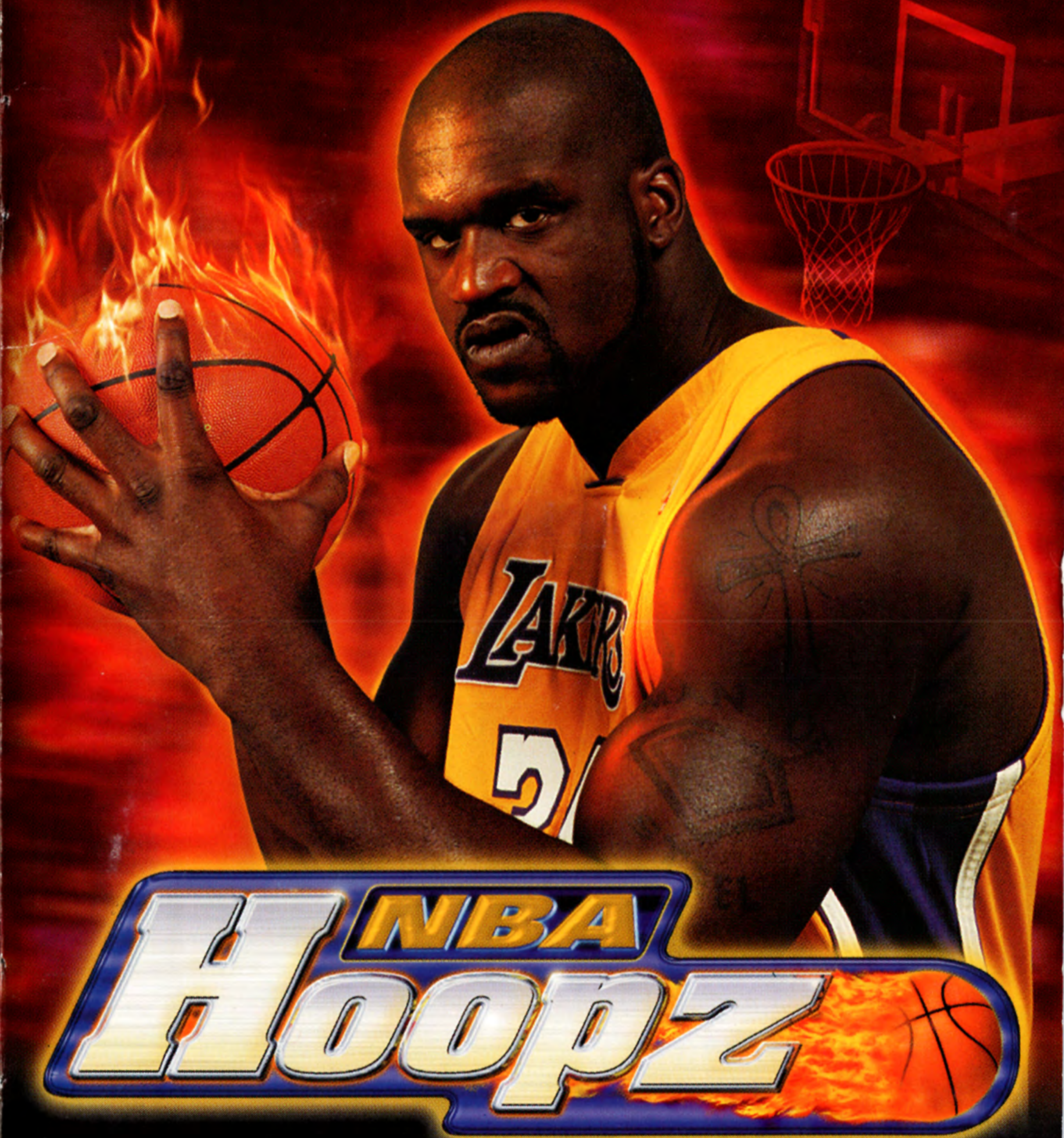


Instruction Manual



DUAL SHOCK™

MIDWAY®

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.

