ESPN

NBA 2K3

EVERYONE

CONTENT RATED BY ESRB

POWERED BY ESPN

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.

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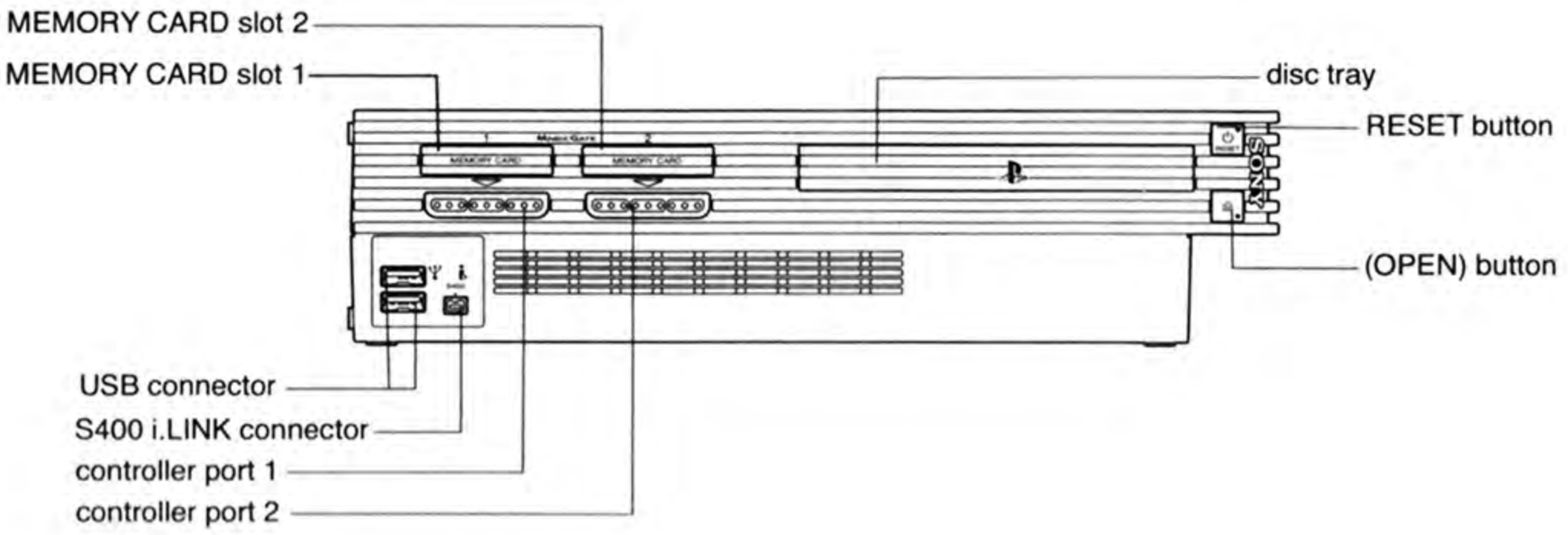
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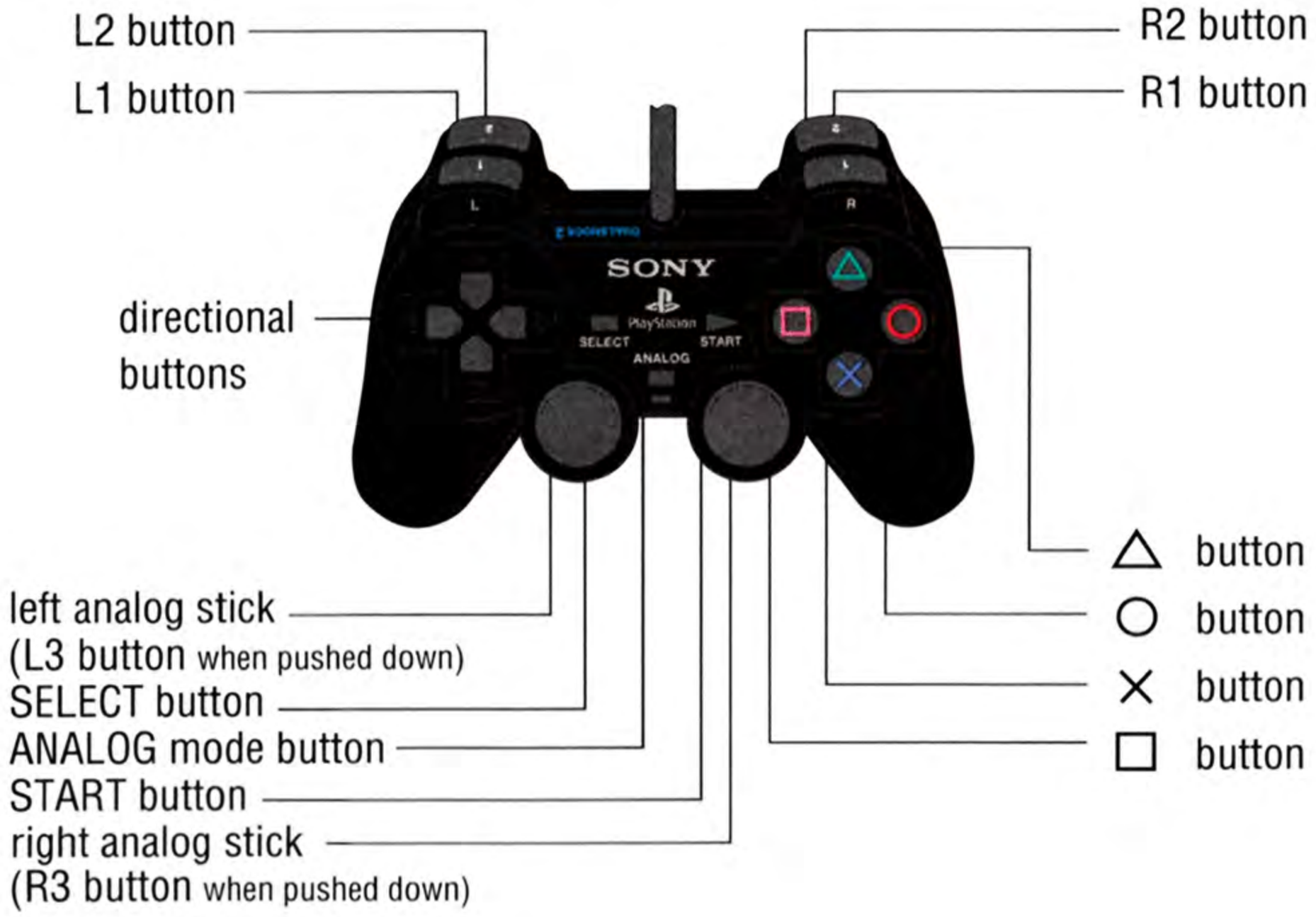
GETTING STARTED

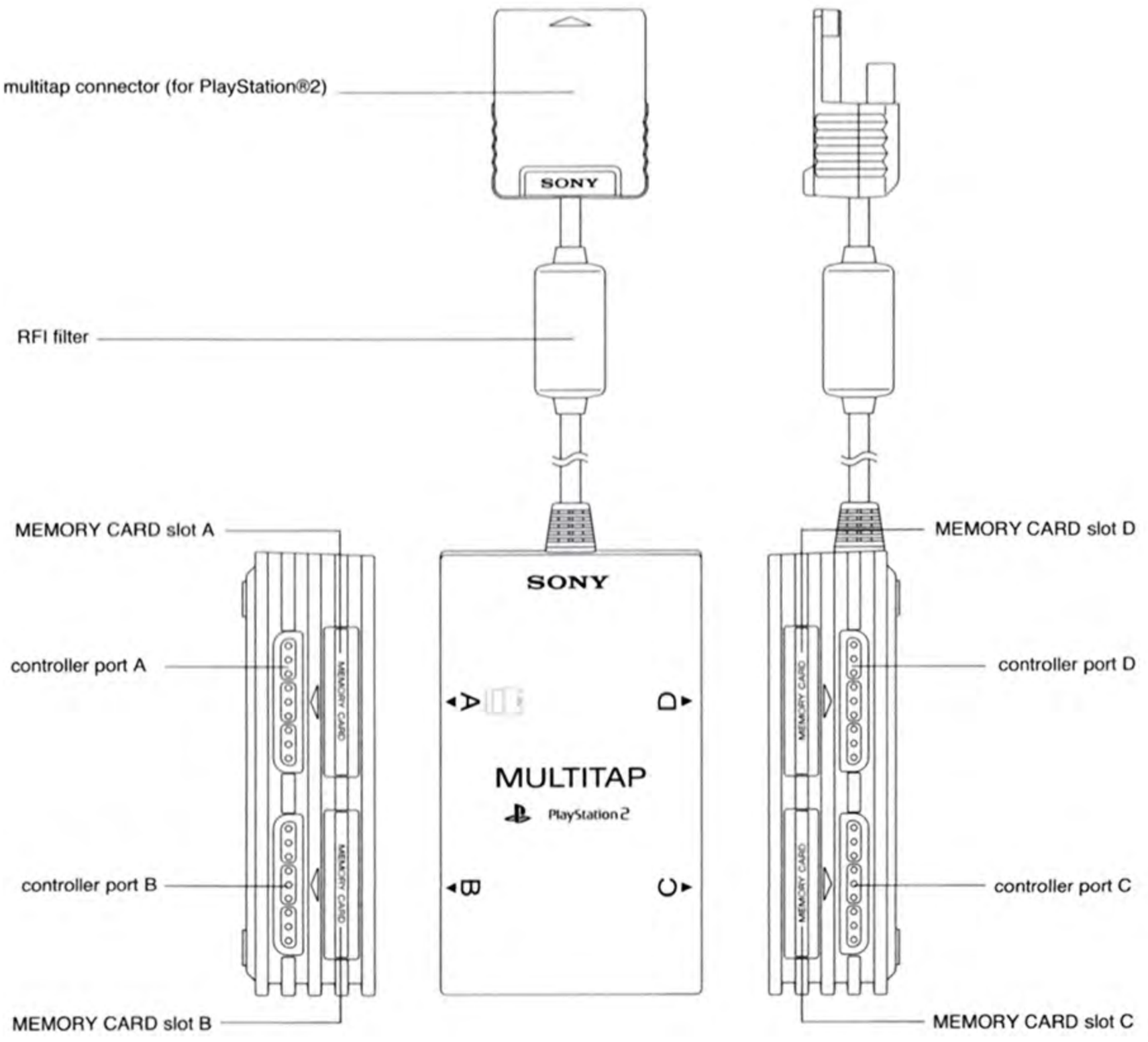


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NBA 2K3 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





