

2KSPORTS COLLEGE HOOPS 2K7



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

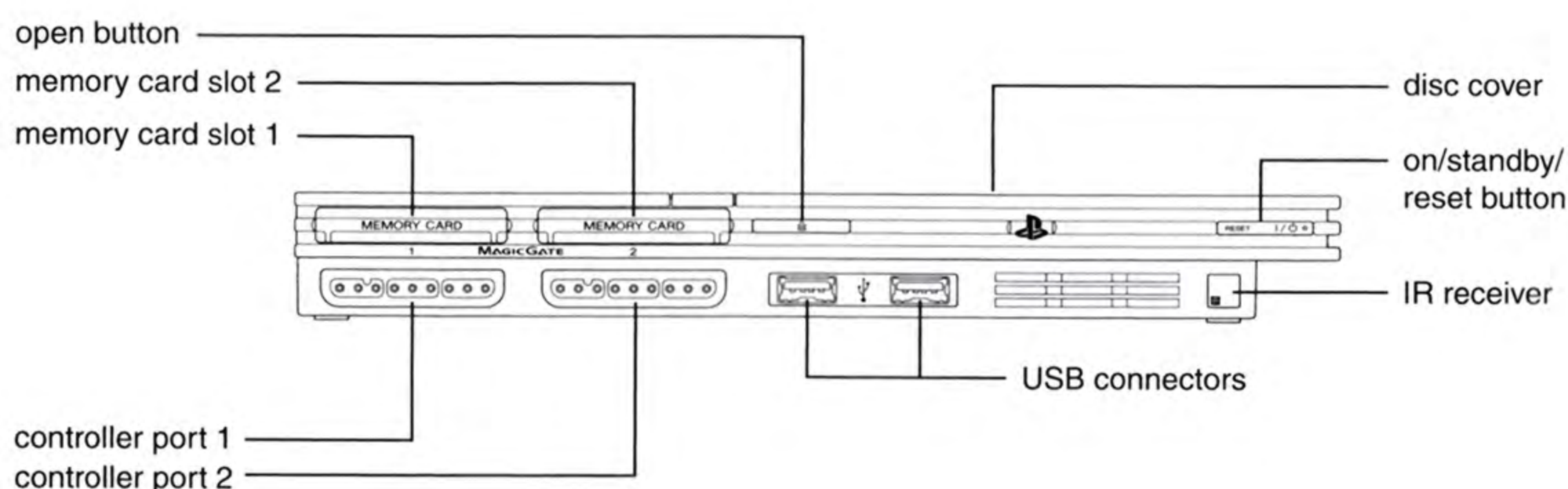
CONTENT

PAGE

GETTING STARTED	2
QUICK GAME	4
CONTROL SUMMARY	5
IN-DEPTH CONTROL REFERENCE	8
TIPS AND TACTICS	14
ONLINE	14
CREDITS	27

DUKE
4

GETTING STARTED



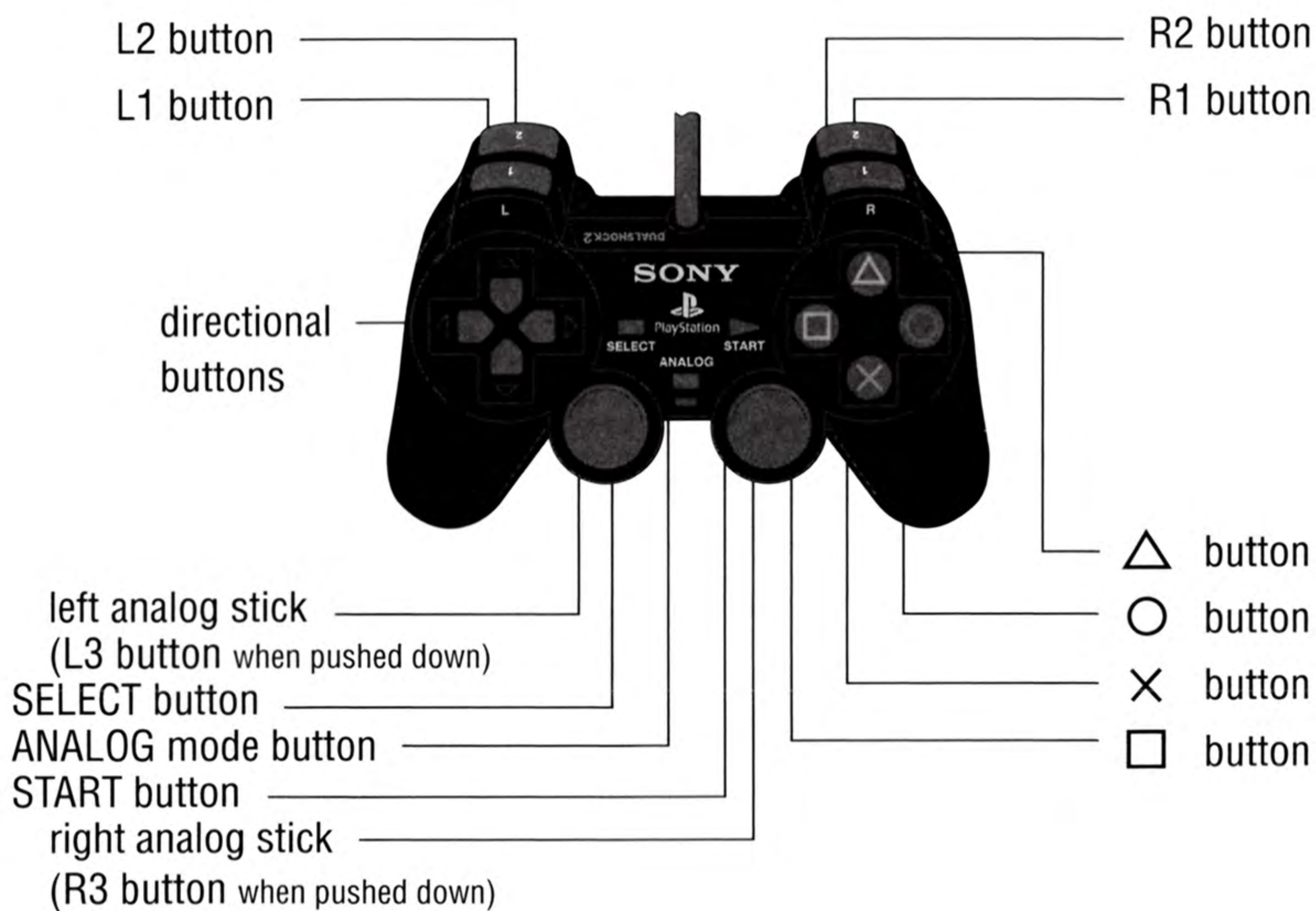
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the College Hoops 2K7 disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



