

NFL2K1 FAQ

by Brad Cherone

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NFL 2K1 FAQ v3.2

Dreamcast

By Brad Cherone (dirty2002@home.com)

** NOTICE **

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Some of the information has been taken from the game that is listed above.

This FAQ is to be placed on GameFAQs (<http://www.gamefaqs.com>). I have already lost count of all the other FAQs that I have let other people use on their site, and feel the need to use this easy, user-friendly page. I suggest you do the same.

This FAQ can be found only at GameFAQs (<http://www.gamefaqs.com>). If you see that this is posted at another site, contact me at dirty2002@home.com and I will do the rest. I thank you for your support.

Send all errors to dirty2002@home.com. Feel free to email me on whatever questions you have, even if it is on a different game, and I will try to help you to my best ability. Send all your corrections in too, even I make mistakes.

NFL 2K1 is published by SEGA (<http://www.sega.com>) and developed by Visual Concepts.

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I. UPDATES

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- Release 3.2 Added to Email Q&A.

 - Release 3.1 Changed email to my current one.

 - Release 3.0 Reformatted To My New Style
 Added To Glitches

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II. IN GAME CONTROLS

You will find out how to play the game in this section. Learn these first to learn the other stuff later.

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Offense

Offense is a very important part of the game. If you do not have this, how do you expect to kick ass in game? You can't.

Before Snap

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- Analog L/R: Send player into motion. This is used for plays when a receiver goes into motion.
 - L/R: View receiver button assignments, names, and fatigue level.
 - A: Hurry players to line of scrimmage/Snap the ball when on line.
 - Y: Call up the audible menu. A, B, and X are used for an audible. Y closes the menu.
 - X: Lower crowd noise. Only useful when playing in your home stadium.
 - B: Fake signal count.

Running

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- A: Speed Burst/Power move.
 - L or R: Stiff arm left or right.
 - L+R: Juke move.
 - X: Dive.
 - Y: Hurdle.
 - B: Spin move.
 - D-Pad: Lateral ball to closest teammate behind you.
 - Hold A: Fills up your player arrow, giving you the ability to make more powerful jukes, stiff arms, dives, hurdles, spin moves and lowers the shoulder when you press A again.

Passing

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- A, B, C, Y, L: Pass to that receiver. Double tap to pump.
 - D-Pad: Throw the ball away. Doing this when no receivers are in the

area and while in still pocket is a penalty.

Scrambling

Note: Pressing R will let you start scrambling and also hides the passing buttons.

R+L: Juke move.

R+A: Speed burst/Power move.

R+B: Spin move.

R+X: Slide (or dive, if close enough to first down marker).

R+Y: Hurdle.

Catching

While this is not necessary, as the computer will catch the ball for you, you can increase the chances of catching the ball when you do it yourself.

B: Select closest receiver.

X: Dive for pass.

Y: Jump for pass.

Defense

Another important part of the game is Defense. You have to have this so you can stop the other team, and to get the ball back for your offense.

Before Snap

B or D-Pad: Select defender.

Analog Stick: Reposition defender.

L or R Trigger (with LB or DB selected): View players.

L or R Trigger (with defensive line selected): Shift defensive line left or right.

A: Hurry players to the line.

X (with LB or DB selected): Pump up the crowd.

Y: Call up the audible menu. A, B, and X are used for an audible. Y closes the menu.

After Snap

Take control of defender nearest to ball.

Speed burst.

Dive/Tackle.

Jump to knock down or intercept pass.

L or R Trigger: Defensive line special juke moves.

D-Pad: Switch players.

Hold A: Fills up your player arrow, giving you the ability to make more powerful defensive line juke moves, tackles, and jumps.

Special Teams

While not a very well known part of the game, this is equally important to the team as offense or defense. If you let your opponent score on

you every time you kick it off, your defense won't have a chance to stop them, and their offense will not mean anything.

Kicking

1. Set the ball trajectory and direction with the analog stick, making sure to factor in the moving of the arrow.
2. Press A to start the power meter.
3. Press A again to stop the power meter and to start the play.

Receiving

Y (after catching ball): Down the ball.
Y (before catching the ball): Fair catch the ball. Only allowed on punt returns.

Other

Whatever I did not explain in the other control sections, will be described here.

Menu Controls

Analog or D-Pad: Highlight menu options.
A: Select highlighted menu option.
B: Return to previous menu.
Y: Bring up help menu.

Calling Plays

You can call plays from the VMU; controls are the same as if you were doing it without the VMU.

R/L: Toggle through formations.
A: Select formation or play.
B: View previous formation or play sets.
X: Flip play or formation.

Replay Controls

The L and R buttons are pressure sensitive. The harder you press, the faster the replay will move forward or reverse.

D-Pad: Moves highlighting icon.
Analog Pad: Change angles.
B: Zoom out.
Y: Bring up help menu.
A: Play (real time)/Pause.
X: Zoom in.
L: Rewind.
R: Fast Forward.

The different ways that you can play the game will be describe in this section.

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Practice

Practice makes perfect, so before going up against your friend in a multi player frenzy, practice your plays to get perfection.

Practice Type

You can choose among three different types of practice. There is a special move practice type that allows you to practice juking, spinning, dodging, whatever against a player that doesn't even move. This kind of practice did not help me any, since the defender doesn't even move.

The Full Scrimmage option lets you play against another team. The difference between this and exhibition mode is that you get to place the ball wherever you want, and also you get to choose the defensive play.

Offense only allows you to get familiar with the routes of your team. This can help prepare you for what you will see in a regular game. Can be very helpful.

Other Options

Scrimmage Line: Lets you decide where you want to put the ball. You can put the ball anywhere you want on the field.

Direction of Play: South or North is what you get to pick. Doesn't make a difference if there is no wind.

Randomize Defense and Offensive: Allows you to pick what formation the offense, and defense is in to play against you.

Offense Play Type: If you are playing defense, you can pick between Pass, Run, or Pass/Run. Helps you get familiar with the pass and run defense.

Randomize Down: Allows you to pick wither it will be 1st down, or a random down. Defense and Offense Play: You get to choose the play the offense or defense will run with this option.

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Tourney

Tournament play is fun when having a bunch of your friends come over for some Dreamcast fun. Not much you can do besides play games.

Teams: You can select between 4, eight or 16 teams in tourney mode.

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Exhibition

Exhibition is the best mode if you do not have a Visual Memory Unit

(sold separately) on hand to save your tourney, season, or franchise modes.

Pretty much all you do is pick your teams, the stadiums, the uniforms, options and then you play. Fun for days when you just want to play one game.

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Season/Playoffs/Franchise/Fantasy

I put all these in the same category because they relate a lot to one another. In all of them you can usually do the same options such as trading, and drafting.

Season Specific

Custom
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This is a season type of option. You can place whatever teams in whatever division you want.

Customize  
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In season game mode, you can customize many things, like players, teams, plays, and you can even download the roster update from this menu.

Players

In this menu, you can choose to create a player. You can choose almost everything about him, except his favorite food.

Weight: Between 150 and 300 pounds.

Height: Between five feet and seven feet.

Arm Scale: Determines the size of your player's arms.

Leg Scale: Determines the size of your player's legs.

Skin Tone: six different skin colors, from pale to midnight.

Gloves: nine different glove settings, from none to team colors.

Shoes: eight different shoe settings.

Arms: nine different arm accessories.

Wrists: seven different wrist settings, from tape to neoprene.

Mouthpiece: Either one or not one.

Eye Black: Stripes or Not.

Breathe Strip: Again, stripe or not.