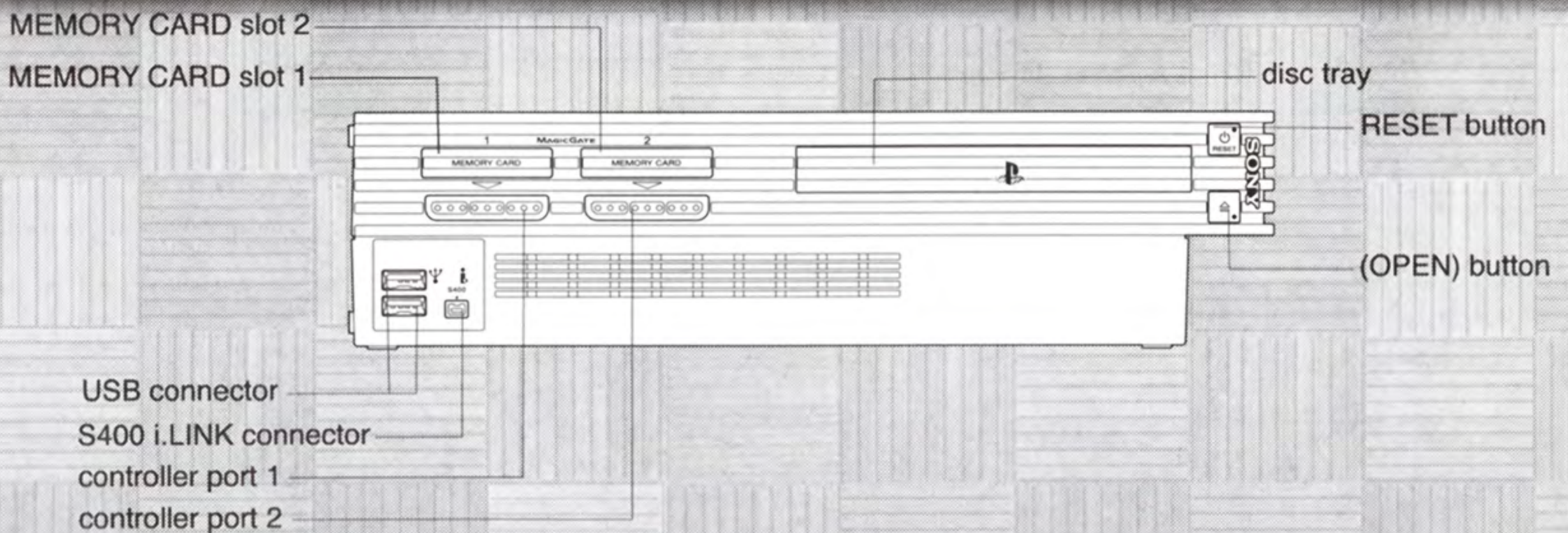
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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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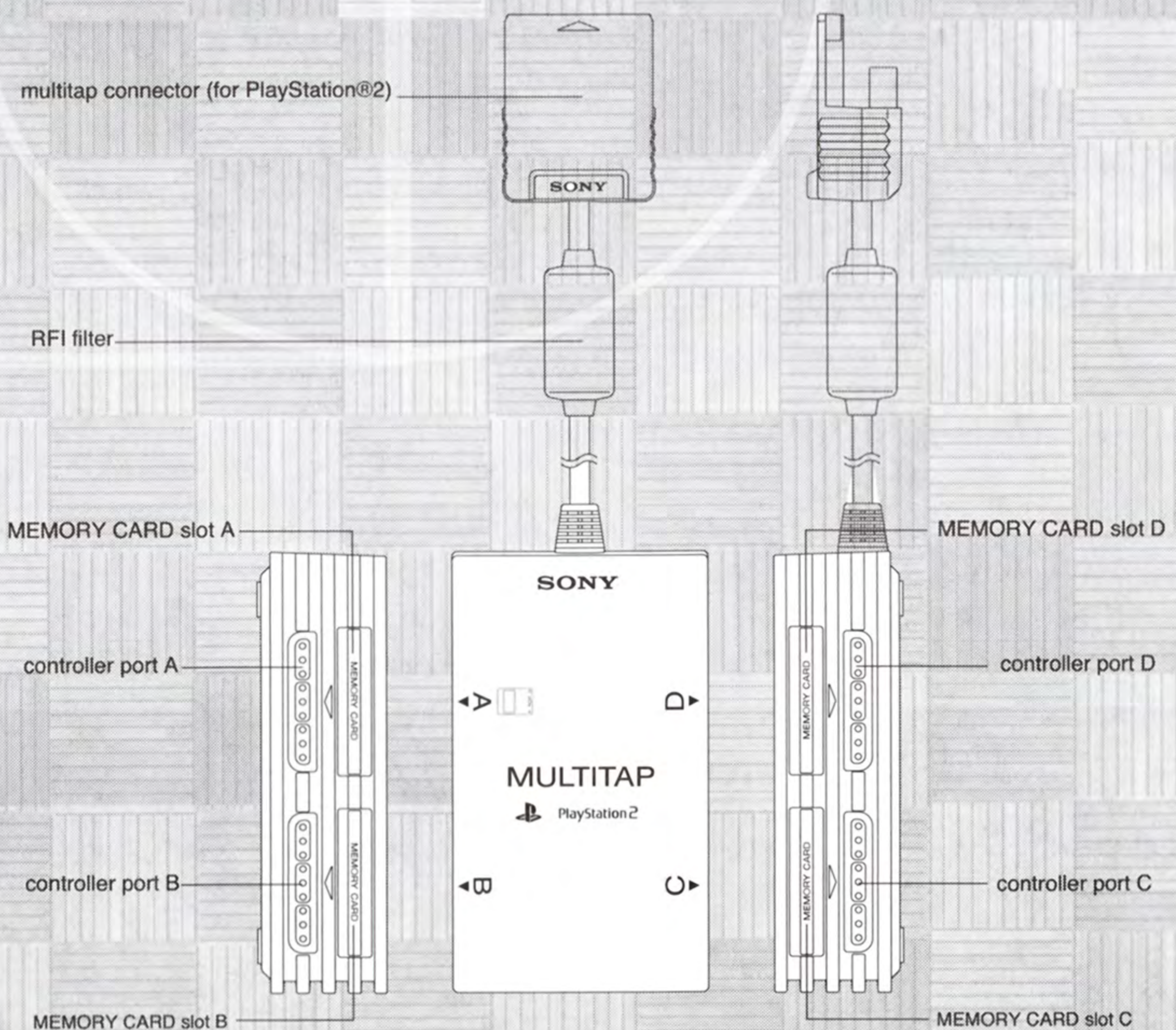
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GETTING STARTED



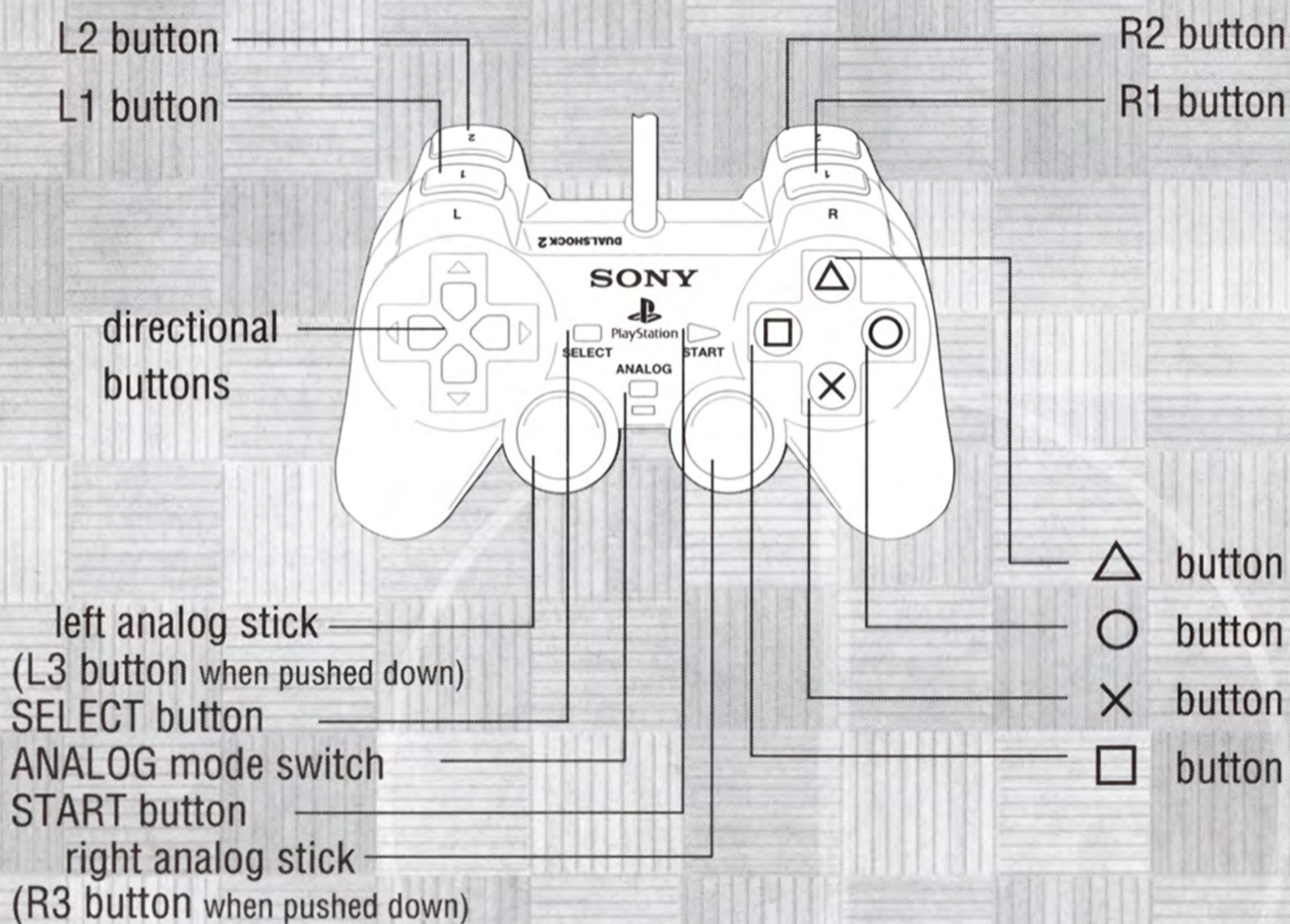
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NBA Hoopz 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.