QUICK GAME

Select Quick Game from the Main Menu to jump right into a game and experience the action firsthand.

TEAM SELECT

This screen is where you will choose the teams and jerseys you wish to play with.

- Move the **left analog stick** or directional button **LEFT** to select the away team and **RIGHT** to select the home team.
- Press the **L1** or **R1** button to cycle forward and backward through the available teams.
- Press the **L2** or **R2** button to cycle forward and backward through the various conferences and access the classic teams list.
- Press the **L1** and **R1** buttons simultaneously to randomly select a team within the currently selected conference.
- Press the **R2** and **L2** buttons simultaneously to randomly select a team and randomly select a conference.
- Move the **right analog stick** **UP** or **DOWN** to select a User Profile, or to highlight Load Profile, or New Profile.
- Press the **SELECT** button to select your teams' jersey. Use the **R2** and **L2** buttons to select the desired jersey.
- Click **R3** to access the VIP screen. Here you can create, load, or save a VIP record. See VIP for more details.
- Press **O** to get to the Team Options screen.
- Press the **START** button to continue.

TEAM OPTIONS

This screen allows you to adjust all of the following options for your match up. Move the left analog stick **UP** and **DOWN** to highlight the option you wish to change. Move the **left analog stick** **LEFT** and **RIGHT** to scroll through the choices for the highlighted option.

- Arena – Choose any available arena to play in.
- Game Difficulty – Adjust the Game difficulty between the following settings: Walk-On, Starter, All-Conference, All-American, MOP (Most Outstanding Player).
- Game Speed – Slow, Normal, Fast.
- Half Length – Adjust the minutes per half.
- Player Energy – Players get fatigued during game play. You can turn this ON or OFF.
- Injuries – On or Off
- Home and Away Playbooks – select which playbook the home and away teams use.

CONTROL SUMMARY

JUMP BALL:

☐ (repeatedly tap)

Jump to tip the ball to a teammate

OFFENSE:

×

Pass

△

Dual Player Control

□

Shoot

○

Lead Pass

L1

Post Up / Shift modifier

R1

Aggressive modifier

L2

Call for Pick

R2

Icon Pass



L3

START

SELECT

right analog stick

left analog stick

directional buttons

Not Used

Pause game

Calls Timeout

Shot Stick

Move Player

Playbook

FREE THROW SHOOTING:

‘Pull back’ right analog stick

Release right analog stick

Enter shot

Release shot

DEFENSE:

left analog stick

right analog stick

X

O

□

△

R2

L2

L1

R1

START

SELECT

directional buttons

Move player

Strip and Rip

Switch player

Take Charge

Double Team

Block

Icon Switch

Intentional Foul

Defensive Stance

Aggressive modifiers

Pause

Not Used

Playcalling

2K SPORTS TIP - BREAK OFF AN ALLEY-OOP

The alley-oop is probably the most spectacular play in all of basketball. Though they are rare and difficult to accomplish, there are a few on-court factors that will help you execute a successful alley-oop dunk.

The most likely scenario for a nasty alley-oop is during the fast break. If your team on offense has more players running down court than there are defenders, hold the **L1** button and **O** button at the same time to throw up an alley-oop pass. Keep in mind that your passing player should be near the 3 point arch when the alley-oop pass is attempted. Likewise, the receiving player should also be near the 3 point line.

In some situations, you will notice a player on your team raise his hand in the air, calling for the ball. If you hold the **L1** button and the **O** button at the same time when a good dunking player is calling for the ball, you will have a good chance to break off a monster alley-oop

2K SPORTS TIP - TAKE SMART SHOTS

Setting up your shots will greatly increase your shooting percentage. Taking jumpers with improper release or while moving will cut your accuracy, so try to station the player facing the basket before he goes up for the J. Also, make sure you release the ball at the top of your players jump to increase shot accuracy.



IN-DEPTH CONTROL REFERENCE

JUMP BALL

The referee will begin the tip-off process holding the ball between 2 players at half court. The graph overlay will appear over the key to indicate the contested tip off. Press the  button repeatedly to vie for position to get the tip off. The winner of the tip-off will start the game with possession of the ball.

OFFENSE

DRIBBLING

- To dribble the ball, move the **left analog stick** in the direction you want to move.
- To perform a cross-over or other maneuver, press and hold the R1 button and move the **left analog stick** to bust out a number of moves:

Left Analog Stick Dribble Moves:

Left > Right

Crossover left to right.

Right > Left

Crossover right to left

Back

Ball Fake

Forward

Speed Boost

Note: The directions listed here are relative to the player and the court.

- To perform a stutter step, quickly press and release the **R1** button.
- To perform a hop step, quickly press and release the **L1** button.

PASSING

- To pass the ball to the nearest player, simply press and hold down the **X** button momentarily.
- To pass the ball to a teammate of your choice, move the left analog stick in the direction of the teammate you want to pass to and then press the **X** button.