Face Mask: Choose between 28 types, from the nerdy kickers, to the black visor, like the one Ricky Williams uses.

Face: five different face settings.

Best Hand: Either left or right.

You can also look at player cards, and import players you've gotten off the net.

Teams

In this menu, you can create a team, import a team, trade players, even overrule rejected trades, pick up free agents, reset the rosters, and look at depth charts.

City: City name for your team. I.e. San Francisco

Team: The name of your team. I.e. 49ers

Short: The abbreviation of your team. I.e.: SF

Stadium: The stadium you want your team to play in.

Home and Visitor Uniform: Choose between 16 colors for your jersey color.

Home and Visitor Numbers: Choose between 16 colors for your numbers.

Playbook: Pick the playbook of a current NFL 2K1 team.

Profile: Pick the profile of your team.

Logo: Choose between ten different logos, including the fan favorite: Water boy.

Plays

In this menu, you can create plays for the defense and offense, or import from your VMU.

Select Playbook: Select the playbooks you want to add your play to.

Select Formation: Select the formation you want to add your play to.

Select Play: Select the play you want to change.

Download

From this menu, you can download the updated roster for your team. This is useful if you do not want to buy NFL 2K2 and you would like to get the new updated rosters with new and improved stats. This takes up ten blocks of your VMU, so make sure you have one. You also need net access setup on your Dreamcast for this to work.

Playoff Specific

Playoff mode is kind of weird. It simulates the whole season and gives you a bunch of teams that made it out of the 17-week season.

Tree

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This menu lets you look at the teams that are in the Lombardi Trophy hunt. You can see the finals of all the games, along with the scores.

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#### Franchise Specific

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Franchise mode lets you take the GM seat of a NFL team. You can draft players, trade, sign free agents and a whole lot more. The most in depth game mode of them all.

#### College Draft

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After the season is over, along with the post-season, and after re-signing all the players and signing free agents, you go to the College Draft. This is where you can rebuild your team if you had a very bad record. Most players out of college do not have higher ratings than 85, so you will have to build them up to be super stars. There are a total of seven draft rounds, so choose wisely.

Management

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During and after the regular season, you, as a GM of a NFL team, will have to make players moves. Maybe you have to free up some cap room, to get under the cap, or trade because your star player had to retire. This is the place you can do all this.

Cut Players: Cut players that just plain out suck, or players that you cannot afford.

Signings: This is where you can sign your new draft picks, and also where you sign players that need a new contract.

Trade: This is the menu where you offer and receive offers from other teams for your players. If you offer an average player for a superstar, the team with the superstar will give you a counter offer, or just reject your offer completely!

News: All the leagues signings, retirements, and releases are here.

Needs: Go here to figure out what you need, so you can trade or sign to get what you need.

GM Watch: View your team, your current record, career record, post-season record in this menu.

Scouting: Scout out other players and see if they can fill a gap on your team.

In the off-season, you will have to make re-signings and also pick up needs on your team. This is a very tedious process with the cap limit. Pick your players wisely, and do not forget to update your depth charts.

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### Trades

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This is the menu where you offer and receive offers from other teams for your players. If you offer an average player for a superstar, the team with the superstar will give you a counter offer, or just reject your offer completely!

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### Fantasy Draft

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When playing in Franchise mode with fantasy draft on, or when playing in Fantasy mode, you will have to do a draft of 54 rounds. This is where you pick your team. Be careful about this. Even though Deion Sanders is better than Champ Bailey, I would go with Champ just because he is young and will provide me with a worry free DB spot for the next couple of years.

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### Stats

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In this menu, found in Playoffs and Franchise mode, you get to look at all the stats of everyone in the league. From most interceptions, to attempts on 4th downs, you can get all you need to know about the stats here.

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### \* Quick Start/Tutorial

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Quick Start is the game play mode where you do not get to select your team, or the opponent's team, and then you start playing. It's just one game, but it's faster to setup than exhibition or any other game play mode, since all you do is press A once.

The Tutorial game mode is exactly the same as Quick Start, except throughout the game the game gives you tips. Very good for beginners.

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### Tutorial

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### Tips



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Dotted lines show Man Coverage, circles show Zone, arrows show Blitz, and dotted lines with a T show Bump and Run Coverage.

You can down the ball in the end zone by pressing [Y] once you have possession.

Hold the analog stick in the direction of the play you want. When you have highlighted your play, press [A] to select.

Press [L] or [R] before the snap and the camera will zoom out to display your off screen receivers and defensive match ups.

On field play calling lets you see each player route. Your primary man is always highlighted in red.

Feeling a step too slow? Tap [A] repeatedly for a speed burst.

You can get your players to hurry to the line by pressing [A] after your huddle breaks.

For short pass success, go with screen plays, quick outs or quick slants. Try to get the ball to your man before the opponent knows what hit him.

Did you know the yellow line on the field represents the 1st down?

Goal Line, I Formation, Pro Set, Strong I, weak I and Ace are good choices for short yardage situations.

To call an audible, press [Y] and the corresponding play you want when the Audible overlay appears.

The first target on the catch mechanism is where you can jump to make the catch, the middle target is optimum for a normal catch, and the end is best for a diving grab.

After the snap, you will see your colored icons near all your eligible receivers. These icons correspond to buttons on the controller.

Pass plays have blue backgrounds, run plays have red ones.

Learn the right situations to use your defensive special moves. Pay attention to whether the line is moving left, or right and if you have an angle to any side. Reading these factors correctly will mean success for your line play.

If you can get your defender to face the ball before pressing jump [Y], the odds of intercepting it increase.

Charge up defensive moves to give hits more damage and more fumble potential.

Let off the analog stick and press jump [Y] for a standard block, otherwise you will do a running block.

If you wait for the offense to call their play, you will get to see their formation before making your call.

You can call a Fair Catch by pressing [Y] before the punted ball begins

to descend.

Avoid mismatches through smart play calling. Linebackers matched up against wide receivers is a bad sign.

Hold down [A] to charge moves. Once the arrow is filled, hold it as long as you want, but you only have a second to execute your move once you release it.

If you time your hit perfectly, you can jar the ball loose.

To recover a loose ball, use your analog stick to guide your player to the ball and he will pick it up.

Shotgun, Quads, Pro Slot and Trips are good choices for long yardage situations.

To break free of a blocker, press any button repeatedly to get loose.

If you own a VMU, try VMU play calling. It is a great way to call plays without your opponent knowing what to expect.

Use the QB to quiet the crowd by pressing [X] at the L[ine]O[f]S[crimmage]. If you are not the home team, you may get the opposite reaction.

Press [B] at the LOS to get your opponent to jump offside. Be careful, as your man may jump as well.

Some formations allow you to send a man in motion. Press your analog in either direction and your man will change sides if the formation allows.

Go to the Audible menu off the Pause Screen to customize your play choices.

For diving catches, lead your receiver long, swap into him, speed burst like mad toward the target, then press [X] dive at just the right time.

For Bluff Mode, hold down [A] when you find the play you want. Keep it pressed as you flip through plays to hide it. When you let go of [A], your original play will be selected.

To do a Line Shift take control of a lineman and press either [L] or [R].

Did you know you can hurry up referee calls by pressing [A]?

Do not tap [A] before the ball is snapped, or you will jump off sides.

Dive tackles are effective and a charged dive may actually cause a fumble, but you risk giving up the long play if you miss.

It is OK to blitz, but if you blitz with a primary cover man, you may find yourself on the wrong end of a big play.

To avoid getting tripped up by a tackler who is diving for your feet, hurdle him by pressing [Y].