DEFAULT COMMAND SUMMARY

OFFENSE

left analog stick/directional buttons. Run/Dribble

✖ button . . . . . Pass

■ button . . . . . Shoot/Rebound

● button . . . . . Crossover Dribble

▲ button. . . . . Display Passing Icons

* press corresponding button to pass to player

L1 button . . . . . Back-down the Defender

R1 button . . . . . Turbo/Speed Burst

L2 button . . . . . Toggle Pivot Mode

R2 button . . . . . Access Offensive Play Menu

* press corresponding button to select offensive play

L3 button . . . . . Call for Pick

right analog stick . . . . . Pass in Direction of Stick

R3 button . . . . . Fake Pass

DEFENSE

left analog stick/directional buttons. Run

✖ button . . . . . Switch Player

■ button . . . . . Block Shot/Rebound

● button . . . . . Steal Attempt

▲ button. . . . . Display Switch Icons

* press corresponding button to switch to player

L1 button . . . . . Face-up the Ball Handler

R1 button . . . . . Turbo/Speed Burst

L2 button . . . . . Call for Double Team

R2 button . . . . . Access Defensive Play Menu

* press corresponding button to select defensive play

▲ button, then L3 button. . . . Switch to Last Player Back

R3 button . . . . . Intentional Foul

COMPLETE CONTROLS

For a more complete listing of controls including advanced dribbling, passing, shooting, and post moves, see On The Court on p. 9.

GETTING STARTED

1. Turn OFF the POWER button on your PlayStation®2 Game Console.

   - Make sure an analog controller (DUALSHOCK®2) is plugged into the PlayStation 2 Game Console.
   - If you're playing against friends, plug additional analog controllers (DUALSHOCK®2) into the PlayStation 2 Game Console.
   - In order to save your game progress, make sure a PlayStation 2 Memory Card (8 MB) is inserted into Memory Slot 1.

2. Turn ON the POWER button, then press the Eject button. The disc tray slides open.

3. Insert the NBA® 2K3 game disc into the optical disc drive, then press the Eject button again. The disc tray slides closed and the PlayStation 2 screen appears followed by the NBA 2K3 title screen.

   - If these screens do not appear, begin again at step 1.

PROGRESSIVE SCAN FOR HDTV

You can take advantage of your High-Definition Television when playing NBA 2K3 by setting your HDTV to 480p Progressive Scan mode.

To enable 480p progressive scan mode:

1. Make sure the composite video cable is connected from the PlayStation 2 Game Console to your HDTV.

2. Set your HDTV to Progressive Mode (480p or DTV).

3. Turn ON the POWER Button on your PlayStation2 Game Console and insert the NBA 2K3 game disc.

4. Press and hold the ■, ●, ▲, and ✖ buttons during the PlayStation2 logo screen and look for the confirmation window.

5. Select YES to load NBA 2K3 in 480p mode or NO to load on a NTSC TV.

Warning: Enabling 480p progressive scan mode on a TV that does not support 480p may harm your Television!

TITLE SCREEN

Once you're up and running, the NBA 2K3 Title screen appears.

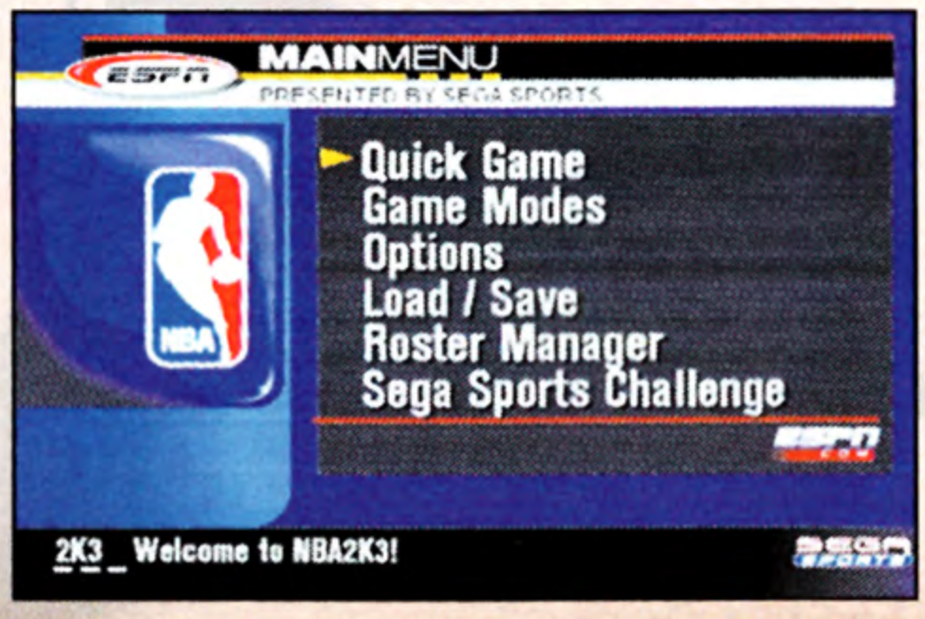
- To go directly to the Main menu, press the START button. (See Main Menu on p. 6.)

- If you do not take an action, a game demo begins featuring two computer-controlled teams in a randomly generated matchup.

- To exit a game demo and return to the Title screen, press any button.

MAIN MENU

NBA 2K3 is the complete pro basketball experience. More than a game, in NBA 2K3, you can own and operate your own NBA franchise and help your team win from the court, the clipboard, and the GM's desk. But it's not all business; NBA 2K3 also has a stripped-down Street mode, where you play for love of the game.



- To select a Main menu item, press the directional buttons ↕ to highlight it, then press the ✖ button to select. The appropriate next screen appears.

QUICK GAME

Play a quick exhibition game between any two teams. This is the fastest way to suit up and lead your team onto the court. (See Playing a Quick Game on p. 7.)

GAME MODES

Choose one of seven play modes including Street, Franchise, Season, Playoffs, Tournament, Practice, and Network. (See Choosing a Game Mode on p. 19.)

OPTIONS

Multiple categories of options give you the power to customize your game at all levels, from the broadcast booth to the rulebook. (See Setting Options on p. 44.)

LOAD / SAVE

Everything you can customize in NBA 2K3 can be saved and accessed later if you have a PlayStation 2 Memory Card (8 MB) inserted into your PlayStation 2 game console. (See Loading and Saving on p. 47.)

ROSTER MANAGER

Use the Roster Manager to make team personnel decisions such as releasing free agents, initiating trades, and editing ratings. (See Managing Your Roster on p. 48.)

SEGA SPORTS CHALLENGE

Prove how good a sports gamer you are by posting your NBA 2K3 statistics to the Sega Sports Challenge online ranking board. (See Sega Sports Challenge on p. 51.)

PLAYING A QUICK GAME

This one-game format is a perfect introduction to NBA 2K3, and when you have mastered the game, it's perfect for schooling your friends.

- To begin a Quick game, from the Main menu, choose QUICK GAME. The Team Select screen appears.

SELECTING TEAMS

Choose from over 35 teams, including all 29 NBA franchises, the 2002 NBA all-star teams, and fantasy squads made up of legends from past decades, and if you created any new NBA 2K3 teams, they're here too.

To select teams:

1. Press the directional buttons ↔ to move your icon to the side you wish to control during the game. The Away team is on the left; the Home team is on the right.

2. Press the **L1** button/**R1** button to cycle through the teams until you see the one you want.

   - If you assign your name to your controller, you can save your personal stats. To create a user name, see (Sega Sports Challenge on p. 51.)