- To make a pass lead your teammate to the basket, press O.
- Icon passing is the most precise method of passing. To perform an icon pass, first press the **R2** button to call up button icons over the heads of your teammates. Then, simply press the corresponding button to immediately send the pass to the teammate of your choice. The X button icon corresponds to the Point Guard, the O button icon corresponds to the Shooting Guard, the □ button icon corresponds to the Small Forward, the △ button icon corresponds to the Power Forward, and the **R1** button icon corresponds to the Center. The drawback to icon passing is that it takes a little longer to execute.

2K SPORTS TIP – BALL HANDLER AUTO SWITCH

By default, you always control the ball-handler on offense. When you pass the ball, you assume control of the recipient of the pass. This is known as “Ball Handler Auto Switch”. If you’re playing with the Ball Handler Auto Switch option OFF, and you’re controlling an offensive player without the ball, the following controls apply:

X	Switch to player closest to the basket
O	Set pick
Square	Tell teammate to shoot
Triangle	Call for a pass
L1	Post up

DUAL PLAYER CONTROL

Sometimes, a situation arises on the court that would allow a specific player on your team to drive the lane for an easy bucket or step back to the perimeter for a trey, but they have to move before you get the ball to them before the window closes or the play will get shut down. Use Dual Player Control to put a specific player into motion to make an attempt at a big play.

- Press the △ button to select the player you want to put into motion.
- Press the **directional button** UP, DOWN, LEFT or RIGHT to send



the player in that general direction.

THE SHOT STICK

You have the power to decide not only where to shoot, but what type of shot to take.

To take a jump shot, simply set your shot up and 'pull back' the shot stick (move down on the **right analog stick**) and release it at the top of your jump.

LAYUPS AND DUNKS

Attacking the basket in College Hoops 2K7 is where the Shot Stick shines. To perform a layup, drive to the basket and use the shot stick to decide what type of shot to take.

SHOT STICK LAYUP TYPES:

Up: Basic

Down: Reverse

Left: Left handed

Right: Right Handed

To perform a dunk with the Shot Stick, press the **R1** button then move the right analog stick one of four directions to get the desired dunk:

SHOT STICK DUNK TYPES:

Up: Basic

Down: Reverse

Left: Fancy

Right: Power

It is important to remember that not all players can perform all dunk types. Big men are usually better at the power dunks, whereas finesse players are better at the fancy dunks. Generally, the higher the player's skill, the more likely they are to execute the desired dunk.

POSTING UP

- Posting up on a defender is accomplished by taking any player with the ball (preferably a good low post player) and moving that player next to a defender in or near the paint and pressing and holding the **L1** button.

SCORING WITH THE POST UP

- Use the shot stick to shoot a jumper out of the post.
- The Drop Step move is an effective way to score from the post. To perform a drop step, first post up your defender by pressing and holding the **L1** button. At any time during your post up (with the **L1** button still held down), press and hold the **R1** button, then quickly press and release the **L1** button twice. Your player will drop step and spin towards the basket. If the move is successful, you will get past your defender for a dunk or a layup.
- If you are winning the post up battle and are near the basket, press and hold the **R1** button and use the shot stick to attempt to dunk all over the defender.

FREE THROW SHOOTING

To shoot a free throw, 'press back' the shot stick until you are ready, then release to shoot the ball. Try to make the player's motion as smooth as possible to attain the best accuracy.

CALLING PLAYS

Each team can choose four plays out of the plays available in the offensive and defensive playbook. Each play selected corresponds to a direction on the directional button. If you'd like to customize



the four plays currently in use, select Coaching from the Pause Menu, and select Playbooks.

- To call a play in-game, use the **directional button** to call a specific play.

OTHER CALLS

- Can't get free from a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, press the **L2** button while in control of the ball. Your nearest teammate will run up and set a pick for you.
- To call an intentional foul while on defense, press the **L2** button. The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls are useful in end of game situations where your team is behind and you want to stop the opposing team from running out the clock.
- To call for a double team on the ball-handler when on defense, press the **□** button.

DEFENSE

STEALING

- To attempt to pick the ball handler's dribble, move the right analog stick in the direction you wish to swipe at the ball. Be careful not to overuse the steal button or to lunge for a steal attempt when you're not in proper position. The referee will call a reach-in foul if you overuse the steal and the offense can burn you if you lunge and get too far out of position.
- You can also move the **right analog stick** when the pass is on the way. If you time it right, your defensive player will intercept the pass in midair.
- For situations where you want to steal a pass but your closest defender is still too far away, you can try a lunging pass steal. While running towards the passing lane, press and hold the **R1** button then move the **right analog stick**. Your defender will

lunge for the steal. Be careful though, if you miss the steal your defender will be out of position and unable to defend his man.

DRAWING A CHARGE

The number of offensive charging fouls that a defender draws isn't an official statistic in basketball, but it probably should be. By using your player's quick feet to establish position, you can stop your opposition's aggressive moves to the basket and cause them to commit a turnover.

- To jump in front of an offensive player and attempt to draw a charge, press the **O** button.

BLOCKING SHOTS

- To block a shot, press **△** button as the ball handler begins his shot.
- To power up your shot block, press and hold the **R1** button and then press the **△** button.

SWITCHING DEFENDERS

- While on defense, press the **X** button to switch to the player closest to the ball.
- To switch to a specific defender, you can use the Player Icons (this works like Icon Passing). First, press the **R2** button to call up button icons over the heads of your teammates. Then, simply press the button that corresponds to the player you wish to control.
- It's often useful to be able to switch to the defender who is the closest to the basket (for example, when the other team is attempting a fast break). Press the **R2** button to bring up the Player Icons, and then press the **L1** button to switch to the defender closest to the basket.