You do not have to adjust the arrow for the field goals in Rookie or

Tutorial modes, but adjustments are necessary at the Pro and All Pro levels.

Move the yellow arrow with the analog stick. By doing so, you adjust the direction as well as the trajectory of the ball.

Did you know you can choose Quick Start off the main menu, which will put you immediately into an exhibition game with random teams and weather conditions?

Did you know that Coaching Mode allows you to call all the shots, but has the CPU run the plays?

Did you know you can create your own plays and put them into any team play book?

Did you know you can create your own players, and put them onto any team?

Did you know that Performance EQ makes attributes for both teams equal? It gives you a chance to play any team at the same level.

Did you know that you can practice ball handler moves, passes and catches, field goals, on side kickoffs, full scrimmages, and more in Practice Mode?

Try staying in the pocket. If you drop back too far your line cannot protect you.

Did you know you can use the D-Pad for a directional swap? You may find this more effective than the tradition cycle swap on [B].

To have the QB Kneel, call this play from the "Clock" formation in your playbook and use up as much time as you want.

The longer you hold the pass button down, the harder the pass will be thrown. Tap the button to lob.

If winning, the CPU offense will waste time trying to kill the clock, so use your timeouts wisely.

If the tackler is coming from the side, put a hand in his face by pressing the [L] or [R] trigger in the corresponding direction.

Hold down [R] for SCRAMBLE MODE, which allows your QB all the moves of a running back. Release [R] and the receiver icons will reappear.

Press [L] and [R] trigger together to pull off a juke move. Alternately, tap the [L] or [R] trigger lightly to juke in the corresponding direction and embarrass the defender.

To execute a successful Spin, press [B]. You can spin off of a player coming from any direction.

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Network/Online Play

By far one of the most fun, and satisfying additions to NFL 2K1 is the ability to play over the net. The Dreamcast is easy to setup and after just a few inputs, you will be on your way, giving players turf toe

over the net.

Connecting

As stated before, connecting to the NFL 2K1 servers is easy. All you have to do is select the Network menu, add in all your Internet info, and dial-up. Depending on what you are using, you will put in that information, or you can take advantage of the 50 FREE hours of SEGA.Net you receive from purchasing NFL 2K1. I did this and it's very lag free.

Screen name

After dialing in, the SEGA servers will ask you if you have a screen name or if you would like a new one. If you have one already, then you just have to put in that info. If you do not you have to put in your screen name, password, city, state, and all that good stuff.

Selecting a Regional and City Server

Usually, it's a good idea to pick a server that is close to you, at least with the 56k built in modem. If you are one of the few lucky ones that have gotten a Broadband Adapter, then it doesn't matter much. If you still have the 56k modem, then pick the server closest to you. If you live on the East Coast, pick the Eastern Server. Now, at the next screen, there will be a list of some major cities in your region. Pick the one that is closest to you, but make sure it has people in it. Some of the cities servers do not have people in them, so go to the next closest city server with people in them.

Challenging and Accepting Challenges

I bet you are wondering how you play now? Well, you got to challenge someone of course! If they decline the challenge, then go on to the next guy. It's a good idea to pick fights with people who have GOOD or GREAT lag rating. Otherwise it gets quite unplayable. Accepting a challenge is just as easy. A screen will pop up that goes 'So-and-So wants to play you. Select Yes to play against them. Select No to decline the challenge. After that, you go about like any other game, selecting your teams, going through the toin-coss and kicking some booty.

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III. Teams

See how well each team stacks up in NFL 2K1. Also see who is who on each team.

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NFL Teams

The NFL Teams are in this section.

San Francisco 49ers

The San Francisco 49ers aren't the dominating team they once were. Their salary cap problems have been the main reason for this. Can you lead them to greatness?

Information

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City: San Francisco

Stadium: 3Com Park

Offense: 69 Key Players: T. Owens - C. Garner - J. Rice - J. Stokes

Defense: 68 Key Players: B. Young - L. Schulters - C. Okeafor - J.

Engelberg

Overall: 67

Offense

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The key players to this offensive unit are T. Owens and C. Garner. They will have to be the ones that step up to make this a successful season. Even though Jerry Rice is great, he is not as big as a deep threat as Owens. Garner can bust through holes like they are paper. Get the ball to these two guys often and a lot and you can win.

The 49ers do not have a powerful front offensive 5, so you will have to rely on your passing game a lot. This can cause problems because J. Garcia is not that high rated of a passer. Try to throw to just open receivers. Throwing into a crowd will get a nice interception for the other team.

Defense

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The secondary of the 49ers is pitiful. They are short, small, and slow. You will get passed on, no matter what anyone says. The only way to fight against this is to put your defense into Nickel packages almost every single down. More CBs mean less open receivers, which means well for you.

The front four of the 49ers is not too great, but with help from the linebacker corps, they should be able to stop the run fairly easy. Watch for outside runs though, your CB's cannot get away from blocks at all.

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Chicago Bears  
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The Chicago Bears drafted C. McNown in hopes that he could bring the glory days back to the Bears. The scouts of the Bears aren't very good, and the fans of Chicago's Bears are hurting because of it.

Information

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City: Chicago

Stadium: Soldier Field

Offense: 85 Key Players: C. McNown - C. Inis - Marcus Robinson - B.

Engram

Defense: 78 Key Players: B. Culpepper - P. Daniels - B. Urlacher - T.

Parrish

Overall: 79

Offense

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The top performers on this squad are C. Enis and M. Robinson. Enis has the power to force mistackles, and also has the speed to break the long ones. The defense better put two or three DBs on M. Robinson, because he will blow you away if you give him the chance.

Give the opposition a mix between the run and pass and you will fair well here. If your line collapses, run out of the pocket and use C. McNown to scramble to the first. Jam the ball up the middle and force the hole to get six a carry.

Defense

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Chicago has a nice pass rush line, but they are susceptible to the run. Blitz with the linebackers to fill the gaps and hope you do not get burned. Your DBs should pick up any receivers that manage to get out.

The secondary crew of the Bears is fairly decent. Their top three corners can cover well, and also have the speed to catch up. But watch out. If the offense spreads the field, and has four or five receivers, those two extras will be able to get open. Try to stick to 4-3 and 3-4 combos.

Cincinnati Bengals

The Cincinnati Bengals are moved into a new stadium this year, and hopefully a new life. They have struggled in recent history, but there is promise in the A. Smith/C. Dillon/P. Warrick trio. If they can mature well, they can get as good as the Colts trio.

Information

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City: Cincinnati

Stadium: Paul Brown Stadium

Offense: 68 Key Players: C. Dillon - P. Warrick - A. Smith - T. McGee

Defense: 59 Key Players: T. Barndt - M. Bankston - T. Spikes - B.

Simmons

Overall: 62

Offense

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This team has what it takes to be great, but they do not know how to take advantage of their abilities. Peter Warrick is very good, and so is C. Dillon. Why can't they do anything? Bad play calling and bad decisions by the 2nd year QB, A. Smith. Once he matures into a good back, he will be able to bring the Bengals home at least a playoff ring.

Give the ball to C. Dillon on at least 60 percent of the carries and you should be able to open the passing game. Launch one to P. Warrick deep and you are set to win. Remember though. The passing game sets up the running game, and the running game sets up the passing game. You need a mixture of both to win with this team.

Defense

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The defense on this team has some good players, but only a few. To be great, you need at least more then 3. Their secondary is really beat up with some bad players, but the front four and the linebackers can hold their own. Expect to be able to do something against the run. Do not expect to do anything with the pass.