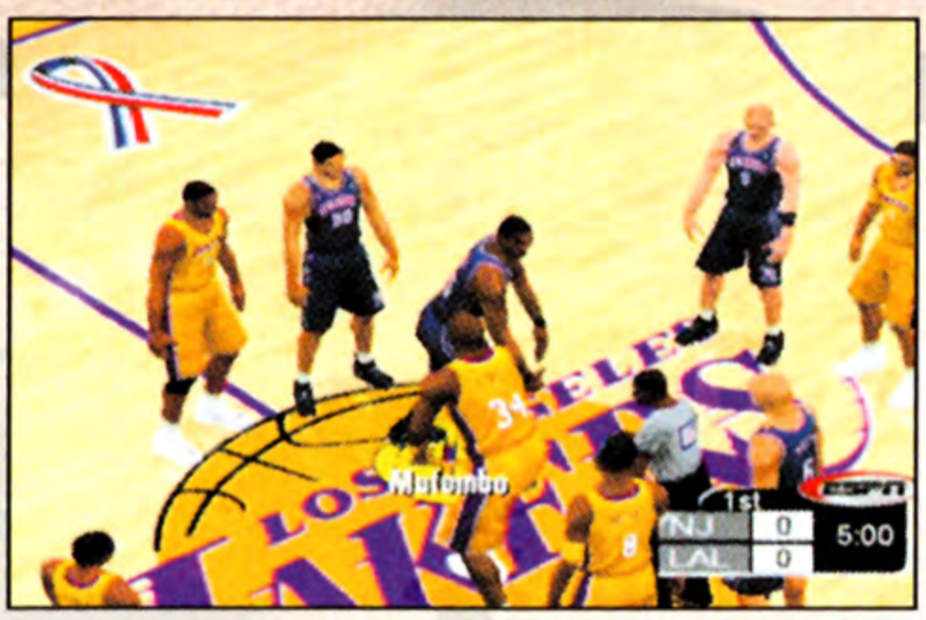
   - To assign an existing user name to your controller, press the **L2** button/**R2** button to scroll options.

   - If you want to customize the game, you can bring up the Team Options screen and select uniform types, load any team's playbook, or choose to play in any NBA 2K3 arena.

   - To access the Team Options screen, press the ● button. To change an option, Press the directional buttons ↕ to highlight it, then press the ✖ button/● button to cycle forward/back through choices.

3. Press the START button to continue. ESPN's Bob Steele and Rod West breakdown the matchup, while the teams step onto the court for player introductions.

Note: If you leave all Controller icons in the center of the screen, the game is played in Simulation mode, which means all players are computer controlled.



ON THE COURT

When both teams are on the court, the arena announcer introduces the starting five for each team. Following player intros, the teams line up for the opening jump.

- To bypass player intros and go directly to the opening jump, press the ✖ button.

Note: The controls described in this section are defaults. For information on alternate configurations, see Setting Options on p. 44.

THE OPENING JUMP

To start the game, both teams send their big men to center court to take part in the opening jump. The referee stands at center court with the ball, and when he tosses it up, each player jumps and attempts to tip the ball to a teammate.

- To go for the tip, press the directional button in the direction of the goal you're defending, then wait for the referee to throw up the ball, and press the ■ button. The game is on.

- If you gain possession, get ready to set up your offense. If you lose the jump, hustle back on defense.

OFFENSE

DRIBBLING

- To dribble the ball, press the directional buttons or the left analog stick in any direction. The ball handler maintains his dribble as he moves in the direction you choose.

- To run while dribbling, press and hold the **R1** button.
- To perform a crossover move and try to get by a defender, press the ● button.
- To fake a defender and go back the other way, press the ● button to start a crossover move, then press the ● button mid-move to quickly reverse back the opposite way.
- To spin past a defender, hold the **R1** to run toward the defender, then press the ● button.

Sega Sports Tip: Be careful with your dribbling. The fancier you get the more likely you'll have the ball picked by the defense.

- To call for a pick, press the **L3** button. When your teammate comes out and stands still near you, dribble past him, using his body to block your defender.
- To call a set play, press the **R2** button to access the Offensive Play menu, then press the button that corresponds to the play you want to call.

POST MODE

- To enter Post mode, press and hold the **L1** button. The ball handler turns his back to the defender in order to protect the ball.
- While in Post mode, press the directional buttons or the left analog stick into the paint to backdown the defender.

PIVOT MODE

- To enter Pivot mode, press and hold the **L2** button. The ball handler maintains his dribble but holds his ground.
- While in Pivot mode, press the directional buttons or the left analog stick ↔ to jab step left/right. Try to get the defender to commit, then go past the other way.
- While in Pivot mode, press the directional buttons or the left analog stick forward to step into the defender while protecting the ball. Get him on his heels, then crossover right by.

PASSING

- To pass the ball to a teammate, press the directional buttons or the left analog stick in the direction of the player you want to pass to, then press the ✖ button.

- For more accurate passing, press the ▲ button to access teammate icons, then pass to the player you want by pressing the button that corresponds to his icon.

- For passing on the fly, while dribbling, press right analog stick in the direction of the player you want to pass to. The pass is automatic.

- For a fake pass, press the **R3** button. Your player makes a passing motion but holds on to the ball.

Sega Sports Tip: When playing with the Ball Handler Auto Switch option OFF, press ▲ to call for a pass.

SHOOTING

- To shoot a jump shot, press the ■ button and release at the height of your jump. The type of shot is determined by your court position.

- For a layup, dribble into the paint, then hold the **R1** button to run toward the basket and press the ■ button. If the player has a high dunk rating, he may go for a slam.

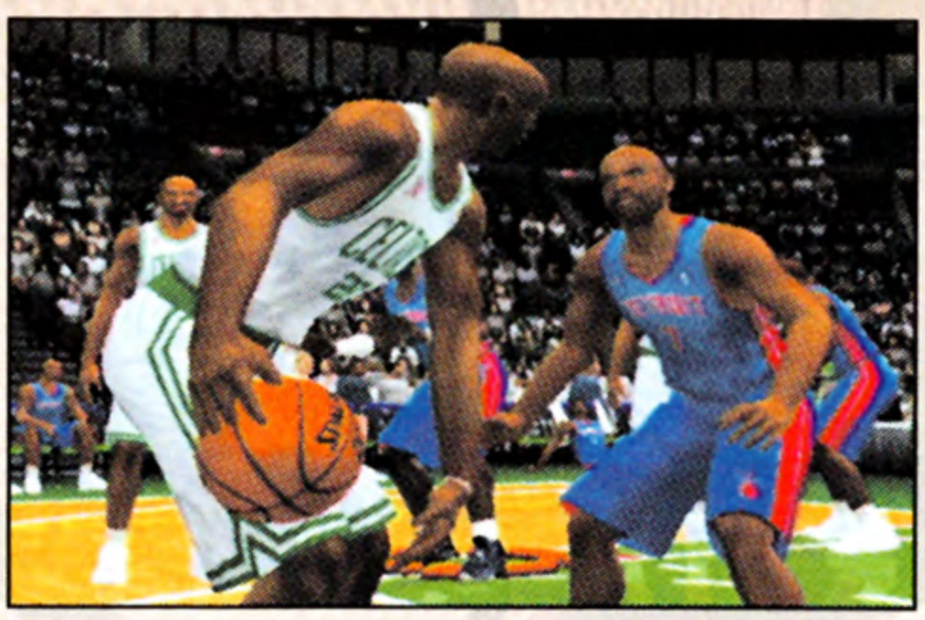
- To pass out of a layup, press the ✖ button in mid-move. The player dishes off.

- For a pump fake, tap the ■ button once quickly. The player makes a shooting motion but holds on to the ball.

- To attempt an Alley-oop, pass to a player breaking for the basket. If the timing is perfect, he'll go for the slam as he receives the pass in the air.

FREETHROWS

- When a foul sends you to the line, press the directional buttons or the right analog stick ← to bring the two green arrows together. When the two arrows become one, pointing directly into the hoop, press the ■ button to shoot.



DEFENSE

PLAYING D

- To control the defender closest to the ball, press the ✖ button.

- For more accurate control, press the ▲ button to access teammate icons, then switch to the player you want by pressing the button that corresponds to his icon.

- To control the last defender back, press the ▲ button, then press the **L3** button. Control switches to the player closest to the basket you're defending.

- To face-up the ball handler and halt the dribble, press the **L1** button. The defender challenges the ball handler in a low defensive stance.

- To call for a double-team, press the **L2** button.

- To commit an intentional foul, press the **R3** button.

- To call a set play, press the **R2** button to access the Defensive Play menu, then press the button that corresponds to the play you want to call.

STEALING

- To attempt a steal from the ball handler, press the ● button.

- To attempt to steal a pass, get in between the two players and press the ■ button when the pass is on its way.

- For a lunging pass steal attempt, hold the **R1** button for a speed boost, then press the ■ button.

BLOCKING

- To attempt a shot block, press the ■ button as the ball handler releases his shot.

- For a swat block or a lunging block attempt, hold the **R1** button for a speed boost, then press the ■ button.

PLAYING WITHOUT THE BALL

- To go up for a rebound, press the ✖ button to control your player closest to the ball, then press the ■ button to jump up for the rebound.

- To dive for a loose ball, press the ■ button. If the ball is going out of bounds, your player will attempt to save the ball and direct it toward a teammate.

- To post up, hold the **L1** button to enter Post mode, then use the L-Stick to battle for position in the paint.

PAUSE MENU

You can pause the game at any time to access Pause menu options or just take a break from the action. The game clock stops while the Pause menu is active, so you'll rejoin the action exactly where you left off.

- To pause the game, press the START button at any time. The Pause menu appears.