TIPS / TACTICS:

ABILITY ICONS

During the course of a game, you'll probably notice that many players have icons, such as a star, next to their names when they have possession of the ball. These are the new Ability Icons. They serve as a quick way to learn about your players' strengths. The Ability Icons signify the following abilities:

- Shoe – The player is fast. (Get him the ball on a fast break).
- “3” – The player shoots 3-pointers well. (Look to get him the ball beyond the arc).
- Crosshairs – The player has a good jumpshot. (If the defense gives him a little space, have him put up the J).
- Star – The player has a high overall rating, and is probably skilled offensively. (Put the ball in his hands when the game is on the line).
- Hand- This player has high rating in the defensive skills.

ONLINE

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

ONLINE

Here's where you really put your skills to the test. Challenge other players online.

NETWORK CONFIGURATIONS

The Network Configuration Screen allows you to select a network configuration from a memory card (8MB) (for PlayStation®2) or

HDD. You can also create one with the Network Configuration Utility.

- To use an existing Network Configuration, highlight it and press the **X** button.
- To create a new Network Configuration, press the **START** button to access the Network Configuration Utility.

NETWORK CONFIGURATION UTILITY

- On the Network Setting Screen, select **ADD SETTING**.
- Follow onscreen instructions. (You will need your internet service provider settings, including the IP Address and the DNS Server Address).
- Name your Internet service provider setting using the Virtual Keyboard (Highlight the Question Mark Key on the top right for control information).
- Press the **X** button when complete to save your settings.
- On the Confirm Overlay, to test your connection, highlight **YES** and press the **X** button.

ACCOUNT SELECTION

The Account Selection Overlay asks you whether you wish to use an existing 2K Sports account or create a new one.

CREATING A NEW ACCOUNT:

- Highlight **CREATE ONLINE ACCOUNT** and press the **X** button. The Online Account Creation Screen appears.

USING AN EXISTING ACCOUNT:

- Highlight **ENTER ONLINE ACCOUNT** and press the **X** button. The Online Sign In Screen appears.



ONLINE ACCOUNT CREATION

- Move the **left analog stick** up or down to highlight a field.
- Press the **X** button or **Circle** button to access the Virtual Keyboard.
- On the Account Creation Screen, enter account information using the Virtual Keyboard.
- Press the **START** button to advance to the Online Sign In Screen.

ONLINE SIGN IN

- Move the **left analog stick** up or down to highlight a field.
- Press the **X** button to access the Virtual Keyboard and enter relevant text.
- Press the **START** button to advance.

ONLINE MENU

FRIENDS / PLAYERS

This is where you can find your friends and recent opponents.

- Press the **Circle** button to bring up your friends list.
- Press **L1** or **R1** to switch between a list of friends, players and league members from leagues you are currently participating in.
- Press **X** button to select a user.
- An overlay appears giving you various options: such as sending feedback about the user, muting his/her voice, or inviting the user to be your friend or removing a user from friends list.
- To access Online Player Card press the **SELECT** button.

QUICK MATCH

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, you will be able to select your own settings for the type of opponent you'd like to play.

USE THE FOLLOWING OPTIONS TO SELECT AN OPPONENT

- Rank: Top 900 to top 100.
- 2K Rating: Select the desired rating for your opponent: 25% or better to 95% or better.
- Find Match Now: will start looking for a match with your custom settings.

Press the **START** button to find a match.

LOBBIES

Lobbies are where you will find most of your online games. There are lobbies for skill level as well as game types. Enter the desired lobby to find opponents who want to play that specific type of game.

- Move the **left analog stick** Up and Down to highlight a lobby.
- Press the **X** button to enter the highlighted lobby.
- Press the **R2** button to refresh the lobbies screen.
- To access Friends List, press the Circle button.

While in a lobby you will be presented with a list of the available opponents in that specific lobby.

- Move the **left analog stick** Up and Down to highlight a User.
- Press the **X** button to bring up options regarding the highlighted user.



The following are options for the selected user:

- **Send Ranked Challenge:** challenges the selected user to a default lobby match.
- **Send Custom Challenge:** A Custom Lobby Match allows you adjust the game type and options for the game. See Options for more details.
- **Permanently Mute User:** Disallows the selected user from sending you any messages. You will also not be able to see any text that user puts into lobby chat.
- **Submit 2K Rating:** Submit a Positive or Negative rating for this user.

SEND CUSTOM CHALLENGE

If you want to set up a game with your own custom rules, select Send Custom Challenge. The following is a list of editable options for Send Custom Challenge.

SEND CUSTOM CHALLENGE OPTIONS

Difficulty: Walk-on, Starter, All-Conference, All-American, MOP.

Half Length: 1-20 Minutes.

MY PLAYER CARD

Go here to view your own online VIP, stats, ranking and 2K Rating.

LEAGUES

Play an online league using this screen.

MY LEAGUES

The My Leagues Screen list all the current leagues that you are

participating in.

- To leave or delete a League, press the **L2** button.

JOIN LEAGUE

Use this screen to join any of the available leagues.

- Use the **left analog stick** to scroll between the available leagues.
- Press the **X** button to select the highlighted league.
- To search for a league by name, Press the **R2** button to activate the virtual keyboard.
- Press the **□** button to report an inappropriate name.
- Press the **L1** or **R1** button to switch between pages of open leagues.

Once you have selected a league, Press the **X** button to select an available team. Also, you may view the selected player's player card by pressing the **SELECT** button.

CREATE LEAGUE

If you wish to create your own league with your own custom rules, use Create League to do so. After you are finished selecting the options for your league, press the **START** button to continue to the team select screen.

LEAGUE OPTIONS

The options for creating a league are as follows:

- **Name:** Creates the name of your league.
- **Private:** On or Off (Default) – Sets the league as open or private.
- **Number of players:** 8-64.
- **Playoff Teams:** 4,8,16 32,
- **Round Interval:** Set the amount of time a player has to play their

next scheduled game.