Blitz on run downs and bring a corner on a passing down to give pressure to the QB to force short passes. At least your corners can

defend against the pass a little...

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## Buffalo Bills

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After a very sad play for the Bills in the playoffs last year, they were eliminated from post-season. This year they have high hopes with a revamped defense and a powerful, efficient offense. D. Flutie still should have started.

### Information

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City: Orchard Park

Stadium: Ralph Wilson Stadium

Offense: 91 Key Players: R. Johnson - A. Smith - E. Moulds - J.

Riemersma

Defense: 78 Key Players: T. Washington - P. Hansen - S. Cowart - S.

Rogers

Overall: 83

Offense

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The Bills have a good QB in R. Johnson, so passing the ball should be a breeze, especially with a receiver like E. Moulds. Run plays in the shotgun formation, and try to confuse the defense with some play action draws. Throw quick, precise pass routes. R. Johnson doesn't do very well under pressure and will lob the ball from time to time.

### Defense

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The Bills have a NICE linebacking group, so run the 3-4 without hesitation. Blitz the outside men to protect against the toss. On run downs, play the 4-3, or 3-4 with linebackers blitzing. You do not want to leave the deep spots open to the deep pass, as the DB's can be flaky at times. Do not safety blitz too often and only do it when you are sure you will not get beat by the pass.

Denver Broncos

When J. Elway retired, the Broncos did not know where to turn. They had B. Brister and B. Griese to choose from. They are lucky they made a good decision to stay with B. Griese, who is now putting up all-pro numbers in the NFL. T. Davis is back after a torn ACL injury and almost to top form. E. McCaffrey and R. Smith give the Broncos the passing game they needed to make the playoffs.

Information

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City: Denver

Stadium: Mile High Stadium

Offense: 88 Key Players: T. Davis - R. Smith - E. McCaffrey - B. Griese

Defense: 84 Key Players: T. Buckley - R. Crockett - J. Mobley - M.

Tanuvasa

Overall: 86

### Offense

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Run, run, run, run, run. Run the ball. T. Davis is diesel in the backfield, and he can run over anybody. The Bronco offensive line is so

good, anyone could do good, even Bill Gates. Run the ball. Jam in down their throats, then pass it once in a while when you see them charging with everything they've got. The key to the Broncos success is their running game, no doubt. Everything revolves around it.

Defense

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Do not get your linebackers mixed up with the wide receivers. That is certain death. Run the dime package mainly and do not blitz too much. The line should be able to handle the run against mediocre backs. You have some pretty good DBs, so do not worry about them too much. Just do not get mismatches against your linebackers.

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Cleveland Browns  
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The newly created Cleveland Browns invested in T. Couch and K. Johnson and they are getting their money's worth. The Browns WERE doing well until T. Couch got hurt. Expect them to kick ass next year, when they get some new free agents, and T. Couch back. All they need is time, and they've got lots of it.

Information

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City: Cleveland

Stadium: Cleveland Browns Stadium

Offense: 63 Key Players: T. Couch - E. Rhett - K. Johnson - D.

Chiaverini

Defense: 64 Key Players: C. Brown - J. Miller - P. Ellsworth - C.

Fuller

Overall: 63

Offense

~~~~~

The Browns are the king of short, precise plays. Going long is not for them. In fact, they do not have a deep threat now. E. Rhett is a good back that can cut, dash, and hit his way to the goal line. The passing game should not be a huge problem, but you can't throw deep. At all. Just go for the quick slants and outer cuts, and you will do fine. Throwing a screen off to the side doesn't hurt once in a while either, especially with someone like Rhett. This could open the deep pass to K. Johnson.

Defense

~~~~~

I recommend doing the 4-3 packages while playing with the Browns defense. They have a good line with a young C. Brown. The DBs aren't too shabby themselves and should be able to keep two or three receivers at bay. Also, blitzing the linebackers to cover up the holes that open for the run would not be a bad idea either. I saw that the interior line was very susceptible to the run, and needs help.

Tampa Bay Buccaneers

The mighty defense of Tampa Bay now has an offense to bring to the prom. J. Green, K. Johnson, M. Alstot, and W. Dunn are a force to be reckoned with. You can't stop them. J. Green has the speed, K. Johnson the strength, M. Alstot the rumbling power, and W. Dunn the jukes. S. King is finally coming into his own, but he still has room for lots of

improvement.

Information

~~~~~

City: Tampa Bay

Stadium: Raymond James

Offense: 91 Key Players: W. Dunn - K. Johnson - J. Green - S. King

Defense: 97 Key Players: W. Sapp - J. Lynch - D. Abraham - D. Brooks

Overall: 94

Offense

~~~~~

The Tampa Bay GM has brought in a nice arsenal of rockets this year. Well, only 1. K. Johnson. He opens the game so much for the Buccaneers. Now J. Green is not the only one that can do anything. W. Dunn and M. Alstot can now run the ball easier since people worry about the run. Ram the ball, pass the ball, it all works out in the end when you have an offense like this.

Defense

~~~~~

You do not even need an offense with a defense like this. The Bucs proved that last year when they went to the NFC Championship. Of course it is nice now that they have one. Play lots of 4-3 and Nickle packages. You have the CB's and linemen to do both of the jobs and you can blitz with it. Blitzing with this speed hurts.

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Arizona Cardinals  
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Arizona is in a good spot this year. They have some offense, and some defense. You can't win games without at least one of them and you definitely can't win a championship without both of them. There is some silver lining in J. Plummer, but until he matures, it's going to be a long season.

Information

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City: Tempe

Stadium: Sun Devil Stadium

Offense: 69 Key Players: J. Plummer - T. Jones - R. Moore - F. Sanders

Defense: 74 Key Players: S. Rice - R. McKinnon - R. Fredricks - A.

Williams

Overall: 71

Offense

~~~~~

When on offense, the Cardinals need to pass it to R. Moore and F. Sanders, and T. Jones out of the backfield, and get the ball down field. You need to pound the ball also. Let the Safeties come in to try to stop you and then you stab them in the back and throw it long for a touchdown. Remember, J. Plummer is a Scrambling QB. Use this to your advantage, and get some yards when the receivers aren't open.

Defense

~~~~~

Arizona has some good pass rush in S. Rice and a good CB in A. Williams. Let S. Rice blitz on all passing downs and force the ugly throw towards A. Williams. He will surely pick it off. Do not be afraid of the run, your LB's got your back and will crush wannabe running

backs and send them packing. Stick to NickleBlitz package with this team.

San Diego Chargers

With a dominating run defense, the Chargers can easily stop the run, but can they stop the pass? Their offense is still suffering from Leaf Syndrome, and will continue until they find someway to get out of that hefty contract they made with the dysfunctional QB.

Information

~~~~~

City: San Diego

Stadium: QUALCOMM Stadium

Offense: 62 Key Players: C. Conway - J. Graham - F. Jones - R. Leaf

Defense: 81 Key Players: R. Johnson - J. Seau - R. Harrison - E. Hill

Overall: 72

#### Offense

~~~~~

Not much you can do with this team. Ryan Leaf has little clutch, so all you need is a blitz to shake the man up. He can get passes accurately to his receivers, and even can throw pretty far, so there are bright spots. You will have huge troubles running with K. Bynum. He is one of the worst starting running backs in the league. Rely on the pass and you can do it.

Defense

~~~~~

With a linebacker corp lead by the famous J. Seau, you should have no problems covering the inside run and pass. Although the CB's can be flaky sometimes, they can usually get back to the ball with their speed. Use mostly 4-3 and 4-3 blitz packages to guide this team to a victory.