- To return to the game from the Pause menu, press the START button.

REPLAY

Step into the broadcast booth to run the film on the last play and view the action from virtually every possible angle.



- To return to the Pause menu from the Replay screen, press the START button.

CONTROLLER

Access the Controller Assign screen to switch control from one team to the other or to allow newcomers to join the game in progress. This screen works similarly to the Team Select screen. (See Team Select screen on p. 8.)

OPTIONS

(See Options on p. 44.)

TIMEOUT

Both teams begin the game with six Timeouts. Take a Timeout when your team is fatigued, you need to strategize, or when your opponent has too much momentum.

- You may take a Timeout only when your team has possession of the ball. When you are on defense, this option is not available.

SUBSTITUTIONS

You have five players in the game and seven on the bench at all times. There are countless reasons to send in a substitute: when your star player is in foul trouble, you're down late in the game and want your best shooters on the floor, or simply to rest a tired player.

To make a player substitution:

1. Highlight the name of the active player you want to take out of the game, then press the ✖ button. A check mark appears next to his name.

2. Highlight the name of the player on the bench you want to send into the game, then press the ✖ button. The players switch position in the list and status.

   - Repeat until you have made all the substitutions you want.

3. When you are finished, press the ▲ button, then press the ✖ button to confirm and return to the Paused menu. The substitutions will take place at the next break in play.

COACHING

From the Coaching screen, you can make mid-game strategy adjustments such as defensive assignments, Play menu selections, double team tactics, and more.

MATCHUPS

Each of your players on the floor has an assignment to guard a specific player on the other team. If your team is getting beat at any position, edit the assignment to try to correct the mismatch.

To edit a matchup assignment:

1. Highlight the name of the player whose assignment you want to change, then press the ✖ button. A check mark appears next to his name.

2. Highlight your other players on the floor and compare their stats to the assigned player's stats.

3. When you see a matchup you think is better for your team, press the ✖ button. The players switch assignments.

   - Repeat until you have made all the edits you want.

4. When you are finished, press the ▲ button to return to the Paused menu. The edits take place immediately.

PRESSURE

Determine how much defensive pressure your players should apply on their man assignments.

- To change Pressure settings, highlight the player you want to edit, then press the ✖/● button to cycle forward/back through options.

Sega Sports Tip: If the matchup is even, apply Regular pressure. If your man is consistently getting beat, apply Loose pressure to keep the opponent in front of you. If you have the advantage, apply Tight pressure and play aggressive D.

SETTINGS

Coach Settings are options you can set to assume more control over coaching duties such as calling timeouts and substitutions and setting a game plan.

Timeout: Choose MANUAL to call your own timeouts or AUTO to have them automatically called when appropriate.

Substitution: Set MANUAL to call your substitutions or AUTO to have them automatically called when necessary.

Offense Playcall: Set MANUAL to call your offensive plays or AUTO for automatically called plays. Select W/MSG to display the name of the play on the screen during transitions.

Defense Play Set: Set MANUAL to call your defensive plays or AUTO for automatically called plays. Select W/MSG to display the name of the play on the screen during transitions.

Late Game Fouling: Late Game Fouling is your last resort when you're trailing at the end of the game. Set to AUTO for automatic intentional fouls when necessary. W/MSG displays your strategy.

Game Tempo: Move the slider to the right to speed up the tempo for a faster paced game or to the left to slow down the tempo.

Fast Break: Move the slider to the right to play a fast break style, where your players move the ball up court as quickly as possible.

Crash Boards: Move the slider to the right to play an aggressive rebounding style of play or to the left to focus on the transition to D.

DOUBLE TEAM

If your opponent has a player or two that consistently record career games against your team, than consider double-teaming them.

- To double-team a player, highlight his name in the list, then press the ✖/● button to cycle forward/back through options.

- When you select the IN PAINT option, the player will be double-teamed only when he is in the key.

Sega Sports Tip: Any time you double-team a player you leave another one unchecked, so only double-team your opponent's strongest players. If you double-team an average player, you may end up leaving their star wide open.

OFFENSIVE PLAYS

NBA 2K3 features 25 different offensive plays. Use the Offensive Plays screen to choose the four plays you want access to on the court in the Offensive Play menu.

To set your offensive plays:

1. Press the directional buttons ↕ to highlight a play you want to add to your Offensive Play menu, then press the ✖ button to select. The Button Assign screen appears.

2. Press the directional buttons ↔ to the button you want to assign to the play, then press the ✖ button to select. The Offensive Plays screen appears with the button assigned.

   - Repeat until you have made all the edits you want.

3. When you are finished, press the ▲ button to return to the Coach menu. The edits take place immediately.

DEFENSIVE PLAYS

NBA 2K3 features 10 defensive plays, which you can assign to your Defensive Play menu. Set defensive plays the same way you set offensive plays (p. 17).

STATS

From the Game Stats screen, you can access comprehensive team and player stats, as well as an injury report, for the current game at any time during the contest.

TEAMS

Compare the two teams in 22 categories including number of timeouts remaining, free throw percentage, points off the bench, team fouls, assists, blocks, and more.

HOME

The Player Stats screen posts stats for the home team in 19 categories including multiple categories for rebounds, field goals, free throws, and three pointers.

- To sort players by leaders in a particular category, press the directional buttons ↔ to highlight the category, then press the ✖ button button to select.

AWAY

View stats for the away team exactly as you would for the home team (above).

SHOT CHART

The Shot Chart screen uses broadcast-style graphics to show the spot on the court from which each shot was taken and indicates whether or not the shot was made.

- To view shots by the entire team or by individual players, press the **L1/R1** button.
- To toggle between the home team and the away team, press the **L2/R2** button.
- To view shots by single quarter or by all quarters played, press the ✖/● button.

INJURIES

The Injuries lists any injuries sustained by players during the game and informs you of how long the injured players will be out of the lineup.

QUIT

Quit playing the current game in progress. When you choose QUIT from the Paused menu, a series of Quit options appear.

Cancel: Return to the Paused menu without quitting the game.

Quit: Quit the game and return to the Main menu.

Rematch: Quit the current game and immediately start a new game between the same two teams with the same game settings.

Simulate to End: Quit the game but have the remainder of the match simulated. All individual and team stats will be compiled and recorded.

CHOOSING A GAME MODE

Use the Game Modes option to choose one of NBA 2K3's seven unique, in-depth game modes including Street, Franchise, Season, Playoffs, Tournament, Practice, and Network.

STREET

Take it to the street. This is hoops at its most basic and most fun; in fact, this is the way they're probably playing at your neighborhood park right now. Set the playground rules and hit the asphalt court.

- To begin playing in Street mode, set the Street options, then press the START button. The Controller Assign screen appears.

Mode: Play 2 on 2 (two players on each team), 3 on 3, 4 on 4, or 5 on 5 for a regulation-style game.

Court: Choose from nine legendary playgrounds and gyms, where some of the greatest got their starts.

Game Point: In Street ball, regular baskets are worth one point and "treys" are worth two. The first team to hit Game Point (7-21) wins.

Win By: When set to 1, the winning team is the first to hit game point. When set to 2, the winner must hit game point and be leading by two points.

Note: If a team hits game point but is not leading by two, the game continues indefinitely until one team goes ahead by two points.

CPU Player Select: If you are playing against the computer, set this OFF to select the computer team's players or ON to let the computer select its own players.

Duplicate Players: Set this option ON to allow players appearing on both teams or multiple times on the same team or OFF for no duplicates.

Weather: Weather conditions, such as HEATWAVE, FOG, and RAIN affect players and the court just as they would in real life. This option is not available for gym, where every game is played indoors.

Time Of Day: Choose DAY to play under the sun or NIGHT to play under the lights. This option is not available for gym, where every game is played under the lights.

CONTROLLER ASSIGN SCREEN

All Street games are played between the Ringers and Ballers fantasy teams. At this screen, you can assign your controller to the team you will represent in the upcoming game and assign your user name to your controller.

- This screen works similarly to the Team Select screen.
- When your controller assignment is complete, press the START button. The Select Street Players screen appears.

SELECT STREET PLAYERS SCREEN

You can populate your Street team with any combination of players available in NBA 2K3.

To select Street players:

1. Press the **L1/R1** button to choose the team from which you want to select a player.

2. press the directional buttons ↕ to highlight the player you want to add to the roster.

3. Press the ✖ button to select. The player is added, and the highlight moves to the next player slot on the opposing team.

   - If you are playing against the computer and you set CPU Player Select ON, the computer will select its own player, if you set it OFF, you must select a player for the computer-controlled team.

4. Continue selecting Street players until both rosters are complete, then press the START button to head down to the court. (See On The Court on p. 9.)

Sega Sports Tip: Don't worry if your teammates have never played together on the same team. The Ballers will be wearing blue and the Ringers will be in red, so you can tell who is on which team.

FRANCHISE

Choose an NBA franchise and operate it – from the front office to the free throw line. As GM/Coach/Player, you can take care of all personnel decisions, play the role of coach on the bench, and execute the game plan on the court.

- To begin playing in Franchise mode, set the Franchise options, then press the START button. The Team Select screen appears.

- If you set Customize League ON, the Customize League screen precedes the Team Select screen.

Season Length: Play 14, 28, 56, or full 82-game seasons with your Franchise.