- Length: 8-32 games.
- Playoffs: Best of 1,3,5,7.
- Flexible Schedule: On or Off
- Difficulty: Walk-on, Starter, All-Conference, All-American, MOP.
- Half Length: Set the Half Length from 1-20 minutes.
- Injuries: Off or On (Default)

TOURNAMENTS

Play an online tournament using this screen.

MY TOURNAMENTS

The My Tournament Screen list all the current tournament that you are participating in.

- To leave or delete a tournament, press the **L2** button.

JOIN TOURNAMENT

Use this screen to join any of the available Tournaments.

- Use the left analog stick to scroll between the available Tournaments.
- Press the **X** button to select the highlighted Tournament.
- To search for a tournament by name, Press the **R2** button to activate the virtual keyboard.
- Press the Square button to report an inappropriate name.
- Press **L1** or **R1** button to switch between pages of open Tournament.

Once you have selected a tournament, Press the **X** button to select an available team.

CREATE TOURNAMENT

If you wish to create you own tournament with your own custom rules, use Create Tournament to do so. After you are finished selecting the options for your tournament, press the **START** button to continue to the team select screen.

TOURNAMENT OPTIONS

The options for creating a Tournament are as follows:

- Name: Creates the name of your league.
- Private: On or Off (Default) – Sets the league as open or private.
- Number of players: 8-64.
- Round Interval: Set the amount of time a player has to play their next scheduled game.
- Series Length: Best of 1,3,5,7.
- Difficulty: Walk-on, Starter, All-Conference, All-American, MOP.
- Half Length: Set the Quarter Length from 1-20 minutes.
- Injuries: Off or On (Default)

After you have created a league or a tournament and generated its schedule, you will be taken to the main menu of that mode

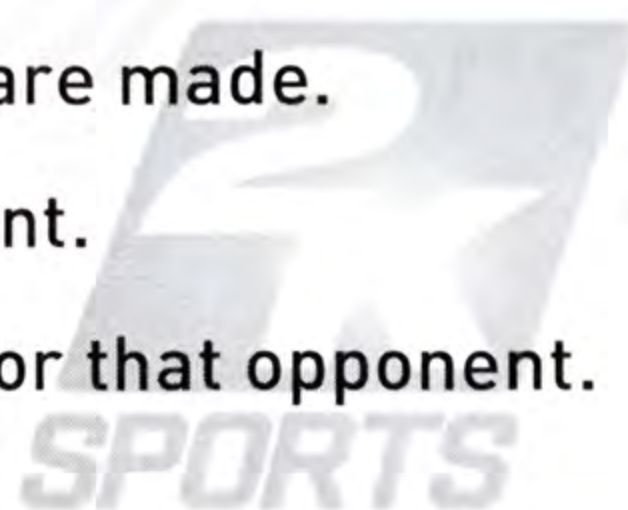
LEAGUE/TOURNAMENT MAIN MENU

All the information and functionality of 2K Sports College Hoops online leagues can be found here.

LEAGUE/TOURNAMENT LOBBY

This is where all challenges to league opponents are made.

- Move the **left analog stick** to highlight an opponent.
- Press the **X** button to bring up a list of options for that opponent.



- Move the **right analog stick DOWN** to bring up your challenge queue. Here, you can see what players have challenged you. Press the **X** button to accept or decline the challenge.

TOURNAMENT TREE/SCHEDULE

This selection will take the user to the Tournament Tree or League Schedule

- To scroll between League games, press the **R2** and **L2** buttons.

LEAGUE/TOURNAMENT SETTINGS

Use this screen to view the settings and options for the current league.

LEAGUE/TOURNAMENT DESK

The league desk is where you can check information for that league as well as make trades and other actions.

STANDINGS (LEAGUES ONLY)

This screen displays the standings in the current League.

- To sort this screen by any available category, highlight the desired category and press the **X** button.
- To view the Online Player Card, press the **SELECT** button.

STATISTICS

View Stats for your online league in the Statistics screen. The categories available on this screen are Tournament Awards, Team Stats, Player Stats, League Leaders and Injuries.

MANAGE LINEUPS

Chose your lineups using this screen. For more information about the Lineups screen, see the Rosters section.

NOTIFICATIONS

To view news from around the league, use the Notifications screen.

- Use the **left analog stick** to highlight the desired notifications.
- Press the **X** button to view the highlighted notification.
- Press the **□** button to delete the highlighted notification.

ADMIN LOG

This screen will show each action that an admin of your league or tournament performed.

DROP FROM LEAGUE/TOURNAMENT

To drop from the current league, use Drop From League.

ADMIN OPTIONS

If you have created a League, Admin Options will be available to you.

MANAGE USERS

The Manage Users screen allows you to ban or drop any player in the league.

- Move the left analog stick to highlight the desired player and press the **X** button. Then, select the appropriate action from the following overlay.



- To access the Online Player Card, press the **SELECT** button.

MANAGE SCHEDULE

The administrator can use this screen to manage the schedule as well as specific match ups for his or her league.

- Once all the scheduled games in a specific week are complete, the administrator must advance the league to the next set of scheduled games. To do so, once all the games are complete, press the **START** button. This action must be performed in the Admin Options screen.

- If the administrator deems it necessary, they can determine the winner of any match-up by highlighting that match-up and pressing the **X** button and selecting "Determine Winner" from the following overlay. Next, the Administrator will select the appropriate player (the winning player) and press the **X** button.

NOTE: The League Main Menu will be titled the name of the current league.

LEAGUE/TOURNAMENT SETTINGS

The admin may change any of the league settings using this option. See league settings for more details.

ADMIN DELEGATION

Use this screen to allow other members of your league admin rights.

ADMIN FAQ

Need to know how to perform the admin duties? Use this screen to find out.

