuskers. Let's take for example, rush end Kyle Vanden Bosch. He's 6'4", 270 lbs. All-American candidate. A pretty big guy. He has a rating of 96. So when I come back to my Dreamcast the next day, he had a rating of 70. Now, I'll be honest with you. He looked like the nutrition trainers had starved him for a week. He couldn't even tackle anymore. I would charge him up, dive at the quarterback, and he would just bounce off. I now have to blitz regularly with an outside linebacker. The same thing happens to players at other positions, most notably the offensive and defensive linemen. I was getting pretty frustrated, so I e-mailed a techie at Sega Online. He told me that when I made my team, I had to select 'Roster with Trades', instead of 'Default Roster'. I told him I didn't know what that meant. He said he didn't know either, because their info was limited. He suggested calling the gameplay line to talk to a real life techie, but as he noticed I

was a bit uneasy about that, he recommended this site. I hope someone can explain this to me, because I don't relish the thought of paying \$1.50/minute.

September 14- I've been playing NFL2K1 to death and I can say it rules!!! Get it now! Almost all the problems with NFL2K have been fixed and the Online play is wonderful. I've been using a free ISP and have been having virtually lag free games as long as I play against someone in my general area. The running game now works and is awesome with juke moves having been added. I haven't messed around with the franchise mode yet but it seems cool. All the controller glitches are fixed, though the commentary still is a little shaky. I haven't noticed any of the other glitches mentioned from last year so I think they really play tested it this time! My handle on Sega.Net is SpaceAceX and I hang around the Central region. Since the don't have Minnesota right now I usually go to the Iowa or Wisconsin server and sometimes Chicago. I hope to see you online!

From Bill:

Hi, is there a way to get Legends like Jim McMahon like on the original NFL2K commercials?

PLMK

Thanks

(I don't believe McMahon is in there, but it would be funny. If they only had a Bears 1985 team. They could even do the Super Bowl Shuffle at halftime! j/k)

3. Thanks to everyone who has sent EMAIL to me over the years. This FAQ is a c2000 Merle Brothers Production TM. And may not reproduced without my permission under the penalty of death!