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### Kansas City Chiefs

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The Kansas City Chiefs aren't a hugely dominating team, but they can win games and can make it to the playoffs. They have a steady running game in M. Cloud, and a decent passing game in E. Grbac. With the loss of the late Derrick Thomas, the leader of the Chiefs defensive unit, the Chiefs will have some problems, but maybe they can rally for their fallen comrade.

#### Information

~~~~~

City: Kansas City

Stadium: Kansas City Stadium

Offense: 79 Key Players: E. Grbac - M. Cloud - D. Alexander - T.

Gonzalez

Defense: 77 Key Players: C. McGlockton - D. Edwards - J. Woods - J.

Hasty

Overall: 77

Offense

~~~~~

Although the team doesn't have any outstanding players besides T. Gonzalez, they should do well against most defenses. Try to run up the

middle behind T. Grunhard and W. Shields. They have some of the best run blocking in the league and should get you maximum yardage with the run. Passing to T. Gonzalez on slant and outside passes are the high percentage throws.

#### Defense

~~~~~

This defense comes included with two stellar linebackers and a great CB to help them. The line might have problems running against the stronger offensive lines, but the linebackers will help as long as they do not get caught on an inside blitz when the play goes outwards. Play 4-3 and 3-4 packages with this defense to defend.

Indianapolis Colts

The young trio of P. Manning, E. James, and M. Harrison are sure to bring the Colts a promise to THE game. Their defense is strong, but their offense is the one that will score points against any offense. They have the running game, and the passing game to kick ass, even against teams like the Buccaneers.

Information

~~~~~

City: Indianapolis

Stadium: RCA Dome

Offense: 98 Key Players: P. Manning - E. James - M. Harrison - T. Wilkins

Defense: 78 Key Players: E. Johnson - C. Bratzke - C. Bennett - C. Cota

Overall: 88

#### Offense

~~~~~

Oh damn. Sorry, this offense sucks...and I'm lying! No matter what happens, this offense should not be stopped if you know what you are doing. Running with E. James is like eating cereal for dinner! Same with hooking up with M. Harrison, one of the best receivers in the game. Sheeeeeeeet, eating cereal for dinner is probably harder.

Defense

~~~~~

Not bad. A good defense for a stellar offense. With a DB like C. Cota, you should not have much problem with the long ball. E. Johnson, and C. Bratzke can hold their own against the run, but do not get caught on the weaker side of the ball or you can be in trouble. 4-3 and 4-3 blitz packages do well with this defense.

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#### Dallas Cowboys

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With the addition of J. Galloway, and both T. Aikman, and E. Smith, the Cowboys have a chance at another deadly trio. Along with R. Ismail, they have a chance at quadrio? Anyways, their defense is decently good, getting a B rating from NFL2K1.

#### Information

~~~~~

City: Irving

Stadium: Dallas Stadium

Offense: 98 Key Players: T. Aikman - E. Smith - J. Galloway - R. Ismail

Defense: 78 Key Players: D. Coakley - R. McNeil - J. Bowden - G. Ellis
Overall: 88

Offense

~~~~~

Accurate quarterback. Fast receivers. Powerful juking running. What else do you need to fight the best defenses in the NFL? A line would help, but the quick pass routes to the outside should make sure linebackers do not blitz.

#### Defense

~~~~~

Only one player can do anything, and that is D. Coakley. I do not know what to say, but stack up on 4-3 Cover eight a lot and try not to get wasted on the deep pass. Also try not to miss tackles, as you will not have luck catching up against some of the fastest.

Miami Dolphins

With the retirement of Dan Marino, the passing game of the Dolphins is in jeopardy. Who will take his spot? J. Fielder can try, but does he have the skills to? And you do not have a huge running game, the Dolphins never did before, why would they have it now?

Information

~~~~~

City: Miami

Stadium: Pro Player Stadium

Offense: 70 Key Players: J. Fiedler - L. Smith - T. Martin - O. Gadsden

Defense: 96 Key Players: T. Bowens - B. Marion - Z. Thomas - S. Madison

Overall: 83

#### Offense

~~~~~

A very average offense. Do not expect to blow out your opponents, but also stick to the high percentage plays. You know, slants, cut outs, running plays. Stuff that is not long ball. I-Formation is a good formation for these types of plays. Try to mix it up and confuse the defense with motions. Do not expect to blow your opponents with speed.

Defense

~~~~~

Bling, Bling is the only thing that describes this defensive unit. They have two 99 or above corner backs who will get the interceptions and make them pound your front four. There, you have help with a person named Z. Thomas. With amazing speed and strength, running backs are eaten for an in-game snack.

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#### Philadelphia Eagles

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With a powerful scrambling quarterback in D. McNabb, and a nice running game in D. Staley and B. Mitchell, the Eagles have a chance to make it to the playoffs. If they can find some receivers, and some other players at vital positions, they can be a contender for the Superbowl.

#### Information

~~~~~

City: Philadelphia

Stadium: Veterans Stadium

Offense: 65 Key Players: D. McNabb - D. Staley - T. Small - C. Johnson

Defense: 74 Key Players: C. Simon - H. Douglas - T. Vincent - B. Taylor

Overall: 68

Offense

~~~~~

Make use of D. McNabb. If your receivers do not get open, run out of the pocket and go for the first down. McNabb has some nice speed and can outrun most defensive linemen. D. Staley will help open up the passing game, but do not rely on him too much, because he is not a stellar star quite yet. Remember to run around with D. McNabb.

Defense

~~~~~

A nice secondary with three corner backs with over 90 overall rating, you will not have much trouble defending against the pass. The run is what you should worry about. Try to stack up your line and blitz to expect the run. Do not get caught with your pants down though, or you will be weeping it up in a city where the fans are not to kind.

Atlanta Falcons

The Falcons lost J. Anderson near the beginning of the year due to a torn ligament in his leg. He is finally back and is kicking booty all over the place. This is the foundation for the Falcons, can they give him some help, or will he have to bring them to the Superbowl like he did a few years ago, by himself?

Information

~~~~~

City: Atlanta

Stadium: Georgia Dome

Offense: 73 Key Players: C. Chandler - J. Anderson - T. Mathis - T.

Dwight

Defense: 82 Key Players: S. Dronett - J. Tuggle - A. Ambrose - R.

Buchanan

Overall: 77

Offense

~~~~~

The passing game is really shaky for the Falcons. C. Chandler is not a very accurate thrower, but he can throw the ball deep and sometimes get the good plays. He only has one good receiver, T. Mathis, but it's hard to three secondaries off one guy when you have no one else to throw it too. Run the ball a lot with J. Smith. He breaks tackles like a machine and earns the nickname Dirty Bird by his 'take no prisoners' type running.

Defense

~~~~~

Far from perfect, but pretty well overall, the main problem is the line. They have no good linemen. They have one good linebacker to back those guys up, and two corner backs to back those guys up, but by then it's already a 15-yard gain. Blitz your linebackers in Nickle Blitz and you should not have a problem forcing the throw, hopefully into one of your guys' hand.

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## New York Giants

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With a promising rookie in R. Dayne, and an accurate quarterback in K. Collins, the Giants look to have a playoff bound season. With J. Sehorn leading a B- defense, they also look to be one of the top defenses in the league. Maybe the offense can win a few this year?