Preseason Games: Set ON if you want to play the preseason matches or OFF to begin playing with your first game of the regular season.

Trade Deadline: If you want to continue making player transactions beyond the standard NBA trade deadline period, choose OFF.

Point Limits: Points are what you use to pay players and coaches in NBA 2K3, so playing with Point Limits creates a virtual salary cap.

Trade Override: When ON, you have the power to push your trades through even if the other team does not agree to the terms.

Round Format: Set the duration of each round of postseason action from 1 GAME elimination to a BEST OF 7 series.

Fantasy Draft Roster: Set ON to build your team roster through a fantasy draft.

Customize League: With this option set to ON, you can customize the league by moving any team into any conference and division you wish.

Import NCAA 2K3 Class: If you have an NCAA 2K3 class saved to a memory card, select ON and you can draft players as NBA rookies.

Quarter Length: You can play with default 5-minute quarters or adjust quarter length from 1-12 minutes.

Simulated Quarter Length: Set quarter length for simulated games from 1-12 minutes for fast game simulation, but don't be surprised to see single-digit scores for really short games.

User Name: If you assign a user name for your Franchise, you can save your personal stats.

CUSTOMIZE LEAGUE SCREEN

If you set the Customize League option ON, this screen precedes the Team Select screen. At the Customize League screen, you can adjust what teams appear under which NBA conference and division.

To customize the league:

1. Press the directional buttons ↔ to highlight a team you wish to move, then press the ✖ button to access the scrolling arrows.

2. Press the directional buttons ↔ to the team you wish to swap spots with, then press the ✖ button to select. The teams switch places.

3. Repeat steps 1 and 2 until the league is set the way you want, then press the START button to advance. The Team Select screen appears.

TEAM SELECT SCREEN

At the Team Select screen, you choose one team franchise to own and operate. You can base your choice on personal favorite or stats and rankings, which are displayed for every team.

- To select a team, press the **L1/R1** button to scroll to the franchise you want, then press the START button to advance. The Coach's Desk screen appears.

- If you set Fantasy Draft ON, the Fantasy Draft screen precedes the Coach's Desk screen.

FANTASY DRAFT SCREEN

In the Fantasy Draft, every player is up for grabs in a round-by-round selection process that completely shuffles the NBA team rosters. Devise your own draft strategy and put together a totally custom team.

- When it is your turn to make a draft pick the Fantasy Draft screen appears for the current round.

To draft players:

1. Press the **L1/R1** button to cycle to the position you want to fill, then press the directional buttons ↕ to the player you want to pick, and press the ✖ button to select.

2. When the confirmation prompt appears, select YES to draft the player or NO to cancel.

3. After every team drafts a player, the next round begins. Repeat these steps until all players are assigned to teams, at which point the draft is over and the Coach's Desk screen appears.

Sega Sports Tip: As the draft progresses, press the L2/R2 button to cycle to your roster and keep up on your team's needs. It's great to pick the highest rated player each round, but in the long run, it is more valuable to build a balanced team.

COACH'S DESK

This is where you conduct transactions, create and evaluate game plans, track player stats, and more.

CALENDAR

The Calendar lists daily league games and keeps note of final scores. You can use the Calendar to confirm your next opponent and select whether to play or simulate the game.

- To page through the Calendar to check out your schedule, press the **L1/R1** button.

- To play the next game, make sure the box next to the matchup is checked, then press the START button. The game summary begins as the teams take the court. (See On The Court on p. 9.)

- To simulate your next game, uncheck the box next to the matchup, then press the START button. When you are prompted to confirm your decision, select YES.

- When all games have been played or simulated for the day, press the START button to view the Nightly Wrap-Up and progress to the next day.

FRONT OFFICE

This is where player personnel decisions are made. You can negotiate contracts, initiate trades with other teams, place your players on the trading block, and field offers as they come in.

- To begin wheeling and dealing, choose a Front Office option.

TRADES

The players you have on your team today may not be the group that can bring home the NBA Championship at the end of this season. Chances are you'll have to improve your team through player acquisition to reach the next level.

To make player trades:

1. At the Player Trade screen, highlight a player you are ready to trade, then press the ✖ button. The player appears in your trade offer.

2. Press the **L2/R2** button to select the team you want to trade with, then highlight the player(s) you wish to trade for and press the ✖ button to add them to the offer.

   - Each team may offer up to three players or draft picks in one trade. As you set the trade, the interest bar shows the other team's interest in your offer.

   - To remove any player from the trade offer, highlight him again is the roster list and press the ✖ button.

3. When you think the offer is fair, press the START button, then select YES to make the offer. If the other team accepts the offer, the players switch teams. If the other team rejects the offer, you can modify the offer, initiate a trade with another team, or wait until later in the season and try again.

- Remember the 500,000 per year limit. You may trade player(s) that take you over the point limit and teams over the limit can trade as long as the point values match up. A team over the point limit or a team in making a trade that would take them over the limit may acquire in trade no more than 115 percent plus 10,000 pts in point value of the players being traded out.

TRADING BLOCK

The Trading Block is where you display the players you think you can get along without and entertain trade offers from other teams coming to you.

To place a player on the trading block:

1. Highlight one of the three trading block slots, then press the ✖ button to select. Your team roster appears.

2. Highlight a player you would consider trading to another team, then press the ✖ button. The player appears in the trading block slot, although he also remains on your roster.

   - To remove a player from the trading block, highlight him in the trading block slot, then press the ✖ button and select WITHDRAW ITEM.

   - If another team is interested in trading for the player at any time during the season, that team will make its interest known on this screen.

Entertaining trade offers from other teams:

- When another team is ready to offer a trade for one of your players on the block, you are notified on the Player Trading Block screen.

1. Highlight the offer, then press the ✖ button and select VIEW DETAILS. The Player Trade screen appears displaying the complete offer.

2. Weigh the benefits and drawbacks of the offer, then press the START button to give an answer.

3. Select YES to accept the offer or NO to reject it.

ROSTER

Roster options are the player-related functions of franchise management. You can only allocate up to 500,000 per year for your entire roster, unless it is to resign your own free agents.

TEAM NEEDS

The Team Needs screen is a handy guide that informs you if your team is lacking any position players. At the minimum, you should have a starter and a backup for each position. If your team has a need it is highlighted in red on this screen.

COACHING

COACH CARD

The Achievements screen posts your franchise performance under your tenure as GM. You can check your ranking vs. other teams and track your records, playoff appearances, NBA Championships, and more.

SIGN COACH

Securing the right coach for your franchise may be the most important move you make as a GM. Coaches are ranked poor, average, good and master in three vital categories. Try to sign the highest ranked coach you can afford.

- To sort coaches by leaders in a particular category, press the directional buttons ↕ to highlight the category, then press the ● button to select.

To sign a coach:

1. Press the directional button ↕ to highlight the coach you want to sign, then press the START button to select. The Build Offer screen appears.
   - At the Build Offer screen, you can change the default offer by highlighting WAGE or YEARS and pressing the ✖/● button to build an offer that you can afford.
2. When the offer is set, press the START button to pitch it to the prospective coach. If he accepts, the new coach joins the team and your former coach becomes a free agent.

LEAGUE INFO

NEWS

As GM, you probably have a good handle on what is happening with your team, but you'll want to check the News From Around The NBA to study the status of your rivals. As player injuries, transactions, and other key events occur, they are posted on this screen.

TEAM INFO

The Team Information screen is a snapshot of the state of your franchise. You can view player injuries, traded draft picks, waived players, released coaches and the 36,000 exception.

INJURY REPORTS

The GM's Desk options deal with the business end of running a franchise. This is valuable information, which will help you to make informed personnel decisions.

TEAM POINTS

Player compensation is just one slice of the financial pie that you must manage as GM – coaching salaries and workout costs are also key considerations in building a championship-caliber team. At this screen, you can monitor your franchise to ensure you're getting the most bang for your buck.

GAMEPLAN

OFF. PLAYS

Using broadcast-style graphics, the Offensive Plays screen displays an animated example of each of the 25 offensive plays available to you. Select the four plays you want access to on the court in the Offensive Play menu.

• To set your offensive plays, see Offensive Plays on p. 17.

DEF. PLAYS

NBA 2K3 features 10 defensive plays, which you can assign to your Defensive Play menu. Although defensive plays are not animated, you can set them in the same way you set offensive plays. (See Offensive Plays on p. 17.)

STRATEGY

Since you do not control your players when a game is simulated, set the strategy you want your team to play in your absence when you choose to simulate a game.

Tempo: Move the slider to the right to speed up the tempo for a faster paced game or to the left to slow down the tempo.

Fast Break/Crashboard: Move the slider to the right to play an aggressive offense style of play.

Defense Aggressiveness: Move the slider to the right to play an aggressive style of defense.

Offense/Defense: If you are more defense-minded, move the slider to the right; if you are more focused on putting up points move to the left.

Offense Strategy: Select INSIDE if you like to post up and score from the paint, OUTSIDE if you like to shoot the jumper, or BALANCED ATTACK.

Defense Strategy: Choose MAN TO MAN to match up in consistent guarding assignments or a ZONE option to patrol areas of the floor.

Primary Off Option: This is the player in whose hands you'd most like to get the ball.

Secondary Off Option: This is your second choice to have the ball on offense.