Multitap (for PlayStation®2)



STARTING UP

DUALSHOCK 2 CONTROLLER CONFIGURATIONS



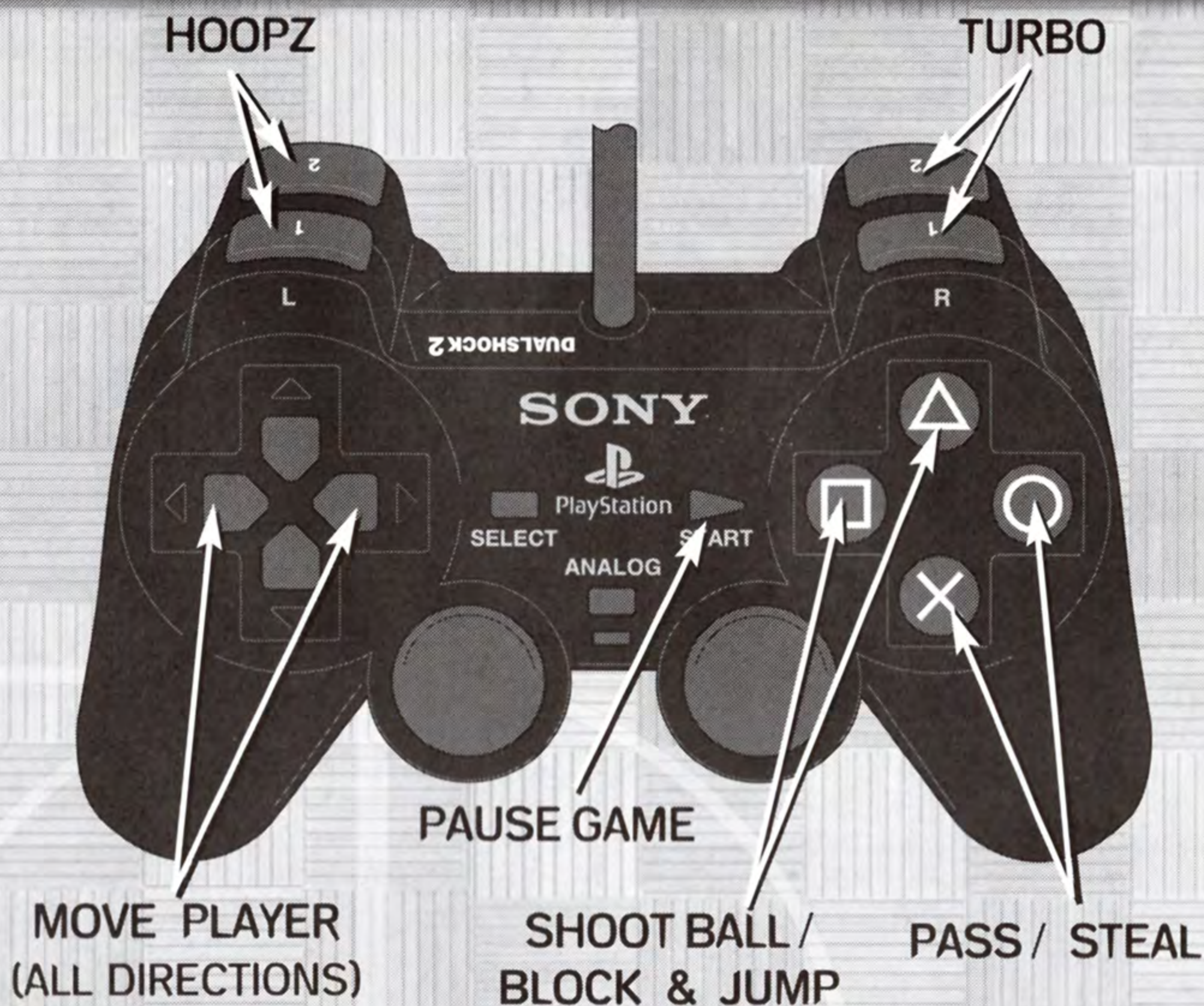
NBA Hoopz supports up to 6 players. Use two Multitaps to gain access to 6 controllers. To play with 5 players, plug a single controller into controller port 2 (see Multitap diagram displayed, pg. 3).

MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing **Up**, **Down**, **Left** and **Right** on the **Directional** button. To navigate through the game menus (i.e. Options), use the **Directional** button (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the **×** button. To go back to the previous menu and/or cancel the previous selection, press the **△** button.

Press **START** to pause the game. The Confirm Exit Menu will appear. To quit a game in progress, select **EXIT GAME** and press the **×** button. If you wish to continue your game, select **CONTINUE** and press the **×** button.

DEFAULT CONTROLS



REMEMBER

The left analog stick will only be activated if the DUALSHOCK™2 analog controller is in Analog mode (LED:Red).

HOOPZ BUTTON FEATURES

On Offense

The player with the ball can press the Hoopz Button to back-in or post-up on an opponent. While holding down the Hoopz Button, double tap the Turbo Button to execute an “arm hook & spin” maneuver around the opponent. Also, try holding down the Hoopz Button and pressing Turbo and Shoot to perform a Hook Shot.

When you're NOT in Tag Mode, you can perform a Give-and-Go by holding down the Hoopz Button when you pass the ball. If you continue to hold down the Hoopz Button, your teammate will pass the ball right back to you once you let go of the button.

On Defense (In Tag Mode Only)

You can switch to the defender closest to the ball by pressing the Hoopz Button.

BEFORE TIP OFF



At the Demo or Title screen, press **START**. After a brief pause, the Main Menu will appear. Press **↑** or **↓** to select an option, then press the **⊗** button to make your selection. Choose from the following options:

QUICK START

This game mode will let you select a team and players, then drop you right on the court for your game. This is the easiest way to jump right onto the floor and play the game.

SEASON

Pick a team and embark on a full season of Hoopz! You'll play an entire schedule, hopefully make the playoffs then eventually win a championship. You'll need a Memory Card (for PS2) to save your season information (see Load/Save Games, pg. 7). Between games, a menu will appear, letting you **PLAY NEXT GAME**, **SAVE** your game data or edit **PLAYER ATTRIBUTES** (see Customizing Team & Players/Players, pgs. 11-12).

TOURNAMENT

It's like skipping an entire season and jumping right into the playoffs. Select a team, then mow down the competition on your way to the Tournament Championship.

MINI GAMES

See Mini Games, pg. 8.