### Information

~~~~~

City: East Rutherford

Stadium: Giants Stadium

Offense: 71 Key Players: K. Collins - R. Dayne - A. Toomer - I. Hilliard

Defense: 83 Key Players: M. Strahan - J. Armstead - J. Sehorn - K. Hamilton

Overall: 76

Offense

~~~~~

Give it to R. Dayne for a charge throw defensive lines. This heavy-set running shows his amazing speed around the outside, while showing his strength up the middle. Throw to the open A. Toomer, and expect accurate passes. The defense is ranked low mostly because the offensive line is not very good, so that means you will have to juke some guys out with R. Dayne.

### Defense

~~~~~

On the outside line, M. Strahan eats quarterbacks for lunch, and dinner. At linebacker, J. Armstead eats up stray running backs for breakfast, and J. Sehorn eats footballs for a in-game snack. You have one good player at each position. Make use of this and switch to the player that is closest. So, if they are running, get J. Armstead, passing, get M. Strahan, and then switch to J. Sehorn to pick the ball off.

Jacksonville Jaguars

With a disappointing three losses to the Superbowl runner-ups, the Jaguars were sent home just inches away from the Big Game. They are hungry for it this year, and with many of their receivers and others coming back, they have what it takes to blow away the competition.

Information

~~~~~

City: Jacksonville

Stadium: ALLTEL Stadium

Offense: 96 Key Players: M. Brunell - F. Taylor - J. Smith - K. McCardell

Defense: 89 Key Players: G. Walker - T. Brackens - K. Hardy - F. Bryant

Overall: 92

### Offense

~~~~~

With a powerful, quick runner in F. Taylor, you should have no problems with this offense. It can do anything! M. Brunell throws accurate passes, and is mobile too! J. Smith and K. McCardell own the secondaries and will get open bunches of times. Do not be afraid to throw it deep, either.

Defense

~~~~~

With a defense like this, who needs an offense? Not this team. You can run any formation, because you've got the players to back you up. Just do not blitz every person, ok? That kind of hurts the chances of the secondary being about to do anything, since they are going after the QB!

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New York Jets  
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V. Testaverde watched helplessly as the Jets had a disastrous season, with a leg injury. Now he is back, and so are the Jets. They do not want to have another flop season, and have the weapons to make sure it doesn't happen. Even without K. Johnson.

Information

~~~~~

City: East Rutherford

Stadium: Giants Stadium

Offense: 78 Key Players: V. Testaverde - C. Martin - W. Chrebet - D. Ward

Defense: 72 Key Players: S. Ellis - R. Phifer - M. Lewis - A. Glenn

Overall: 75

Offense

~~~~~

Passing the ball to W. Chrebet is easy. He can catch the ball, and he can run the ball. He may be short, but he is there and he can get away from defenders. C. Martin owns offensive linemen. The most underrated player in the game, he has put up multiple 1000-yard seasons and will add on to that this year.

Defense

~~~~~

This side is a bunch of nobodies, but that is good. They work together, and the play hard. They know how to stop the run, and can defend against the short and long pass. Sometimes teams might get a good one in on them, but if you mess up, they will make you pay for it. Do not underestimate this defense, or its abilities.

Detroit Lions

Without Barry Sanders, the team made it to the playoffs. For the first time in a long time. Who needs a running back when you've got heart like this. It isn't a stat or a record, but one of the purest things in the league is how much heart you've got, and this team has a lot.

Information

~~~~~

City: Detroit

Stadium: Pontiac Stadium

Offense: 77 Key Players: G. Crowell - H. Moore - D. Sloan - J. Stewart

Defense: 79 Key Players: C. Claiborne - S. Boyd - R. Porcher - L.

Elliss

Overall: 78

Offense

~~~~~

H. Moore is the man to get the ball to. He can run, he can leap, he can do it all. So can J. Stewart, but he fumbles so much it's not even funny to count them. Do not get swamped or you will regret it. D. Sloan is a nice blocker and an excellent huge target. Get the ball to him for the short outs. Do not forgot to get the ball to J. Stewart, on passes, he is better on passes then on runs.

Defense

~~~~~

While very good against the run, they have no huge standouts in the secondary. K. Schulz is their best, and let's just say he is not very good. Go with Dime to help him out, as your front four should keep runners at bay. Try to run Linebacker blitz, as they are the best kind to run.

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Green Bay Packers  
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After one crazy season with coach R. Rhodes, the Packers fired the coach. He went off somewhere, and now the Pack has a new coach who can bring them to the championship. With a gunner like B. Favre, and some key weapons, Green Bay can bring glory back to THE TUNDRA.

Information

~~~~~

City: Green Bay

Stadium: Lambeau Field

Offense: 91 Key Players: B. Favre - D. Levens - A. Freeman - B. Schroeder

Defense: 69 Key Players: R. Maryland - L. Butler - A. Edwards - V. Holliday

Overall: 78

Offense

~~~~~

B. Favre is the highest rated QB in the game. He has great clutch, leadership, just among the few things he max's out at. He has a great running back in D. Levens, and a great receiver in A. Freeman. They can do many things with this offense. Running the ball is very easy, and also throwing the ball. Scrambling is very key to being a Packer, so scramble with B. Favre when you are in trouble.

Defense

~~~~~

Not great is the only thing that you can describe this defense with. They have their moments, but can give up the big play at anytime. Using L. Butler to control the run is very key, so blitz with him often. Your corner backs should not have a huge problem against any of the receivers in this league, except maybe I. Bruce.

Carolina Panthers

With a good quarterback, and a great lineman coming back to help against opponents offenses, the Panthers have great expectations. In a mediocre NFC West, they can get to the playoffs, but that is just half the battle. Winning against the best is hard, and it will take lots of hard work to do it.

Information

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City: Charlotte

Stadium: Ericsson Stadium

Offense: 83 Key Players: S. Beuerlein - T. Biakabutuka - M. Muhammad - W. Walls

Defense: 73 Key Players: E. Swann - C. Smith - R. White - E. Davis

Overall: 76

Offense

~~~~~

With many weapons, B. Beuerlein will have no problems finding an open receiver. He has a great tight end in W. Walls and a great receiver in M. Muhammad. They are mostly open every play. T. Biakabutuka is a hard runner and plows over many defenses for the good 20 yard breaks. Run and pass with these guys to win.

Defense

~~~~~

The great reverend R. White returns to the game to go for the Superbowl. His stats aren't that impressive, but he still got some fumes left. E. Swann covers the outside very well. The secondary do have problems against the pass, but going to Dime Odd will help against this. Try not to blitz many times, or you will get beat.

-----  
New England Patriots

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The Patriots do not really have any bright spots. Their QB is nice, but doesn't have what it takes to make plays. T. Glenn will have to carry the Patriots to victory, but a one-man show doesn't do well in the playoffs, or in the season, either.

Information

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City: Foxboro

Stadium: Boston Stadium

Offense: 72 Key Players: D. Bledsoe - K. Faulk - T. Glenn - T. Brown

Defense: 81 Key Players: W. McGinest - C. Slade - L. Milloy - T. Law

Overall: 75

Offense

~~~~~

Not many weapons on this offense. T. Glenn is the only good player, as stated before. It will be K. Faulk's job to run, but he doesn't have the greatest legs in the game, so it will be hard to make teams scared of the run, and bring the safeties up. Try to open the running game with the pass, and then run to open the long bomb.

Defense

~~~~~

No flaws in the secondary of this defense. T. Law, T.Jones, and T. Milloy will keep the offenses begging for a good running back if they do not already have one. W. McGinest will own the quarterbacks, as finding an open receiver will take awhile, giving W. McGinest and the line time to get the sack.

Oakland Raiders

With veterans like T. Brown and R. Gannon running around, this team has the experience needed to win. The defense isn't too shabby themselves, with a great secondary player. Getting home field advantage with this team will not be too difficult, at least if you win.

Information

~~~~~

City: Oakland

Stadium: Network Associates

Offense: 89 Key Players: R. Gannon - T. Wheatley - T. Brown - R. Dudley

Defense: 92 Key Players: D. Russell - L. Johnstone - C. Woodson - R.