ACTIVE

You must have at least 12 active players on your roster in order to field a team. If you have more than 12 players, 12 are active players and the rest are reserves. At the Activate Players screen, you can determine which players will be available to play in your next game and which players will be reserves.

To activate a reserve player:

1. Press the directional button ↕ to highlight the reserve player you want to activate, then press the ✖ button to select. A check mark appears in the box next to his name.

2. Press the directional button ↕ to highlight the active player you want to swap positions with, then press the ✖ button to select. The players exchange status and swap positions.

3. Continue until you are satisfied with your lineup of active players for your next game.

LINEUP

Of the 12 active players available for your next game, five start the game on the court; the others start on the bench and are available to substitute in at stoppages in play. At the Team Lineups, you can select your starters for the next game.

To set your starting lineup:

1. Press the directional button ↕ to highlight the bench player you want to add to the starting five, then press the ✖ button to select. A check mark appears in the box next to his name.

2. Press the directional button ↕ to highlight the starting player you want to swap positions with, then press the ✖ button to select. The players exchange status and swap positions.

3. Continue until you are satisfied with your starting lineup for your next game.

STATISTICS

If you like sports, then you love stats, and we've provided enough here to keep you occupied until it is time to begin preparing for your next game.

Team Stats: Check out how your team's performance on the court compares with any other team through out the season.

Player Stats: View individual player stats for your franchise or any other team in the league. Stats are compiled after each game and are broken down into 29 categories.

League Leaders: The League Leaders page ranks the top players in the league by the compiled season stats in all the standard categories.

Rookie Watch: Rookie Watch follows the league's rookies through their first season and posts their performance on the hardwood.

Team Standings: The Team Standings screen posts the season records of every team and displays their current divisional standings.

All-Stars Votes: Payers who receive the most All-Star votes in their positions are invited to play in the All-Star game on Sunday, February 9. Keep up to date on the All-Star voting results here.

OPTIONS

(See Options on p. 44.)

SAVE

If you have a PlayStation 2 memory card (8 MB) inserted to your PlayStation 2 game console, you can save your Franchise progress at any time.

- To save your Franchise, from the Save Game Data screen, create a new file, then use the keyboard tool to enter a name. This is the file you will load when you return to continue playing.

QUIT

Quit playing. If you have not saved your game progress, you are prompted to do so. After confirming your decision, the Main menu appears.

THE OFFSEASON

At the end of the season, players and coaches retire and contracts expire. This is the rebuilding period for any Franchise, and as GM, it's up to you to continue to build your program. Check your Calendar for notes on items to consider during the off season.

RESIGN PLAYERS

At the Coach's Desk screen, a new Resign Players option appears, which lists all your players whose contracts are up. This option gives you the opportunity to re-negotiate the players' contracts if you choose to do so. Of course, you also have the option to let them go and try to fill in the holes with free agents and trades.

NCAA IMPORT

Following the four-week resigning period, it is time to look to the future. At this time, if you have a PlayStation 2 Memory Card with an NCAA 2K3 class saved to it, you can import the players for an NBA entry draft.

LOTTERY

The 13 teams that finished the season with the worst records are included in a lottery for the top draft choices. The team with the absolute worst record has the best odds of securing the number one draft choice. After the lottery is run, draft choices are announced and it's time to start scouting.

SCOUTING

To scout, you organize workouts with the prospects you have your eye on. Your Scouting Manager creates detailed reports based upon the players' performances, which provides plenty of information to bring with you into the draft.

NBA DRAFT

When it comes to selecting draft picks, the NBA Draft works very much like the Fantasy Draft (p. 23), but the presentation and spectacle of the event is like nothing you've ever witnessed. Once the draft is complete, it's time to sign your rookies to contracts with your Franchise.

SIGN ROOKIES AND FREE AGENTS

This is a heavy negotiation phase. Sign as many key players as you can while staying under the cap and maintaining some points in your point limit to run your franchise and make transactions down the line. Following the contract-signing marathon, it's time to get back to basketball.

TRAINING CAMP

Have your players work on specific aspects of their game to focus their abilities over the course of the season. Once training camp is over, it's time to start the next season in the history of your Franchise. (See Coach's Desk on p. 24.)

SEASON

Choose your favorite NBA team and take it through their entire 2002 NBA season schedule. If you have what it takes, you can lead your team to the NBA Finals!

- To begin playing in Season mode, set the Season options, then press the START button. The Team Select screen appears.

- If you set Customize League ON, the Customize League screen precedes the Team Select screen.

Season Length: Play a standard 82-game season, or choose one of three shorter season options.

Trade Deadline: If you want to continue making player transactions beyond the standard NBA trade deadline period, choose OFF.

Round Formats: Set the duration of each round of postseason action from 1 GAME elimination to a BEST OF 7 series.

Fantasy Draft Roster: Set ON to build your team roster through a fantasy draft.

Customize League: With this option set to ON, you can customize the league by moving any team into any conference and division you wish.

Quarter Length: You can play with default 5-minute quarters or adjust quarter length from 1-12 minutes.

Simulated Quarter Length: You can reduce quarter length from 12 Minutes down to 1 Minute for faster game simulation, but don't be surprised to see single-digit scores for really short games.

CUSTOMIZE LEAGUE SCREEN

If you set the Customize League option ON, this screen precedes the Team Select screen. At the Customize League screen, you can adjust what teams appear under which NBA conference and division. (See Customize League Screen on p. 23.)

TEAM SELECT SCREEN

At the Team Select screen, you choose one team to lead throughout the season. You can base your choice on personal favorite or stats and rankings, which are displayed for every team. (See Team Select Screen on p. 8.)

- If you set Fantasy Draft ON, the Fantasy Draft screen precedes the Season screen.

FANTASY DRAFT SCREEN

In the Fantasy Draft, every player is up for grabs in a round-by-round selection process that completely shuffles the NBA team rosters. Devise your own draft strategy and assemble a totally custom team. (See Fantasy Draft Screen on p. 23.)

SEASON SCREEN

The Season screen is your command center for playing and reviewing games, making player changes, and setting gameplay options and strategy.

SCHEDULE

The Schedule lists all league pairings throughout the entire season and keeps note of final scores. You can use the Schedule to view upcoming opponents and select whether to play or simulate any game.

- To play your team's next game, make sure the box next to the matchup is checked, then press the START button. The game summary begins as the teams take the court. (See On The Court on p. 9.)

- To simulate your next game, uncheck the box next to the matchup, then press the START button. When you are prompted to confirm your decision, select YES.

- In NBA 2K3, you have the opportunity to play every game of the season. Simply check the box next to any matchup you wish to play and when it comes up in the schedule, you'll take the court.

ROSTER

The roster screen displays every player on your team along with detailed ratings in more than 20 categories. From the roster screen, you can also view the rosters of other teams, edit ratings, and perform transactions. (See Team Rosters on p. 48.)

GAME PLAN

You can choose a game plan and stick with it for the duration of the season, or you can revisit your strategy with each game and tailor it for your next opponent.

TEAM ROTATIONS

Using the Team Rotations options, you can decide which 12 of your players will suit up for the next game and, of those 12 active players, which five will start on the floor and which will come in off the bench. (See Active and Lineup on p. 29-30.)

PLAYBOOK MANAGER

The Playbook Manager options let you choose which four offensive plays to load into your Offensive Plays Menu and which four defensive plays to load into your Defensive Plays Menu for quick access during the game. (See Offensive Plays and Defensive Plays on p. 17-18.)

INJURY REPORT

As the season progresses and player injuries amass across the league, the Injury Report gives you a quick summary of all the players who are hurt and how long they are expected to be out of action. This information will help you prepare for your next opponent.

SIMULATION STRATEGY

Since you do not control your players when a game is simulated, set the strategy you want your team to play in your absence. (Strategy on p.29.)

OPTIONS

(See Options on p. 44.)

SAVE

If you have a PlayStation 2 Memory Card (8 MB) inserted to your PlayStation 2 game console, you can save your Season progress at any time.

- To save your Season, from the Save Game Data screen, create a new file, then use the keyboard tool to enter a name. This is the file you will load when you return to continue playing.

QUIT

Quit playing. If you have not saved your game progress, you are prompted to do so. After confirming your decision, the Main menu appears.

PLAYOFFS

Begin playing NBA 2K3 at the most exciting point in the season – the Playoffs! The full season is simulated, with complete scores and stats recorded for every team and player, and the 16 best squads emerge for the postseason tournament.

- To begin playing in Playoffs mode, set the Playoffs options, then press the START button. The Team Select screen appears.

- If you set Customize League ON, the Customize League screen precedes the Team Select screen.

Round Formats: Set the duration of each round of postseason action from 1 GAME elimination to a BEST OF 7 series.

Fantasy Draft Roster: Set ON to build your team roster through a fantasy draft.

Customize League: With this option set to ON, you can customize the league by moving any team into any conference and division you wish.

Quarter Length: You can play with default 5-minute quarters or adjust quarter length from 1-12 minutes.

Simulated Quarter Length: You can reduce quarter length from 12 Minutes down to 1 Minute for faster game simulation, but don't be surprised to see single-digit scores for really short games.

CUSTOMIZE LEAGUE SCREEN

If you set the Customize League option ON, this screen precedes the Team Select screen. At the Customize League screen, you can adjust what teams appear under which NBA conference and division. (See Customize League Screen on p. 23.)