CUSTOMIZE

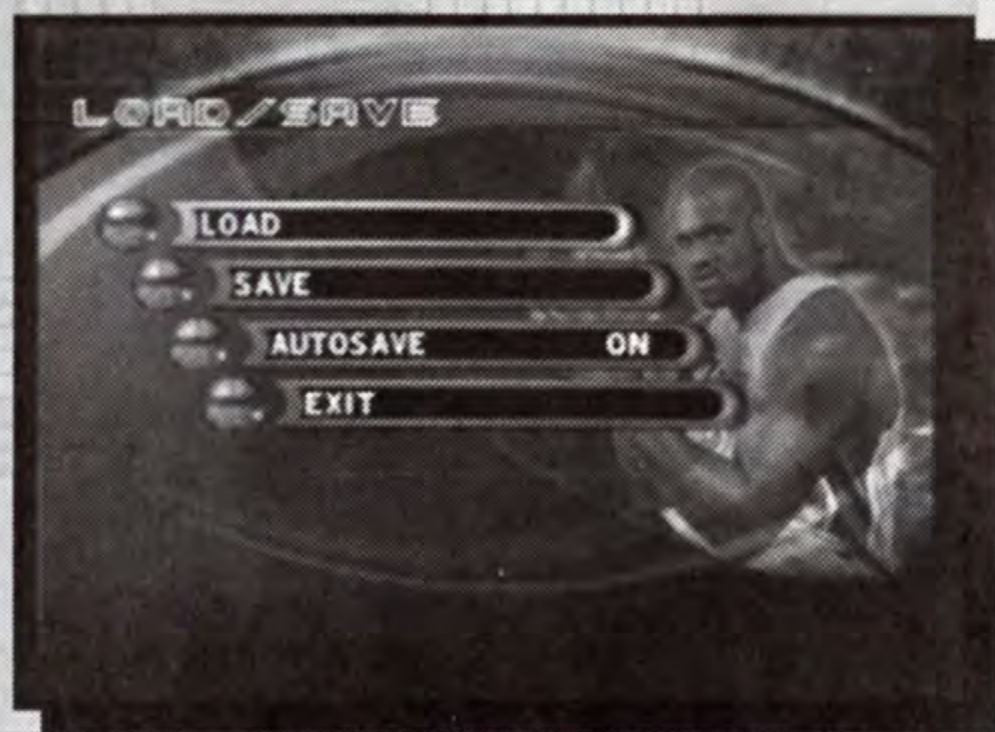
See Customizing Team & Players, pgs. 11-12.

OPTIONS

See Options, pgs. 9-10.

LOAD/SAVE GAMES

In order to take advantage of the Load/Save features in NBA Hoopz, you must have a Memory Card (for PS2) inserted in MEMORY CARD slot 1 of your game console. Following each SEASON or TOURNAMENT game, NBA Hoopz will automatically save your customized options, Season and Tournament data to your Memory Card.



After the data is saved, you can continue your SEASON or TOURNAMENT or play again some other time. If you choose to play some other time, you'll want to use the **LOAD** or **SAVE** options from the Main Menu.

LOAD

If you're ready to continue your saved season, select this option. The data will be loaded, so you can then select SEASON or TOURNAMENT and continue your march toward the championship.

SAVE

Although SEASON and TOURNAMENT data is automatically saved after each game, you may still want to manually save data not associated. For example, you may want to select **SAVE** if you change your Controller Configuration just before powering down your console. In any case, it's also a nice safeguard to select **SAVE** before you power down or quit playing NBA Hoopz.

AUTOSAVE

NBA Hoopz automatically saves your game data (records, created players, etc.), but you must have a Memory Card (for PS2) inserted before and during play for this option to work. The default setting is **ON**. You can turn the option **OFF** if you don't want your data saved automatically.

It is advised that you do not insert or remove peripherals or Memory Cards (for PS2) once the power is turned ON. Make sure there are enough free blocks on your Memory Card (for PS2) before commencing play. Your Memory Card (for PS2) is supported in MEMORY CARD slot 1 only.

MINI GAMES

NBA Hoopz includes 4 Mini Games, as well as a Practice option to improve your Hoopz skills. Read below for information on each game, then give each a try.

2 BALL

Each team has a limited amount of time to score as many points as possible. There are seven shooting spots, each with an assigned point value. When shooting, one foot must begin on the shooting spot. Players must alternate shots and may not shoot consecutively from the same spot. Five Bonus Points are awarded to a team that scores from each of the seven shooting spots. **TIP:** Use the clock wisely to get the 5 Bonus Points.

21

The first player to score exactly 21 points is the winner. A score that exceeds 21 points gets reset to 11. Each basket is worth 2 points. After two baskets, you get a free shot. Make your free shot to retain possession of the ball. If you miss a shot, the ball will go Live. A Live ball must be cleared to the 3-Point Line. **Tip:** The 3 Point Free Shot can be tough to make, so be warned about taking too many of them.

AROUND THE WORLD

The object of this mini game is to take a shot from each of the designated markers on the court. The amount of markers is determined by the difficulty setting you select. The first player to make a basket from each of the markers is the winner (in a Round Trip game, the player must work their way back to the starting point). After you move past the first marker, you'll get one 'Chance' shot per possession. If you miss the "Chance" shot, you will be penalized markers. **TIP:** The pace of the meter is determined by the location of the marker on the floor and the stats of the player. Learn the rhythm to advance around the world.