ONLINE DESK

Online desk is where players can access online specific information such as, leaderboards, news, downloads, online options and an online FAQ.

LEADERBOARDS

The Leaderboard Screen displays the online player rankings for each mode.

- To scroll between stats, press the **L3** button.
- To scroll between groups of users press the **R2** and **L2** buttons.
- To scroll between stat categories, press the **L1** and **R1** buttons.

ONLINE OPTIONS

The Online Options Screen allows you to customize your online experience.

GENERAL

- Appear Online: Off or On (Default) – When ON, other users will be able to see you in the Friends / Players Screen.
- In Game Message Icon: Off or On (Default)
- Vibrate on Challenge: On (Default) or Off
- Remember Password: Off (Default) or On
- Auto Sign in: On or Off (Default)

FAST MESSAGES

This is where you can set predetermined messages (macros) to use while messaging.



CUSTOM MATCH

Adjust your custom match settings here: Difficulty and Quarter Length.

NEWS

The News Screen gives you all the latest news pertaining to College Hoops 2K7 Online.

ONLINE FAQ

All the information you need to play online can be found here.

SIGN OUT

Select Sign Out to sign out of the network and return to the Main Menu.

CREDITS

COLLEGE HOOPS 2K7 VISUAL CONCEPTS ENTERTAINMENT INC.

Lead Engineer
Nick Jones

Art Director
Alan Blouin

Executive Producer
Greg Thomas

Project Manager
Zach Timmerman

Gameplay Project Manager
Rob Jones

Online Project Manager
Asif Chaudhri

ENGINEERING

AI Engineer
Edward Park

Engineers
Richard Choi
David Copelovici
Steven Fuller
Evan Harsha
Alex Lee
Chuck Mason
Mark Roberts
Tim Schroeder
Johnnie Yang
Casey Yost
Harlan Young

Director of Technology
Tim Walter

Library Engineers
Ivar Olsen
Boris Kazanskii
Isaac Gartner
Jason Dorie
Benny Barcellos

Web Engineer
Ketu Patel

ART TEAM

Lead Animator
Roy Tse

Environment Artists
Leandro Penaloza
Tim Loucks
Desha Chanhudara
Derek Kurimoto

Animators
Derek Beldsoe
Mike Park
Lisa Wong

Characters
Fred Wong
Chris Darroca

Front-End Artists
John Lee
Quinn Kaneko
Chi-Wen Kuo
Won Juong



Special Thanks

Jesse Rademacher
Chris Yao
Kip Malek
Winston Chen
Stephanie Morgan
Lynell Jinks
Amber Long
Brent Zorich
Jonathan Gregory

PRODUCTION

Assistant Project Manager
Jerson Sapida

Licensing

Andrew Blumberg

Game Design

Jerson Sapida
Tim Schroeder
Zach Timmerman

Gameplay Design

Eddie Park
Mike Wang

Schedules

Andrew Blumberg
Jerson Sapida
Matt Underwood

Rosters

Zach Timmerman

VC AUDIO TEAM

Audio Director
Brian Luzietti

Lead Sound Designer

Larry Peacock

Sound Designer

Randy Rivas

Lead Script Writer

Kevin Asseo

Sound Editor

Justin Rothaug

Color Announcer

Bill Raftery

Play-by-Play Announcer

Verne Lundquist

Sideline Reporter

Bonnie Bernstein

Studio Announcer

Greg Gumbel

Studio Announcer

Clark Kellogg

PA Announcer

Ben Flax

MARKETING AND PUBLIC RELATIONS

Erik Whiteford
Tim Rosa
Shelby Cox
Anthony Chau
Nikki Flynn
Moni Orife
Lily Atkins

Rustin Lee
 Mike Rhinehart
 Ryan Hunt
 Ryan Douglass
 Rich Saroyan
 Mark Goodrich
 Weixi Yen
 Christian Scatena
 Alex Hayden
 Russell Sypowicz
 David DePaulis
 And all the folks at Access PR

Graphic Design
 Peñabrand

MOTION CAPTURE
Supervisor
 David Washburn

Coordinator
 Steve Park

Specialist
 Alison Kellom

Tracker
 Jose Gutierrez
 Elton Hayes
 Gil Espanto
 Evan Boehler

QUALITY ASSURANCE
Quality Assurance
Manager
 Robert Nelson

Quality Assurance

Supervisor
 John Crysdale

QA Senior Lead
 Derek Williams

QA Project Lead
 Thomas Moyles

QA Assistant Lead
 Dan Indra

QA Gameplay Lead
 Ocie Henderson

QA Franchise Lead
 Donell Williams

QA Network Lead
 Felicia Whitehouse

QA Assistant Network Lead
 Dustin Wright

QA Leagues Lead
 Evan Rice

QA Network Seniors
 Adam Domenick
 Jay Iwahashi
 Casey Ferrell
 Chad Urquhart

QA Network Team
 Bryan Sanford
 Bryon Edwards
 Chris Dorado
 David Dixon
 Gary Caven



Joe Chandler
Jonathan Carrozzo
Jordan Brownstein
Josef Sawyer
Josh Harbison
Kevin Case
Matt Schwartz
Nathaniel Bethard
Nick Alvarez
Randy Sison
Richard Fong III
Robert Neuhaus
Stephen Busfield
Tou'Saint Claiborne
Will Francisco