TEAM SELECT SCREEN

At the Team Select screen, select a team you think will make it to the postseason. Remember, the season is simulated, so you won't have any control over whether or not your team makes the Playoffs. (See Team Select Screen on p. 23.)

- If you set Fantasy Draft ON, the Fantasy Draft screen precedes the Playoffs screen.

FANTASY DRAFT SCREEN

In the Fantasy Draft, every player is up for grabs in a round-by-round selection process that completely shuffles the NBA team rosters. Devise your own draft strategy and assemble a totally custom team. (See Fantasy Draft Screen on p. 23.)

PLAYOFFS SCREEN

The Playoffs screen is your postseason hub for playing and reviewing playoff games, making player changes, and setting gameplay options and strategy.

SCHEDULE

The Schedule lists upcoming matchups and keeps note of final scores. You can use the Schedule to view Playoff pairings, take a look back at simulated season scores, and select whether to play or simulate any game. (See Schedule on p. 34.)

TREE

The Playoff Tree displays the postseason pairings in traditional bracketed style. As the Playoff series are completed, final scores are posted on the tree and the winner moves on to the next branch.

- To scroll the Playoff Tree forward/back, Press the directional button ↔.

STATISTICS

During the season simulation, complete game stats are generated and compiled for each team and player. The options on the Statistics screen are identical to those in Franchise mode (p. 21).

ROSTER

The roster screen displays every player on your team along with detailed ratings in more than 20 categories. From the roster screen, you can also view the rosters of any other team, edit ratings, and perform transactions. (See Roster on p. 48.)

GAME PLAN

You can choose a game plan and stick with it for the duration of the Playoffs, or you can reassess your game plan and tailor it for your next opponent. Playoffs Game Plan options function exactly as they do in Season mode (p. 33).

OPTIONS

(See Options on p. 44.)

SAVE

If you have a PlayStation 2 Memory Card (8 MB) inserted to your PlayStation 2 game console, you can save your Playoffs progress at any time.

- To save your Playoffs, from the Save Game Data screen, create a new file, then use the keyboard tool to enter a name. This is the file you will load when you return to continue playing.

QUIT

Quit playing. If you have not saved your game progress, you are prompted to do so. After confirming your decision, the Main menu appears.

TOURNAMENT

Create your own single-elimination NBA Tournament featuring 4, 8, or 16 teams. You have full control over which teams are invited to the Tournament, and you can play as many of the tourney games as you want.

- To begin playing in Tournament mode, set the Tournament options, then press the START button. The Tournament Setup screen appears.

Number of Teams: Choose the number of teams that will participate at the outset of the Tournament: 4, 8, or 16.

Fantasy Draft Roster: Set ON to build your team roster through a fantasy draft.

Quarter Length: You can play with default 5-minute quarters or adjust quarter length from 1-12 minutes.

Simulated Quarter Length: You can reduce quarter length from 12 Minutes down to 1 Minute for faster game simulation, but don't be surprised to see single-digit scores for really short games.

TOURNAMENT SETUP SCREEN

At the Tournament Setup screen, you can invite any teams you want to participate in your Tournament. The team names that appear on the setup screen initially are defaults that are easily replaced.

To customize the tournament setup:

1. Press the directional button ↕ to highlight a team you wish to replace, then press the ✖/● button to cycle through teams that are not currently in the Tournament.

2. Repeat until the Tournament is set the way you want.

   - In order to be eligible to play a team's games, you must assign a name to the team at the Tournament Setup screen.

   - To assign a name to a team, highlight the team, then Press the directional button → to highlight the Player column, press the ✖ button, and use the keyboard tool to enter your name.

3. When you are satisfied with the Tournament setup, press the START button to advance. The Tournament screen appears.

   - If you set Fantasy Draft ON, the Fantasy Draft screen precedes the Tournament screen.

FANTASY DRAFT SCREEN

In the Fantasy Draft, every player is up for grabs in a round-by-round selection process that completely shuffles the NBA team rosters. Devise your own draft strategy and assemble a totally custom team. (See Fantasy Draft Screen on p. 23.)

TOURNAMENT SCREEN

The Tournament screen is your hub for information on what's happening around the tourney. It also acts as your command center for accessing your matches and setting gameplay options.

PLAY GAME

The Play Game screen displays the Tournament matchups on a playoff tree with the number of rounds determined by the amount of teams in the Tournament. As games are played or simulated, final scores are posted on the playoff tree and the winning team moves on to the next branch.

To play your team's next game:

1. Highlight the matchup, then press the START button. The Controller Assign screen appears.

2. Assign a controller to your team, then press the START button. The game summary begins as the teams take the court. (See On The Court on p. 9.)

Note: You must assign a name to a team in order to play its games.

- To simulate games for unassigned teams, highlight the matchups, then press the START button and choose YES when prompted. The game is simulated and the final score appears.

ROSTER

The roster screen displays every player for each Tournament team along with detailed ratings in more than 20 categories. From the roster screen, you can edit ratings, and perform minor transactions. (See Roster on p. 47.)

GAME PLAN

You can choose a game plan and stick with it for the duration of the Tournament or reassess your game plan and tailor it for your next opponent. Tournament Game Plan options function exactly as they do in Season mode (p. 33).

SETUP

At any time during the Tournament, you can return to the Setup screen and assign names to unassigned teams. Use this to control another team if your primary team gets knocked out of the tourney.

OPTIONS

(See Options on p. 44.)

SAVE

If you have a PlayStation 2 Memory Card (8 MB) inserted to your PlayStation 2 game console, you can save your Tournament progress at any time.

- To save your Tournament, from the Save Game Data screen, create a new file, then use the keyboard tool to enter a name. This is the file you will load when you return to continue playing.

QUIT

Quit playing. If you have not saved your game progress, you are prompted to do so. After confirming your decision, the Main menu appears.

PRACTICE

It can be difficult to master the fundamentals of the game when you're constantly being guarded by NBA ballers. Practice mode gives you a chance to work on the basics in an environment you control.

- To begin playing in Practice mode, set the Practice mode, then press the START button. The Team Select screen appears.

Mode: Choose STANDARD where only one team is on the court, SCRIMMAGE for two-team half court drills, or FREE THROW mode to improve your shooting from the line. User is always the HOME team in practice mode.

TEAM SELECT SCREEN

Select the team you wish to practice with, and if you are practicing in Scrimmage mode, select your opponent as well. For complete details, see Selecting Teams on p. 8.

- Once you select your teams, the game loads and the teams take the court. (See On The Court on p. 9.)

NETWORK

If you have Internet access, then you can start hooking up with other NBA 2K3 online gamers across the country for virtually unlimited Network competition.

To begin a multi-player network game:

1. Choose Network as your game mode to load Your Network Configuration file, then press the START button to login.

2. Select the region in which you would like to play, then enter a lobby and begin your network challenge.

Important NBA2K3 Network Gaming Information for PS2!

If you are experiencing Network problems while playing online:

If you are using the PS2 Ethernet adapter, and you are connecting to an IP sharing device such as a Cable/DSL Router, you have three options.

We recommend that you use the first option:

- First option: If your IP sharing device has a "DMZ" function, you should use it. Refer to your Router instruction manual for more details.

- Second option: If you do not have the "DMZ" function, you will need to enable IP Forwarding (sometimes called "Virtual Server") on the following ports:

12701 TCP

13701 UDP

32006 UDP

Refer to the instruction manual that was provided with your IP sharing device for information about configuring IP Forwarding.

- Final option: Connect your PS2 directly into the Cable / DSL Modem. We recommend that you unplug the power from your Cable / DSL Modem, connect your PS2 to it, wait

at least 30 seconds, and plug the power back into your Cable / DSL Modem. Then power on your PS2. Depending on your ISP this may not work.

More information, including links to the some of the popular IP sharing device manufacturers, is available at the following URL:

http://www.sega.com/help/online/gameplay.jhtml

LOAD NETWORK CONFIGURATIONS

To load Your Network Configuration file, insert a PlayStation 2 Memory Card (8 MB) into your PlayStation 2 game console, then choose Network as your game mode and press the ✖ button. Once the configuration is loaded, press the START button to login.

MANAGE NETWORK CONFIGURATIONS

You can manage Your Network Configuration file at any time. In order to make any adjustments, insert your network configuration disc provided by your hardware vendor and follow the manufacturer's instructions.

SETTING OPTIONS

The Options screen features six different options categories that give you total control over your game.

NBA RULES

The NBA Rules screen features 11 objective NBA rules that you can turn ON or OFF as well as four subjective rules, which you control with sliders. The further left you move a slider, the more blatant the foul must be in order to be called.

GAME PLAY

Game Play Options cover a broad list of factors that significantly impact the game on the field.

Play Mode: SIMULATION is as close as you can get to an NBA game. ARCADE mode has more forgiving Game Play defaults.

Difficulty: Set the skill level and intensity of computer players: PRO, ALL-STAR, or ROOKIE.

Game Speed: Set the player movement and overall pace of the game SLOW, NORMAL, or FAST.

Pass Tag Icon: When ON, you can display player icons for accurate passing. When OFF, the feature is active, but the icons are not visible.

Def. Swap Player Icon: When ON, you can display player icons for accurate player switching. When OFF, the feature is active, but the icons are not visible.