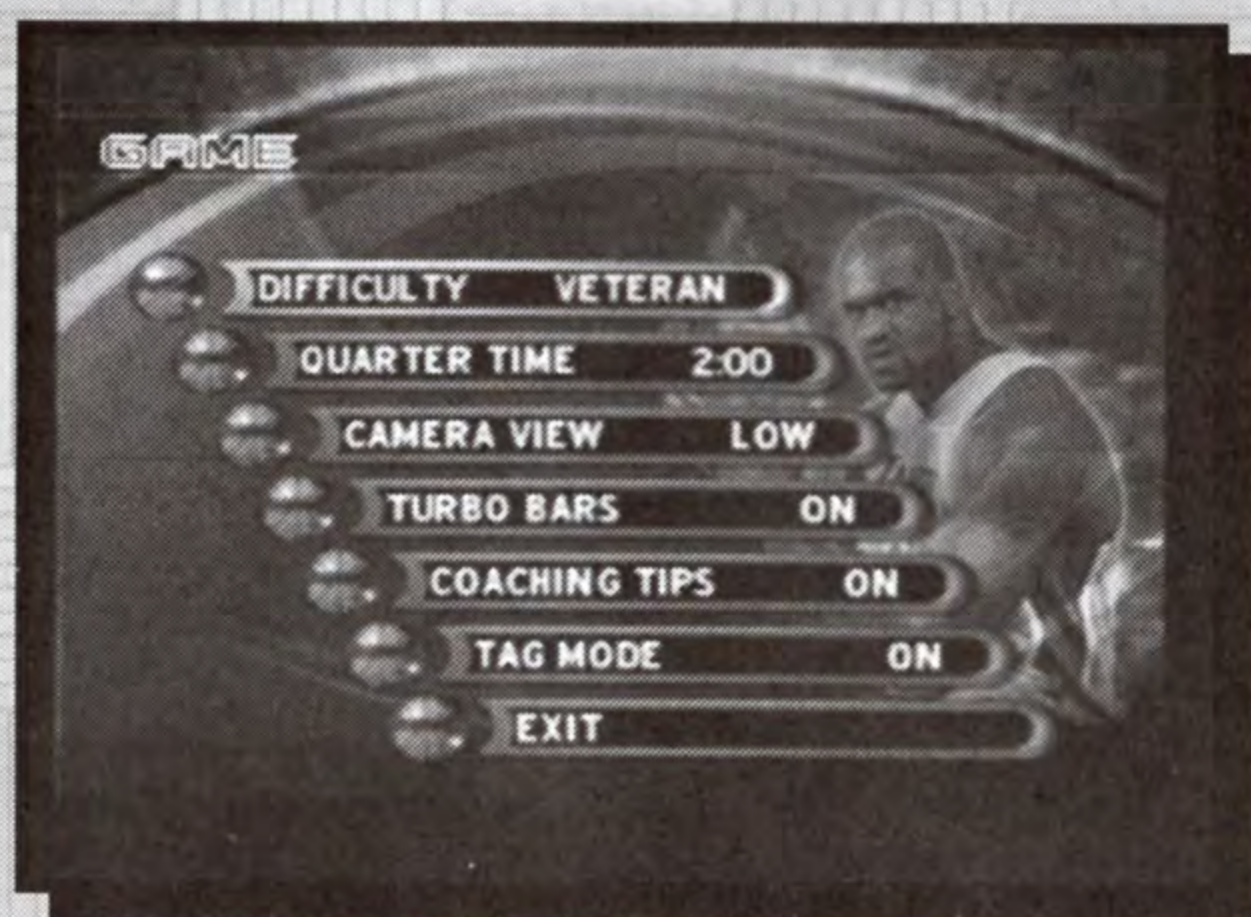
PRACTICE

Select a player from any of the NBA teams, then take to the court and practice your dribbling, shooting, follow-ups, tip-ins, 3 Pointers, as well as any other aspect of your game you think you need to work on.

3 POINT SHOOTOUT

There are five ball racks positioned around the 3-Point Line. Each rack holds four Standard balls and one colored "Money Ball". Each basket made using a Standard ball is worth one point, and baskets made using the "Money Ball" are worth two points. Players have a limited amount of time to clear the racks, making as many 3-Point shots as possible. **TIP:** The balance between speed and accuracy can make the difference between victory and defeat. Take your time and do your best to sink the "Money Ball".

OPTIONS MENU



At the Main Menu, highlight **OPTIONS** and press the **X** button.

Under the Options Menu you will find the following sub-menu selections: **GAME**, **SOUND**, **CONTROLS** and **EXIT**. Highlight the option you want and press the **X** button. Each option can be adjusted by pressing **←** or **→**. To go back to the previous menu, select **EXIT**.

GAME

DIFFICULTY

This setting determines how difficult the computer-controlled opponents will be. Select **ROOKIE**, **VETERAN** or **PRO**.

QUARTER TIME

You can speed up the game clock using this option. It controls both the game time and the shot clock.

CAMERA VIEW

Adjust your camera point-of-view to the angle you like best. Select from **LOW** or **HIGH** viewpoints.

TURBO BARS

You can select to play games with or without Turbo Bars displayed. Choose **ON** or **OFF**. When you turn this option off, you're essentially not letting your opponents know when you're using your turbo.

COACHING TIPS

Following the 1st and 3rd Quarters of a game, Tip screens will appear giving you some helpful game hints. You can turn them **ON** or **OFF**.

OPTIONS MENU

TAG MODE

Turn Tag Mode **ON** or **OFF**. You control only one player when Tag Mode is turned **OFF**.

EXIT

Go back to the Options Menu.

SOUND

MUSIC

Adjust the game's background music. The higher the number, the louder the music.

SFX

Change the volume of the game's sound effects.

ANNOUNCER

You can either let the announcer speak (**ON**) or play without an announcer (**OFF**)!

EXIT

Go back to the Options Menu.

CONTROLS



Select one of six controller configurations. Press **↑** or **↓** to select the controller you want to configure (1-6) and press the **×** button. Press **←** or **→** to cycle through the three available configurations.

As you change the configuration, you'll see a display of that controller's preset. Select the preset that will work best for you, then select **EXIT**. As many as 6 players can use this process to select configuration presets.

EXIT

Go back to the Options Menu.

CUSTOMIZE TEAMS & PLAYERS

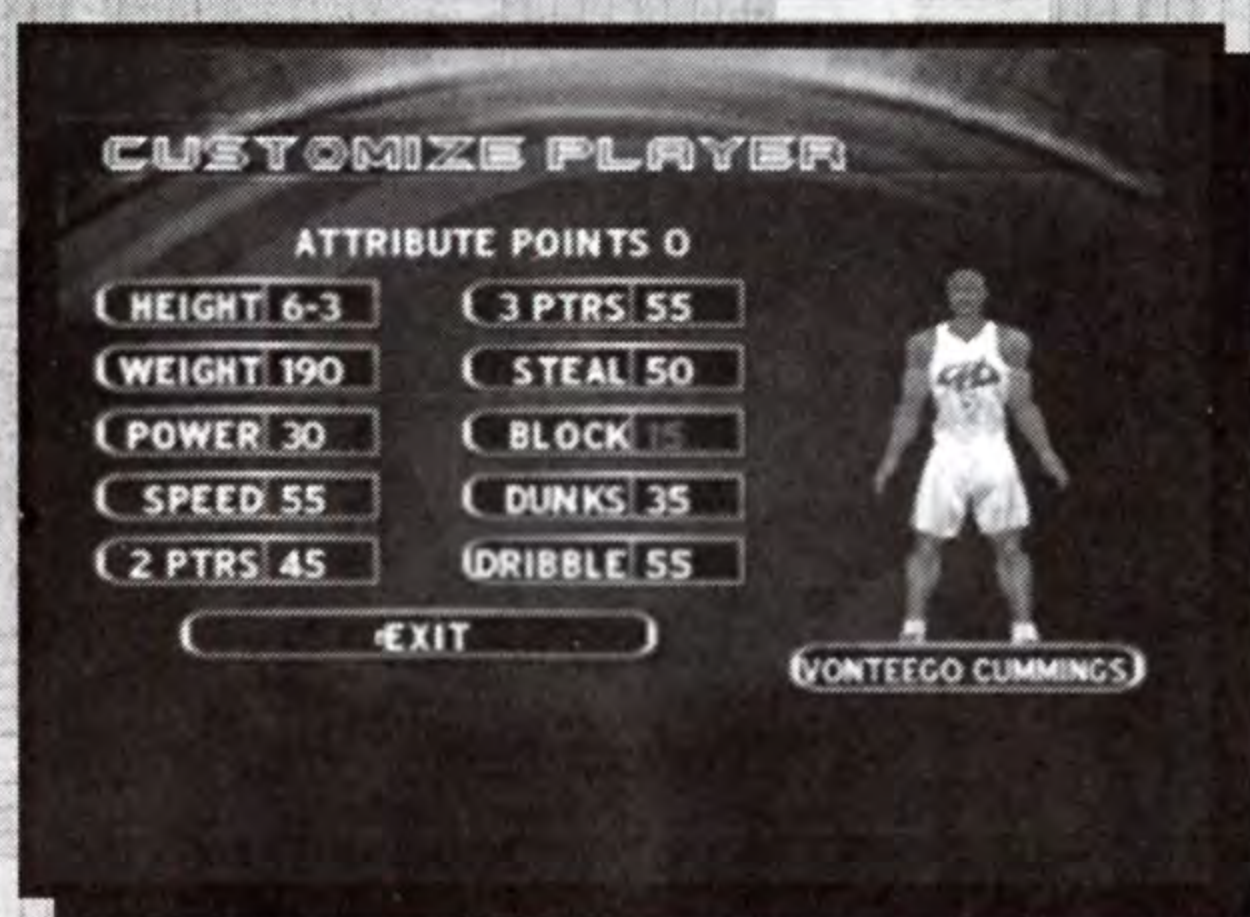
At the Main Menu, highlight **CUSTOMIZE** and press the **X** button.