Test Plan Writer

James Miller

Standards Lead

Kalan Kier

Standards Senior

Erik Lampi

Senior Trainer

Andrew Bell

Submission Specialist

Jesse Jones

Standards Studio

Adam Pratt
Johannes Robbins
Paul Houck

QA Senior Testers

Charles Hodges
Ryan Medina

Shawn Sims
Jason Souza

Quality Assurance Testers

Adam Ausiello
Albert Lee
Anthony Yampol
Azzam Zaid
Barron Whitehead
Ben Tasner
Brian Briones
Brian DeGraf
Chris Holloway
Clayton Crymes
David Epstein
Derek Bridges
Dino Zucconi
Evan Ghidinelli
Ian Sampson
Jason "Click Clack" Battle
Jesse Lehmann
John Bratnober
Jon Corralejo
Jon Slavin
Justin Rocha
Keith Parris
Kevin Matthews
Kris Pack
Marshall Christensen
Matt Kuhlen
Matt Wright
Mike Baker
Mike Howard
Nate Rodriguez
Nick Sanford
Ny Sam
Owen Christy
Raul Jackson
Richard Riley

Robert Zavala
 Rodney Clanor
 Sean Simon
 Semaj Bell
 Shane Berta
 Victor Kunkel

QA Tech Manager
 Greg Laabs

QA Tech
 Brendan McCarthy
 Brian Rust
 Douglas Ip
 John Eleen
 Justin Rothaug
 Nicole Cox
 Tou'Saint Claiborne

2K WEST
Managing Director
 Christoph Hartmann

VP Product Development
 Greg Gobbi

VP New Business and Product Planning
 Susan Lewis

VP Business Affairs
 David Ismailer

VP Sales and Licensing
 Steve Glickstein

Development Manager
 Jon Payne

VP Marketing
 Sarah Anderson

Director of PR
 Marcelyn Ditter

Director of Operations
 Dorian Rehfield

Technical Manager
 Dylan Bromley

Art Director
 Lesley Zinn

Web Manager
 Gabe Abarcar

Product Manager
 Jack Scalici

Game Analyst
 Walt Williams
 Jim Yang

Quality Assurance Director
 Lawrence Durham

Product Development Coordinator
 David Barksdale

Product Coordinator
 James Daly

Associate Producer
 James Pacquing



Standards Lead
Michael Greening

Standards
Andrew Garrett
Eric Lane
Paul Diaz
Matt Newhouse

Lead Testers
Mike Nehme
Jesse Kude

QA Senior Tester
Michael Huang
Cory Bernhardt
Chris Boyden
Wilson Castro
Brent Charlton
Yardan Cohen
David Costisick
Matthew Esterline
Steven Figueroa
Paul Herrera
Adrin Khachikian
Lincoln Le
Johan Munoz
Austin Murphy
Jason Norby
Rian Pedro
Christian Velasquez
Carlos Thomas
Nevada Wolf
Joel Torres
Marc Perret
David Clayton-Ready
Callista Rowlett
Cash Russell

Rodney Phillips
VISUAL CONCEPTS SPECIAL THANKS

Scott Patterson
Rob Roudebush
Robert Gifford
Reed Waller
Brian Murphy
Sharon Hunter
Ryan Dixon

The development team families
for their patience & support

TAKE-TWO INTERACTIVE

Christoph Hartmann
Steve Glickstein
Sarah Anderson
David Ismailer
Dorian Rehfield
Lesley Zinn
David Edwards
Scott DeFreitas
Drew Smith
Bob Blau
David Gershik
And the rest of the
Take-Two Sales Team

Crowd Chatter

Jeremy Ford
Chad Urquhart
Jason Battle
Allison Kellom
Rhianna Kellom
Dustin Wright
Dan Indra
Jesse Jones
Johannes Robbins
Robert Zavala

Rob Birdsall
 Jef Holton
 Adam Ausiello
 Jenna Ausiello
 Ocie Henderson
 Saren Reese
 Joe Chasan
 Janet Mitchell
 Dino Zucconi
 Nate Rodriguez
 Ryan Lim
 Wayne Gin
 Jacob Adina
 Dan Gildengorin

Percussionists

Brian Aguilar
 Michael Boertje
 Ryan Bruner
 Crystal Fox
 Katrina Fradel
 Taylor Haugland
 Adam Jones
 Josh Luedtke
 Taylor Mathiesen
 Robert Murray
 Alex Payne
 Monique Rheaume
 Steve Sperber
 Emily Tsunekawa
 Gaw Vang

Special Thanks

John Devins and the Novation
 keyboard controller team.
 Thomas Beier @ Cakewalk
 for some great software and
 plugins.
 Ursa Minor Arts and Media

for their dialog editing. Greg
 Gelnette, Jules Moore and The
 Father's House.

MOTION CAPTURE TALENT

J.J. Redick
 Doron Perkins
 Jerome Gumbs
 Raymond King Jr.
 Jameel Pugh
 A.J. Rollins
 Michael Tabb
 Marcin Jagoda
 Donald Hale
 Tony Johnson
 Paul Marigney
 Chiekel "Kel" Mitchell
 Rob Gatson
 Shawn Sims
 Tim Schroeder
 Mike Wang
 Lily Atkins

COLLEGE HOOPS 2K7 MUSIC CREDITS

"I Got It"
 by: 3rd Degree
 70 Mile Entertainment
[www.myspace.com/
 3rddegreemusic.net](http://www.myspace.com/3rddegreemusic.net)

"My Secret"
 by: Cities in Dust
 Paper Bag Records (c) 2006
www.paperbagrecords.com

"Take the Dance"



by: Deux Process
Avatar Records (c) 2006
www.myspace.com/deuxprocess

"Needle Skippin"
by: Ellay Khule
Decon Records (c) 2005
www.deconmedia.com

"Blamexile"
by: Exile
Sound in Color (c) 2006
www.soundincolor.com

"What If"
by: GERM and Mighty Joe
Germ Productions (c) 2006
www.myspace.com/germproductions

"Shame"
by: Good Riddance
Fat Wreck Chords (c) 2006
www.fatwreck.com
Courtesy of Bank Robber Music

"Seasons of Change"
"Shepherds Calling"
"Pajerkabop"
"The Fool"
by: Jupiter Hills
Courtesy of Greg Thomas (c) 2006