Upshaw

Overall: 89

#### Offense

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With a 'bowling' type of running back in T. Wheatley, you will have no problems running up the middle. With a quick, agile running back in N. Kaufman. For the long ball, throw it to T. Brown. For the short pass, go to R. Dudley. This offense has many weapons, and a mobile QB in R. Gannon. This presents problems for every defense.

Defense

~~~~~

With three 90+ rated linemen, no one will be able to run. They do not have any linebackers; so passing over the middle will not be hard. C. Woodson should keep the most explosive receiver under taps, and all you have to worry about those #2 receivers who can't make huge plays.

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#### St. Louis Rams

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Superbowl defending champs still have all their great players, and their great defense. Winning against these guys doesn't come easy, but they have to play against the Redskins, Buccaneers, just to know a few playoff caliber teams. Can they repeat?

#### Information

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City: St. Louis

Stadium: St. Louis Dome

Offense: 98 Key Players: K. Warner - M. Faulk - I. Bruce - T. Holt

Defense: 88 Key Players: D. Farr - K. Carter - M. Jones - R. Lyght

Overall: 92

Offense

~~~~~

You should not be reading this. We all know they have the most explosive offense in the league. Their quickness is unmatched by anyone. With three fast receivers in M. Faulk, I. Bruce, and T. Holt, they are a big trouble for defenses. Run any play and you will succeed.

#### Defense

~~~~~

With at least two good players at each position, you should have no problem stopping anything but the out pass. Even that is pretty easy to defend against. Stuffing the run with your line is no problem. Blitz often with the linebackers to get to the QB quickly. Most offensive lines can't stop your players.

Baltimore Ravens

A huge defense is what keeps this team running. Their offense is pretty much crap. Even though have some additions, such as S. Sharpe and T. Dilfer, the offense will struggle as usual, because T. Banks isn't good at all. The defense will have to save the Ravens.

Information
~~~~~

City: Baltimore

Stadium: PSINet Stadium

Offense: 74 Key Players: Q. Ismail - S. Sharpe - J. Lewis - T. Banks

Defense: 94 Key Players: M. McCrary - P. Boulware - R. Lewis - R.

Woodson

Overall: 83

Offense  
~~~~~

Eh, not much here. Get it to S. Sharpe as much as you can. Q. Ismail has some speed and could be used on the long pass, but T. Banks can't throw it very accurately down field. J. Lewis is a good, but has lots to learn. I say let the defense do all the work, but if you do not then take my advice and get it to S. Sharpe.

Defense
~~~~~

Diesel. Beast. Best. Three words that describe this defense. They have players at all positions. Two great linebackers, two great corner backs, a good line. Everything you need to do good. Blitz lots with R. Lewis, and he will kill QBs. Do not be afraid either. Your corner backs will help you out.

-----  
Washington Redskins  
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Going to the playoffs in the first year in more than five seasons, the Redskins, with new owner D. Synder, brought in more talent to make their team even stronger. Considered the best team on paper, these bunch of all-stars have what it takes to win the Superbowl.

Information  
~~~~~

City: Landover (Raljon In Game)

Stadium: FedEx Field

Offense: 94 Key Players: B. Johnson - S. Davis - M. Westbrook - A.

Connell

Defense: 85 Key Players: B. Smith - L. Arrington (#56) - D. Green - D.

Sanders

Overall: 87

Offense
~~~~~

This offense has it all. A great running back that can plow over the defense. A receiver that can get off the blocks and get wide open, and a QB that can pass the ball accurately. With S. Davis, run the ball, over and over and play smash mouth football. Do not be afraid to run on three and 5. Chances are S. Davis will do it.

Defense

~~~~~

Weak only in the line, nobody can pass against these guys. With a secondary that consists of D. Sanders, C. Bailey, and D. Green, you do not have to worry about anything. These guys will stop the pass, with no problems. Your defense will have problems stopping the run, but B. Smith can get to the QB before he hands it off sometimes. #56 will be able to make sure no one comes over the middle with his huge stature. Do not be impressed if they stop the Rams. It's their job.

New Orleans Saints

With a healthy R. Williams, and some new guys coming to the Saints, they look promising. J. Blake and company will be able to add new dimensions to their game and possibly beat the Superbowl champs, St. Louis. If they can rally together, they will be a force to reckon with.

Information

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City: New Orleans  
Stadium: Louisiana Superdome  
Offense: 76 Key Players: J. Blake - R. Williams - J. Reed - A. Glover  
Defense: 72 Key Players: N. Hand - L. Glover - J. Johnson - M. Fields  
Overall: 74

Offense

~~~~~

The Saints acquired J. Blake over the off-season, and he might be what the Saints need to get to the championship. He's got an accurate arm, can scramble in the pocket, and is a natural leader. R. Williams will run for 1000 yards, and is one of the key aspects of this offense. Give it to him a lot, and he will give you results. J. Reed is the main man to throw it too, he's got hands like glue, and can take a hit.

Defense

~~~~~

Only weak in the secondary, this team can stop the run with its big four line. Try not to let the running backs get past the line, or your linebackers might have trouble bringing him down. Run 4-3's a lot and blitz with M. Fields lots to force the inaccurate ball.

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Seattle Seahawks  
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This team made it to the playoffs, but got beat by late game heroics by D. Marino. Do not let this happen again and get to the playoffs. M. Holmgren is a coaching genius and can make up plays that will confuse the opposition. All you have to do is put the plays into action.

Information

~~~~~

City: Seattle
Stadium: Husky Stadium
Offense: 80 Key Players: J. Kitna - R. Watters - S. Dawkins - D. Mayes
Defense: 81 Key Players: C. Kennedy - M. Sinclair - C. Brown - S. Springs
Overall: 79

Offense

~~~~~

The key to winning is to run the ball with R. Watters every chance you get. He is a beast and very quick to the hole. J. Kitna has some passing problems, but if you work with him, he will get better, and possibly be a superstar. Again, run with R. Watters to win, as relying on the passing game is shaky.

#### Defense

~~~~~

One of the best secondaries in the league, you should have no problem defending against the pass. A line that has a couple of great players, you will not have much trouble stopping the run either. You have a great linebacking crew too, so do not be disappointed when your linebackers are a better line than your line.

Pittsburgh Steelers

With a struggling K. Stewart, the Steelers have put in K. Graham, who is probably the better of the two. A defense with these kinds of players can also help the offense, scoring their own amounts of touchdowns. Do not forget about J. Bettis one of the premiere backs in the league.

Information

~~~~~

City: Pittsburgh

Stadium: Pittsburgh Stadium

Offense: 71 Key Players: K. Graham - J. Bettis - T. Edwards - P. Burrell

Defense: 73 Key Players: L. Kirkland - R. Holmes - L. Flowers - K. Henry

Overall: 72

#### Offense

~~~~~

This is a team with a lot of mediocre players. Not really any overpowering force. If you want to do well, run the ball up the middle, lower your shoulder, and plow over the defense. Throw the ball on out routes many a times. You do not have a deep threat, so open up the game with your running.

Defense

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Not any spectacular players here expect for L. Flowers. You will have problems controlling the run, since they aren't very well at stopping it. The pass will be hard to defend against too. You will have to call the correct plays, and blitz at the correct times to do any damage. 3-4 is a good defense to run, as the Steelers use it in real life also.