The Customize Screen offers two features that allow you to customize a Team or Player.

TEAM

At the Customize Team Screen, press **↑** or **↓** to select the team information you want to modify, then press the **X** button. You'll then have the choice to change **TEAM** or **PLAYER** information. Select **TEAM** to change the team's information.

When you select specific text, selectable letters will appear to the right of the screen. Press **↑**, **↓**, **←** or **→** to highlight a character, then press the **X** button to select it. You can change names for the **CITY**, **TEAM**, **ARENA** and the **HOME** and **AWAY** Jerseys. Repeat the process to type in and complete your team's new information.



To change the logo, select **LOGO** and press **←** or **→**. Once you have everything set the way you want, press the **△** button to return to the Main Menu or highlight **EXIT** and press the **X** button.

PLAYER

Once you've selected a Team from the Customize Screen, select **PLAYER** to change attributes for players on that team. The Customize Player feature essentially allows you to create your own player. You can change existing players' jersey number, their skill attributes as well as their name.

Press **↑** or **↓** to select the following options for customizing a player (next page):

CUSTOMIZE TEAMS & PLAYERS



Number : Change the player's number. Press **↑**, **↓**, **←** or **→** to highlight a number, then press the **⊗** button to select it. Select END to accept the new number.

Attributes : You can press **←** or **→** to modify several specific player attributes, but there's a certain amount of points to work with. You can earn points for every three wins or by answering Trivia questions correctly (see Trivia, pg. 20). Every time you increase points (to boost up your player's attribute) you lose points. Every time you decrease your player's attributes you gain points. Remember that the stronger your player is in one attribute, the weaker they may be in another.

Privileges : Press **←** or **→** to select privileges. You can add two privileges to your character to make him more skilled. You initially select 2 out of the 6 privileges, but you can earn new privileges as you improve your play.

Stealth Turbo - Your opponent won't know when you're using Turbo.

Big Head - Add a giant head to your character.

Drone Big Head - Add a giant head to your drone characters.

Choose Hotspot - Pick a hotspot on the court. When you shoot from that spot in the game, odds are you're going to nail it.

Hide Attributes - This will hide your attributes from your opponents.

Choose Jersey - Select a jersey for your player to wear at all times.

Nick Name : Give the player a new nick name. Press **↑** or **↓**, then press the **⊗** button to select one of the available names. Select EXIT to accept the new name.

Edit Name : Edit the player's name. Press **↑**, **↓**, **←** or **→** to highlight a character, then press the **⊗** button to select it. Repeat the process to spell out the new name, then select EXIT to accept the new number.

CHOOSE POSITION/TEAM



Before you begin your game, you'll need to select whether you'll play on the **HOME** or **AWAY** team. You'll also select the type of position player you would like to use in the game.

At the Choose Positions Screen, press **←** or **→** to select a side. Up to four players can make their selection. When you're finished selecting positions, you'll go to the Team Select Screen.



Press **↑** or **↓** to highlight the team you would like to use. Once you select a team, you'll need to select the players you'd like to use from that team. Press **↑** or **↓** to cycle the players, then press the **ⓧ** button to make your selection.

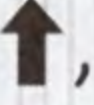
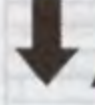
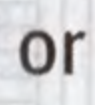
Remember the position you chose on the Choose Positions Screen, because the player you choose at this screen will be the player you use in the game (this only applies when Tag Mode is set to OFF).

PLAYING THE GAME



CODES

When all of the players have been selected (and all of the players have pressed the  button), the Match-Up Screen will appear.

The Matchup Screen displays the names and logos of the two competing teams. At the bottom portion of the screen, you'll see code icons (one for a 1 player game, two for a 2 player game). You can enter codes by pressing the  button (first icon), the  button (second icon) or the  button (third icon). When the icons you want are displayed, press , ,  or .

To input more than one code, repeat the process. The codes you entered first will flash and remain on-screen. At this point, you can enter another code before the game starts. The first code you entered will be stored, as well as the second one. Do this procedure quickly, or you'll run out of time.

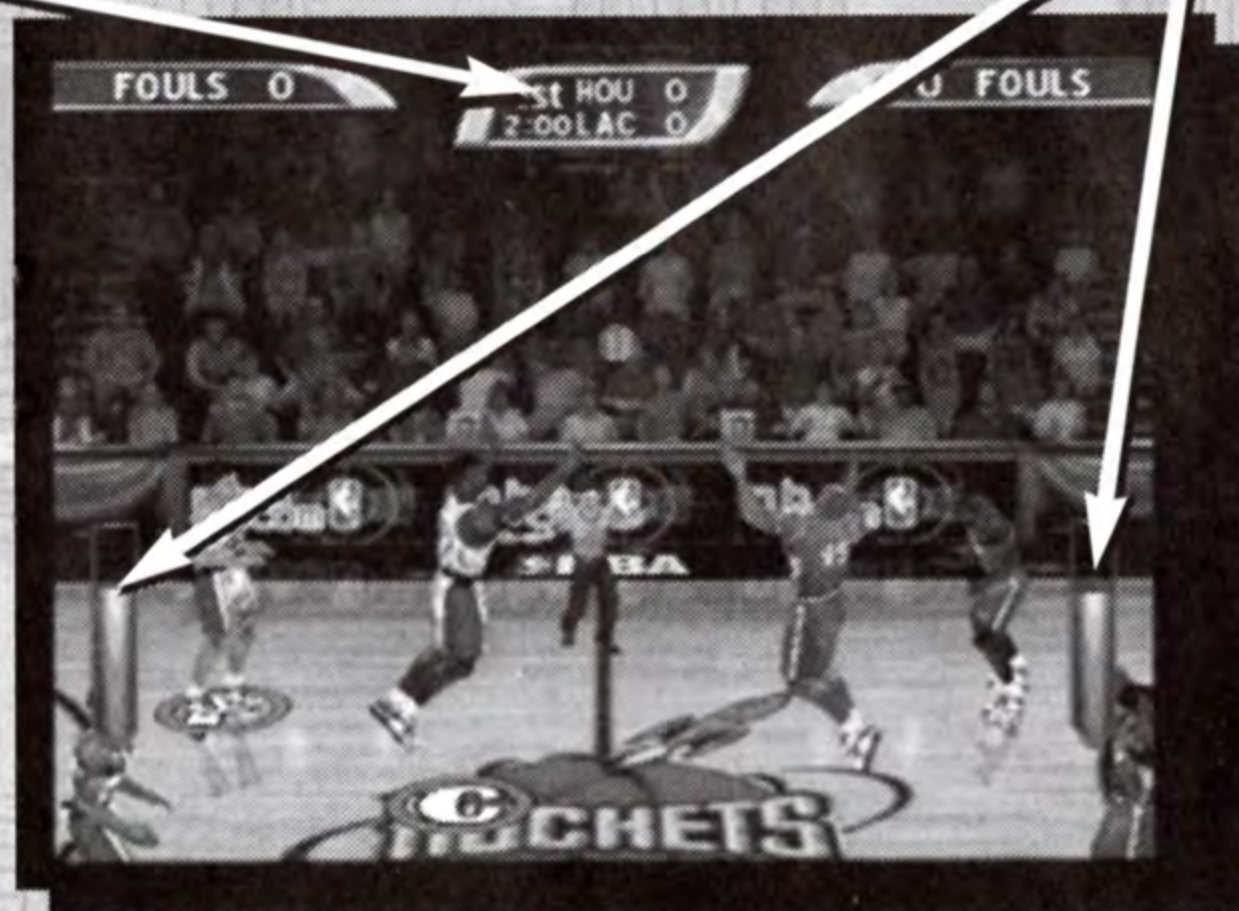
Codes for NBA Hoopz can be found in Strategy Guides, Magazines, on the Internet and with a little experimentation on your part.