"Sit Back, Relax"
by: Knonsense
The Plague Organization (c) 2006

www.the-plague.org
"The Sweat Descends" by: Les
Savy Fav French Kiss Records
(c) 2004
www.frenchkissrecords.com

"MHE" by: MHE
Sound In Color (c) 2006
www.soundincolor.com

P.O.D.
"Lights Out"
Courtesy of Atlantic Recording
Corp. By Arrangement with
Warner Music Group Video
Game Licensing
©2006 Atlantic Recording Corp.
©2006 Ripped Off Publishing
(ASCAP) and Jason Truby
Publishing (ASCAP)
<http://www.atlanticrecords.com/>

Group Video Game Licensing
(c) 2006 Atlantic Recording
Company www.atlanticrecord.com

"Shabach" by: The Procussions
Rawkus Records (c) 2006 www.universal-music.co.jp/rawkus

"Get Down, Get Down" by:
Redline 99 Produced by Nebula
Thunder Cloud, Inc.(c) 2006
www.thundercloudinc.com

"This is For You" by: The Sole
Vibe Vicvoe Entertainment
® 2006 www.myspace.com/

thesolvevibe

"Syke Daddy" by: SYKO Making
The Grade Entertainment ®
2006 [www.soundclick.com/
vintagesyko](http://www.soundclick.com/vintagesyko)

"Hard in the Paint" by:
Traxamillion Slapp Addict
Production LLC ® 2006 [www.
myspace.com/traxxamillion](http://www.myspace.com/traxxamillion)

"Big C" used with permission
of the University of California,
Berkeley

"Go, Tigers,Go" The University
of Memphis ® 2006

"Aggie War Hymn" by: J.V.
"Pinky" Wilson ® Southern
Music Company

"Arkansas Fight" by: Joel Leach
® Southern Music Company

"Arkansas Fight" by: Joel Leach
® Southern Music Company

"The Eyes of Texas" by: Wylbert
Brown arranged for band by:
Vincent R. Di Niro Glenn A.
Richter and Tom C. Rhodes ®
Southern Music Company

"TCU March" by: Claude
Sammis arranged for band
by: Ralph Guenter ® Southern
Music Company

"FIGHT! BLUE DEVILS, FIGHT!"
by: Joseph Hewitt and Douglas
Ballin used by permission
of Shapiro, Bernstein & Co.,
Inc. All rights reserved.
International copyright secured

"Georgetown University fight
song" Courtesy of Georgetown
University Program in
Performing Arts

"Yea Alabama" by: Etheldred
Lundry Sykes Used by
permission of Bro 'N Sis Music,
Inc.

"Orange and Blue" by: Thornton
Allen and George Hamilton
Used by permission of Bro 'N
sis Music, Inc.

"Tech Triumph" by: Mattie
Boggs and W.P. Maddux used by
permission of Bro 'N sis Music,
Inc.

"Fight for LSU" by: Carlos
Carazo and W.G. "Hickey"
Higginbotham used by
permission of Bro 'N sis Music,
Inc.

SPORTS

“Washington State University fight song” by: Washington State Cougar Marching Band

“Yale University fight song” by: Yale Precision Marching Band 2006

“Golden Bear Classic” used with permission of the University of California, Berkeley

“The LEGAL and logos of Reliant Stadium” are the trademarks of Reliant Resources, Inc. and are used by permission

“Charlotte Arena” used by permission of Charlotte Arena Operations, LLC

“The Rose Garden” LEGAL and logo are registered service marks of Portland Arena Management used with permission

“The Rose Garden Arena” is a Portland Area Management facility

“TARGET CENTER” is a registered trademark of Target

Brands, Inc.

All trademarks are the property of their respective owners.

The names and logos of all arenas are trademarks of their respective owners and are used by permission.

Certain trademarks used herein or hereon are properties of American Airlines, Inc. used under license to 2K Sports. All rights reserved.

Special thanks to Jim Haney, Reggie Minton, Rick Jones, and John Gravino at the National Association of Basketball Coaches.

Special thanks to Dave Kirkpatrick Michael S. Drucker, Cory Z. Moss, David Kestner, Pam Bruning and Olin T. Arnold at the Collegiate Licensing Company.

NOTES



LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH 2K SPORTS. ("LICENSOR").

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to \$100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- (c) Make copies of the Software or any part thereof;
- (d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one console at the same time;
- (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently);
- (f) use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;
- (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
- (h) Remove or modify any proprietary notices or labels contained on or within the Software; and
- (i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

THE SOFTWARE UTILITIES.

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials").

In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

- (a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;
- (b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;
- (c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;
- (d) Customized Game Materials shall not contain modifications to any other executable files;
- (e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.
- (f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and
- (g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty

shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(iii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING 2K SPORTS, 575 BROADWAY, NEW YORK, NY 10012.

OBTAINING TECHNICAL SUPPORT/SERVICE

To receive additional support, including troubleshooting assistance, please contact:

- web site <http://2Ksports.com/>
- e-mail customerservice@2Ksports.com
- telephone 1-415-507-7750

©2006 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Sports, the 2K Sports logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, and conferences are the exclusive property of the respective institutions. NCAA, the NCAA logo, and NCAA Basketball are trademarks or registered trademarks of the National Collegiate Athletic Association. All rights reserved. Dolby and the double-D symbol are trademarks of Dolby Laboratories.

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment, Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCEI company. A Publisher can combine this information with personally identifying information from Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved. All Trademarks are the property of their respective owners.



BRING YOUR "A" GAME AGAINST THE ENTIRE 2K SPORTS LINEUP.



OWN THE #1 RATED NHL AND NBA SIMULATIONS*



2K SPORTS

PlayStation®2



*According to GameRankings.com 2003 - 2006 NHL and NBA Simulations
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.