Player Energy: When ON, the Speed Burst button also displays a player's diminishing Energy level. When OFF this does not appear.

Injuries: When ON, players are susceptible to injuries that could keep them out for a couple of quarters or several weeks.

Ball Handler Auto Switch: When ON, you always control the ball handler on offense. When OFF, you can switch to any offensive player.

Def. Auto Guard On Inbounding: When ON, your players automatically guard against the inbound pass.

Maximum Passing: When ON, the amount of time you press the Pass button determines the pass type. Hold to fire off a hard chest pass or bounce pass, or quickly tap to lob a soft overhead pass.

Clutch Factor: When ON, players rise to the occasion and improve in clutch situations.

Freethrow Help: When ON, shooting freethrows is simply a matter of pressing the shoot button at the right moment.

Biorhythm: When ON, players can go on hot and cold streaks.

GAMEPLAY SLIDERS

Adjusting Gameplay Sliders changes the frequency or tendency of each of the individual options. Slider adjustment is the same for every option

- To adjust a gameplay slider, highlight it, then press the ✖ button to increase its frequency/tendency or the ● button to reduce its frequency/tendency.

PRESENTATION

Presentation options let you control the sights and sounds of the game that add to the overall NFL atmosphere.

Player Intro: When ON, each team's starting five is introduced before the tip off. When OFF, intros are skipped.

Player Celebrations: When ON, players turn up the enthusiasm including hanging on the rim and pumping up the crowd after monster dunks.

Action Replay: When ON, replays are shown automatically following great plays to highlight the action.

Free Throw Routines: When OFF, players step up to the line and take their shots. When ON, they take more time to focus and loosen up.

Statistic Overlays: When ON, images of players and their stats are displayed to recognize a superior effort.

Ball Holder Text: Set the identifier under your player's feet. NAME, NUMBER & POSITION, or NONE.

Vibration: When ON, your control pad vibrates in your hands when the player you control absorbs a big hit or nails a monster dunk.

Score Display: Set the Score Display overlay to be ALWAYS ON or FADE to have it fade in after a score and fade out during play.

Audio: If your TV monitor supports stereo sound, you can set this option to STEREO for a more realistic audio experience.

Audio Presentation: Choose from four standard Audio Presentation settings or turn all audio OFF.

Audio Sliders: If you want to customize the audio presentation, you can adjust the audio sliders in any combination. Move the slider to the right to increase or to the left to decrease volume.

CONTROLLER SETUP

In addition to the default controller setup, NBA 2K3 offers four alternate configurations. Choose the setup that fits best with your game.

CREDITS

Roll the Credits to acknowledge the talented folks behind NBA 2K3.

LOADING AND SAVING

At the Load Save screen, you can save your settings, and rosters or access the Load screen to resume any games you have saved in progress.

LOAD

Go to the Load screen to access any game files you have saved to your memory card and continue playing NBA 2K3.

- To load a file, from the Load screen, highlight the file you want to load, then press the ✖ button. You return to your game at the last point you saved.

SAVE SETTINGS/ROSTER/PLAYBOOK

If you have a PlayStation 2 Memory Card (8 MB) inserted to your game console, you can save your options settings and roster updates at any time.

- To save your settings, roster, or playbook from the Save screen, create a new file, then use the keyboard tool to enter a name.

DELETE

Free up some space on your memory card by deleting files you no longer want.

- To delete a file, from the Delete screen, highlight the file you want to delete, then press the ✖. When prompted to confirm, select YES.

MANAGING YOUR ROSTER

Using the roster management options, you can release players from your roster to the free agent pool, assign players from other teams to your franchise, create new players and add them to your team, or create a custom team and stack it with all-stars.

TEAM ROSTERS

The Roster screen displays every player on each team along with detailed ratings in more than 20 categories. From the Roster screen, you can edit player ratings, and perform minor transactions.

To release a player to free agency:

1. At the Roster screen, highlight a player you wish to drop from your roster, then press the ✖ button. The Roster options appear.

2. Highlight RELEASE TO FREE AGENCY, then press the ✖ button. The player moves from your roster to the free agent pool.

    - You may not drop a player from your team if it would bring your roster below 12 players.

To assign a free agent to your roster:

1. At the Roster screen, press the **L2/R2** button to select FREE AGENTS.

2. Highlight a player you wish to assign to your roster, then press the ✖ button and select ASSIGN TO TEAM from the Roster options. The Select Team directory appears.

3. Highlight the team whose roster you wish to assign the player to, then press the ✖ button. The player moves from the free agent pool to the roster.

To assign a player to another team:

1. At the Roster screen, highlight the player you wish to assign to another team, then press the ✖ button. The Roster options appear.

2. Highlight ASSIGN TO ANOTHER TEAM, then press the ✖ button. The Select Team directory appears.

3. Highlight the team whose roster you wish to assign the player to, then press the ✖ button. The player moves from your roster to the other team's roster.

To trade a player with another team:

1. At the Roster screen, highlight the player you wish to trade with another team, then press the ✖ button. The Roster options appear.

2. Highlight TRADE WITH ANOTHER TEAM, then press the ✖ button. The Select Team directory appears.

3. Highlight the team you wish to make a trade with, then press the ✖ button. That team's Roster screen appears.

4. Highlight the player you wish to trade for, press the ✖ button, then select YES to confirm. The trade is made and the players switch teams.

To edit a player's attributes:

1. At the roster screen, highlight the player whose attributes you wish to edit and the column of the attribute you wish to edit, then press the ✖ button. The Roster options appear.

2. Highlight EDIT ATTRIBUTE, then press the ✖ button. The keyboard tool appears.

3. Use the numbers on the keyboard to enter a new attribute (between 0-99). The new number appears under the attribute column on the Roster screen.

4. Repeat these steps to edit multiple attributes or attributes for other players.

TEAM ROTATIONS

Using the Team Rotations options, you can decide which 12 of your players will suit up for the next game and, of those 12 active players, which five will start on the floor and which will come in off the bench. (See Active and Lineup on p. 29-30.)

CREATE PLAYER

At the Create Player screen, you can create and suit up players to add to the free agency pool. These fantasy players can then be assigned to any NBA 2K3 team.

To create a new player, follow the on-screen, step by step process. When you complete the final step, the player appears in the Free Agent Pool.

CREATE TEAM

To create a new team, follow the simple step by step process. when you complete the final step, the team is added to the NBA 2K3 lineup.

PLAYBOOK MANAGER

The Playbook Manager options let you choose which four offensive plays to load into your Offensive Plays Menu and which four defensive plays to load into your Defensive Plays Menu for quick access during the game. (See Offensive Plays and Defensive Plays on p. 17-18.)

ONLINE DOWNLOAD

Connect via the Internet to SEGASPORTS.COM to download the latest updated rosters, so you can keep your rosters current as the NBA season progresses.

RESET ROSTER

Reset all NBA 2K3 team rosters to the defaults. This is the way they were set up when you first opened your game.

SEGA SPORTS CHALLENGE

Sega Sports Challenge is an exciting new mode of play that takes the competition to the next level. In SSC, you can record your personal stats, then post 'em online at SEGASPORTS.COM to see where you rank against the world's best. Prizes and bragging rights await!

After you complete an SSC game, return to the Sega Sports Challenge screen to receive your Challenge Codes. You will earn codes for Per Game Averages and Single Game Records – one code for PGA and one code for each SGR category.

Go to SEGASPORTS.COM and enter your codes to immediately see where you rank and find out if you qualify to win. Each time you enter a code, your chances increase. Good Luck!

USER RECORDS

Enter your name in order to compile and save your personal NBA 2K3 stats. These are the numbers you'll pit against other 2K3 ballers in the SSC.

To enter a user name:

1. From the Sega Sports Challenge screen, select USER RECORDS. The User Records screen appears.

2. Select CREATE NEW USER. The Enter New User Name screen appears.

3. Use the keyboard tool to type in the name you want, then press the START button. The User Records screen appears with your user name in the list.

- To use this user name in a game, at the Team Select screen, after choosing a team, press the **L2/R2** button until the user name appears on your control pad icon, then press the START button to proceed.

ENABLE CHALLENGE

To begin the Sega Sports Challenge, select ENABLE CHALLENGE. This sets all rosters and settings to their defaults so that you are playing the same game as all other SSC participants.

- When in Sega Sports Challenge mode, this option becomes DISABLE CHALLENGE.

- To exit Sega Sports Challenge mode, select DISABLE CHALLENGE to exit Sega Sports Challenge mode.

PER GAME AVERAGE BOARD

As you play multiple games in Sega Sports Challenge mode, your statistics are calculated over time to show your per game average in these 11 key categories. To view stats tracked by another user name, press the **L1/R1** button to cycle users.

SINGLE GAME RECORD BOARD

The Single Game Records board displays your best performance in each of 11 categories along with a Challenge Code for each record category.

- To view records tracked by another user name, press the **L1/R1** button to cycle users.

SAVE CHALLENGE RECORDS

A PlayStation 2 Memory Card (8 MB) is required to participate in SSC. Make sure you save before you power down in order to keep your stats up-to-date.

- To save your statistics, from the Save Challenge Settings screen, create a new file, then use the keyboard tool to enter a name.

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SEGA SPORTS

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