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#### Tennessee Titans

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Defending runner-ups of the league, they have the power to repeat all over again. With a beast in E. George, as well as great receivers like K. Dyson, you should not have much problems going against any opponents. Do not let your turnovers rise, or you might be hurt by it.

#### Information

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City: Nashville

Stadium: Tennessee Stadium

Offense: 93 Key Players: S. McNair - E. George - C. Pickens - F.

Wycheck

Defense: 93 Key Players: J. Kearse - R. Godfrey - S. Rolle - B. Bishop

Overall: 92

Offense

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Run the ball. That is all you have to do to win. E. George is the MVP of this team, and without him, the Titans would not have much of a chance. To open the game up, run, then pass to F. Wycheck, who is S. McNair's favorite target. He can get open, he can block, and he can pass too.

Defense

~~~~~

The power here lies in J. Kearse. Rush with him and get to the QB to force the pass into defended territory. With your CB's you will pick off many passes if you apply pressure. J. Kearse is so fast that he can get the QB in a matter of seconds, and his strength is unsurpassed. Rush with him and force the turnover.

Minnesota Vikings

The Vikings said bye-bye to J. George and R. Cunningham, and place D. Culpepper into the role of QB. Can he repeat the last two years, and have one of the greatest offenses in the league? We will have to see, and hope the C. Carter and R. Moss help the kid out.

Information

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City: Minneapolis

Stadium: H. H. H. Metrodome

Offense: 88 Key Players: R. Smith - R. Moss - C. Carter - D. Culpepper

Defense: 67 Key Players: O. Thomas - R. Griffith - E. McDaniel - J.

Randle

Overall: 77

Offense

~~~~~

If D. Culpepper can study the game and learn how to pass to R. Moss, and C. Carter, the Vikings will be one of the best offenses in the league. Passing to R. Moss is easy, as he is one of the best in the business. All C. Carter does is catch touchdown passes. R. Smith will lead the running game; to open the huge deep game the Vikings want this year.

Defense

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A decent defense, with many high ranked players, you will not have much trouble defending against the run, with J. Randle leading the line. Linebackers can also keep the flat pass under raps, and the secondary might give up the huge play every once in a while, but you can come back with an offense like the Vikings.

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American Football Conference

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With the best of the best in the AFC coming out to play, you will not

have any problems with this team. Of course, with all the talent, no one will have any problem with them, since they are the best of the best.

Information

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City: Honolulu

Stadium: Aloha Stadium

Offense: 100 Key Players: P. Manning - E. James - J. Smith - T. Gonzalez

Defense: 100 Key Players: T. Pryce - T. Brackens - K. Hardy - S. Madison

Overall: 99

National Football Conference

With the best of the best in the NFC coming out to play, you will not have any problems with this team. Of course, with all the talent, no one will have any problem with them, since they are the best of the best.

Information

~~~~~

City: Honolulu

Stadium: Aloha Stadium

Offense: 100 Key Players: K. Warner - M. Faulk - R. Moss - W. Walls

Defense: 100 Key Players: W. Sapp - M. Strahan - J. Armstead - D. Sanders

Overall: 99

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National Football League  
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With the best of the best in the NFL coming out to play, you will not have any problems with this team. Of course, with all the talent, no one will have any problem with them, since they are the best of the best.

Information

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City: Honolulu

Stadium: Aloha Stadium

Offense: 100 Key Players: P. Manning - E. James - R. Moss - T. Gonzalez

Defense: 100 W. Sapp - K. Carter - K. Hardy - D. Sanders

Overall: 99

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Alumni Teams

Every player has come from a college. Here are the best players from each region based on their college.

Far West Alumni

The best from the Far West come out to play. You will not have any troubles, since they are the best from college, and have great draftees

Information

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City: San Francisco

Stadium: 3Com Park

Offense: 100 Key Players: M. Brunell - M. Faulk - K. Johnson - T. Gonzalez

Defense: 100 Key Players: D. Russell - W. McGinest - C. Claiborne - J. Hasty

Overall: 99

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Great Plains Alumni  
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One of the weaker alumni, you might have trouble going up against stronger teams. You have good players, but your rating is brought down by no-names.

Information

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City: Denver

Stadium: Mile High Stadium

Offense: 72 Key Players: T. Detmer - J. Anderson - K. Dyson - B. Chamberlain

Defense: 76 Key Players: L. Elliss - G. Wistrom - M. Simoneau - T. Williams

Overall: 74

Mid West Alumni

Definitely a strong alumni, this team has some great players, and future hall of famers. The best from College.

Information

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City: Chicago

Stadium: Soldier Field

Offense: 100 Key Players: K. Warner - E. George - J. Galloway - R. Dudley

Defense: 100 Key Players: B. Young - J. Taylor - K. Hardy - C. Woodson

Overall: 99

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North East Alumni  
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Another weaker alumni, with good players, but a lot of bad players. You can do stuff with them, but it's hard to match up against the stronger teams.

Information

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City: East Rutherford

Stadium: Giants Stadium

Offense: 100 Key Players: R. Gannon - C. Martin - M. Harrison - F. Wycheck

Defense: 79 Key Players: K. Hamilton - M. Mamula - J. Mobley - T. Jones

Overall: 89

South East Alumni

A very strong alumni, you will not have problems against any team.
Players from this alumni are some of the best in the league.

Information

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City: Miami

Stadium: Pro Player Stadium

Offense: 100 Key Players: B. Favre - E. James - R. Moss - W. Walls

Defense: 100 Key Players: W. Sapp - K. Carter - D. Brooks - D. Sanders

Overall: 99

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South West Alumni

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A mediocre alumni, has a great defense, but the offense lacks in what  
other alumni do not. Play this team for a somewhat challenge.

Information

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City: Irving

Stadium: Dallas Stadium

Offense: 83 Key Players: K. Stewart - R. Williams - M. Westbrook - D.
Sloan

Defense: 97 Key Players: J. Randle - T. Brackens - J. Gildon - D. Green

Overall: 89

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IV. Glitches

In this section, you will learn about glitches in the game play of NFL
2K1. Some of them good, and some of them bad.

When punting, punt to the left and very high. When the opponent fair
catches, tackle him. It will now be 2nd and 10, instead of 1st and 10.

When fumbling in the end zone that is behind you, and the ball goes out
of bounds, it's supposed to be a safety. Instead, it's your ball on the
one-yard line.

Sometimes the PA announcers say "There's a flag on the play" when there
isn't.

When you decline a penalty, the sports anchor says, "I don't understand
the logic in this. They should have accepted the penalty" even if
accepting meant you lose a touchdown.

If you load a franchise file from the VMU, and are in the 2nd or more
seasons, all your rookies will have a zero rating in Exhibition mode.

When on defense, press L or R with a defensive back. Without letting go
of L or R, select a lineman. It will stay in the L or R viewpoint.

When you let a punt go into the end zone, and your opponent touches it,
the announcer says "In front of everyone" like he's about to score a
touchdown.

If you call a timeout with 0:00 left on the clock, it stays there, and
you have to reboot your Dreamcast.

V. E-mail Q&A

Q. Can I post your FAQ on my web page?

A. No.

Q. Hi what is the best way stat wise to create a center???

(z06viper@optonline.net)

A. Choose the Aggressive O-Line if you like to run, the Cover O-Line if you like to pass, or the Balanced O-Line if you like to do both.

VI. Credits

Visual Concepts

SEGA

SEGA of America

Brad Cherone

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