PLAYING THE GAME

The next few pages will show you what to do in the game and what to look for!

SCOREBOARD

JUMP BALL METER



JUMP BALL METER

At the start of the game, your player is at center court for the jump ball. The gauges on the right and left display the jump power for each of the two players in the circle. To have a better chance to win the jump, quickly tap on your Turbo and Jump Button to boost the power and height of your jump.

SCOREBOARD

At the top of the screen, the Scoreboard displays the score of the game, the Quarter and the Time remaining. When the clock is under one minute, it's displayed on the lower right of the screen until time expires.

POSSESSION MARKERS

Below each player's feet is a colored circle containing a G, F, or C (Guard, Forward or Center). The letter lets each person know which player they're controlling. When a player is off-screen, the arrow moves to the side of the screen, pointing to the location of your player.

PLAYING THE GAME

SHOT CLOCK



TURBO METER

(Below Possession Marker)

POSSESSION MARKER

TURBO METER

TURBO METERS are found under the **POSSESSION MARKER** of each human controlled player. As you use your Turbo, the Blue, Red, Green, Yellow, Purple or Light Blue Bar diminishes until it's gone. It recharges automatically when you aren't using it. Your shoes will also illuminate as you use the Turbo.

SHOT CLOCK

When you gain possession of the ball, you have 24 seconds to release the ball toward the hoop. When the shot clock counts down to 10 seconds, it will appear in the lower portion of the screen to let you know. If you don't shoot in time, the words "**SHOT CLOCK VIOLATION**" will appear, and possession of the ball will be given to the other team.

TIP

A player's position will give you an idea as to what skill he is best able to perform. Guards and Forwards tend to make more 3-pointers. A Center will get more rebounds and be harder to clear out. Forwards tend to drive higher and stronger to the hoop, doing more exciting dunks.

BASIC SKILLS

The next few pages are devoted to the basic skills you'll need to master. It may take some time, but once you get these moves down, you'll be hard to beat.

DRIBBLING

The computer takes care of your player's basic dribbling, but you can put some moves into the dribbles to keep from getting the ball stolen.

SHOOTING

In NBA Hoopz, there's more to shooting than just pressing the **Shoot Button**. There's a good chance that another player will be in-your-face every time you attempt a shot. If a player jumps to block your shot as you press the **Shoot Button**, you can hold the button down to delay the release of your shot.

To get a little more height and energy into your shot, try pressing the **Turbo** and **Shoot Button** at the same time. Your best chance to nail your jumper occurs when you release the ball at the peak of your jump. Also, to shoot around your opponent, try pressing the **Directional button** in all directions. Your player will execute a fade away, a lean-in shot, or a left/right leaning shot depending on which way you hold the **Directional button**.

PASSING

This isn't as simple or automatic as you might think. Make sure your man is open when you pass, and don't be a ball hog. It's much harder to take the ball away from two players working as a team. You can press the **Pass Button** as you go to the hoop to dish off to your teammate or to escape opponents that are in-your-face. Skilled Point Guards pass more creatively than Centers or Forwards.

HEAD FAKE

With your feet planted, quickly tap the **Shoot Button** to execute this move. This may cause your opponent to mis-time his block attempt.

CLEARING OUT

If for some reason you're held up and have to pass the ball or shoot, quickly tap the **Turbo Button** to grasp the ball hard and throw elbows from side-to-side. This will make it more difficult for your opponent to steal the ball.

BASIC SKILLS

SPIN MOVE

As you dribble, quickly tap the **Turbo Button** twice.

REBOUNDING

Don't always assume the ball is going down. Time your jumps at the net. Press the **Shoot Button** and **Turbo Button** simultaneously to get high in the air. When you grab the rebound, your teammate should be running down the floor toward your net. Pass it deep.

Offensive rebounds are a must. Follow your shot to the net to rebound a possible miss, then try pressing the **Shoot Button** while you're in the air to tip it in. It's a pretty sweet move if you can pull it off.

ON FIRE!

A player who sinks three hoops in a row (without letting their opponent score) becomes "On Fire". The ball will smoke when possession is gained and Unlimited Turbo is available. When a player On Fire shoots the ball, he has a much greater chance of



making any shot he throws. Take full advantage of a teammate who's on fire. It's no time to be a ball hog. To extinguish a player who's on fire, the opposing team needs to make just one basket.

When a team of players do three **Alley Oops** or **Double Dunks** in a row, you achieve **Team Fire**. At this point, all three teammates are on fire with Unlimited Turbo until the other team makes an ally oop.

Take your opponents to town and start a run. To stop Team Fire, the opposing team must complete an Alley Oop or Double Dunk. If a player or team is on fire at the end of a quarter, they will still be on fire to start the next quarter.

HARD CONTACT

Here's a move that will help you start a run or make up some points. Press the **Turbo** and **Pass Button** to knock the ball out of his hands. The ball may or may not come loose, but it's a good opportunity to create a turnover. Be careful though, commit 5 fouls and your opponent will go to the Free Throw line!

BASIC SKILLS

THE ALLEY OOP!

Dazzle your friends with this one. As you go hard toward your net, watch for a teammate flying toward the net. When he jumps high and flashes in the air, press the **Pass Button** to dish the ball off. If all goes well, he'll slam it home! Press **Turbo** and the **Shoot Button** together to go up yourself.



THE DOUBLE DUNK

Teammates can both jump high and drive hard to the hoop, then the ball carrier must press the **Pass Button** to dish off to his flashing teammate behind him. Repeat this move, then leave your opponents guessing if you'll pass or not. Either way, you should be able to score. The player without the ball must press the **Turbo** and **Shoot Button** to jump high toward the net, behind the teammate carrying the ball.

BLOCKING SHOTS



This is one of the keys to a great defensive game. Try to time a player's shot attempt, then step in front of him and press the **Shoot Button**. If he's way up there, press your **Shoot Button** and the **Turbo Button** to greet him above the rim.

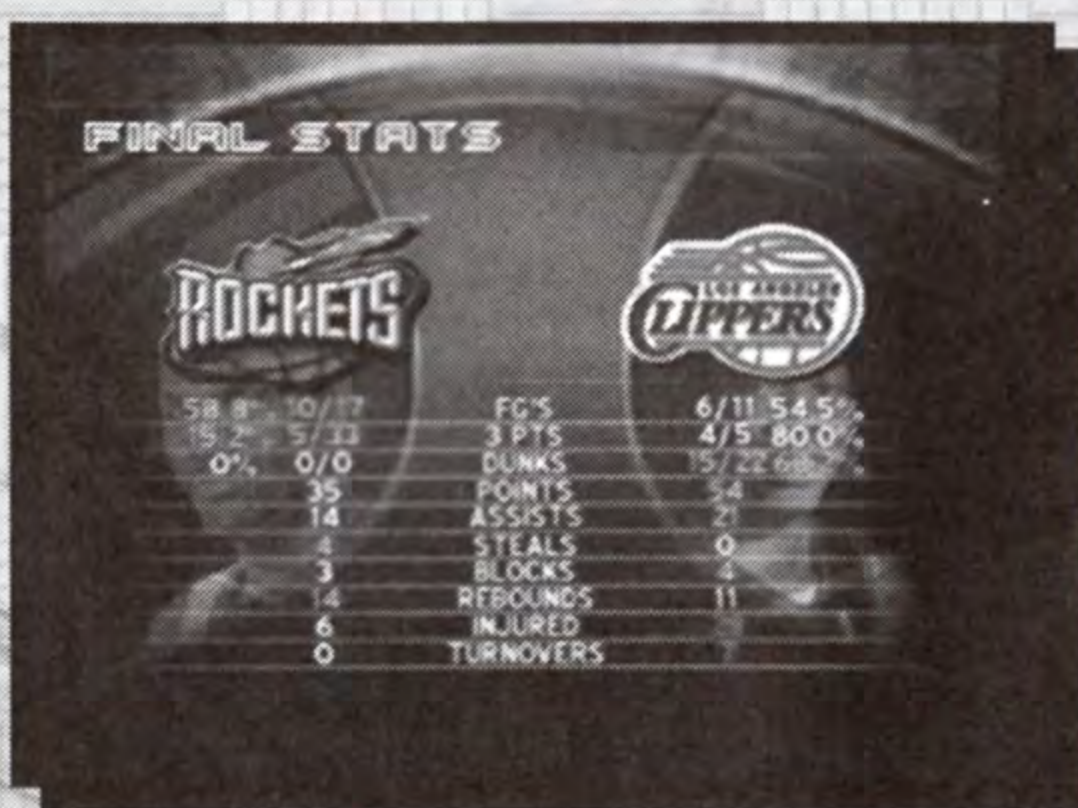
SHOOTING FREE THROWS

Occasionally, a player will be called for a foul, allowing another player to go to the free throw line. When you get up to the line, an accuracy gauge will appear on the lower left. Press the **X** button when the gauge's arrow reaches the center of the gauge. If you time it right, you'll nail the shot. The further off-center you stop the arrow, the more your accuracy will suffer. Try to stop the arrow dead center to increase your chances of making the shot. If you miss, be ready for the rebound.

SUBS, STATS, TIPS & TRIVIA

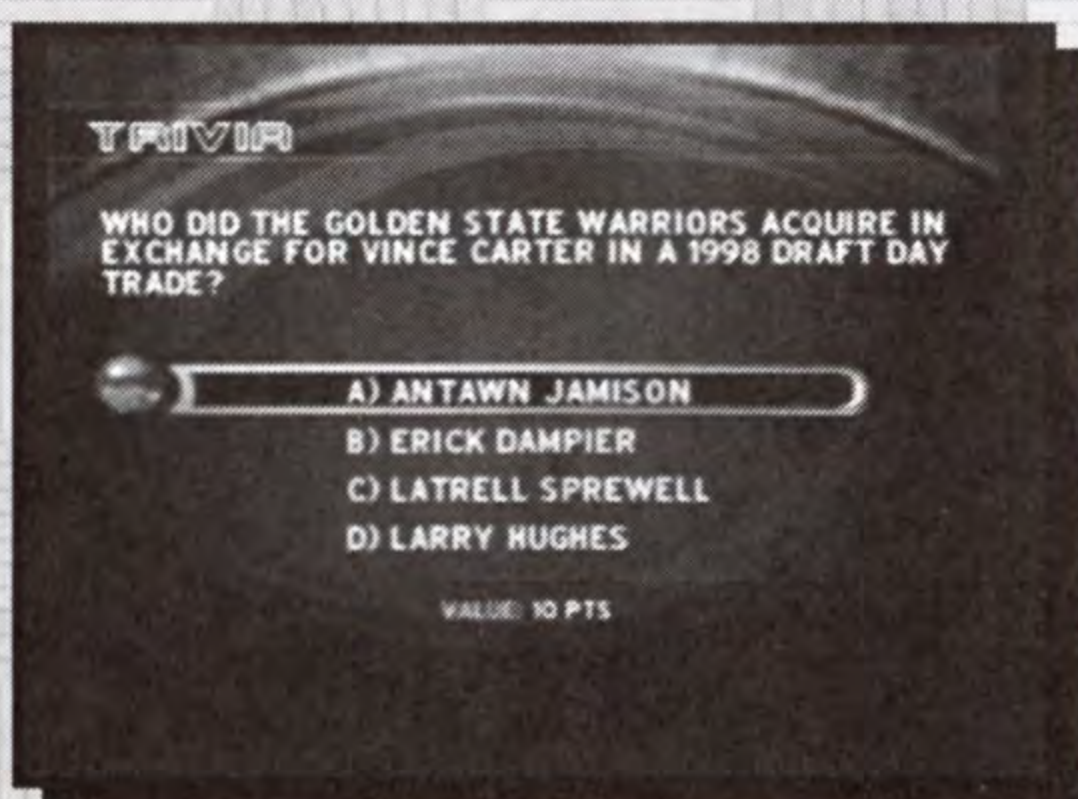
At Halftime, you have the opportunity to substitute one or all players. You won't be able to change teams, so you'll have to select different players from the team you chose prior to the game.

At the Substitution Screen, press **↑** or **↓** to cycle through the available players, then press the **⊗** button to return to the floor.



At Halftime and the end of the game, a statistics screen will appear. Following the End Game Stats Screen, the Scoring Breakdown Screen appears. It displays the breakdown of point totals for each quarter.

After the 1st and 3rd quarters, Coaching Tips are displayed. Read them carefully to get helpful playing tips and special moves. If you go into Overtime, you'll get more tips between each quarter. The Coaching Tips can be turned OFF in the Options Menu (see Page 9 for more details).



At the end of each game, play NBA Hoopz Trivia. Accumulate points to use when you create a player. The more points you accumulate, the more Attributes you can give your created player. (See Customize Teams & Players, pg. 11-12)

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