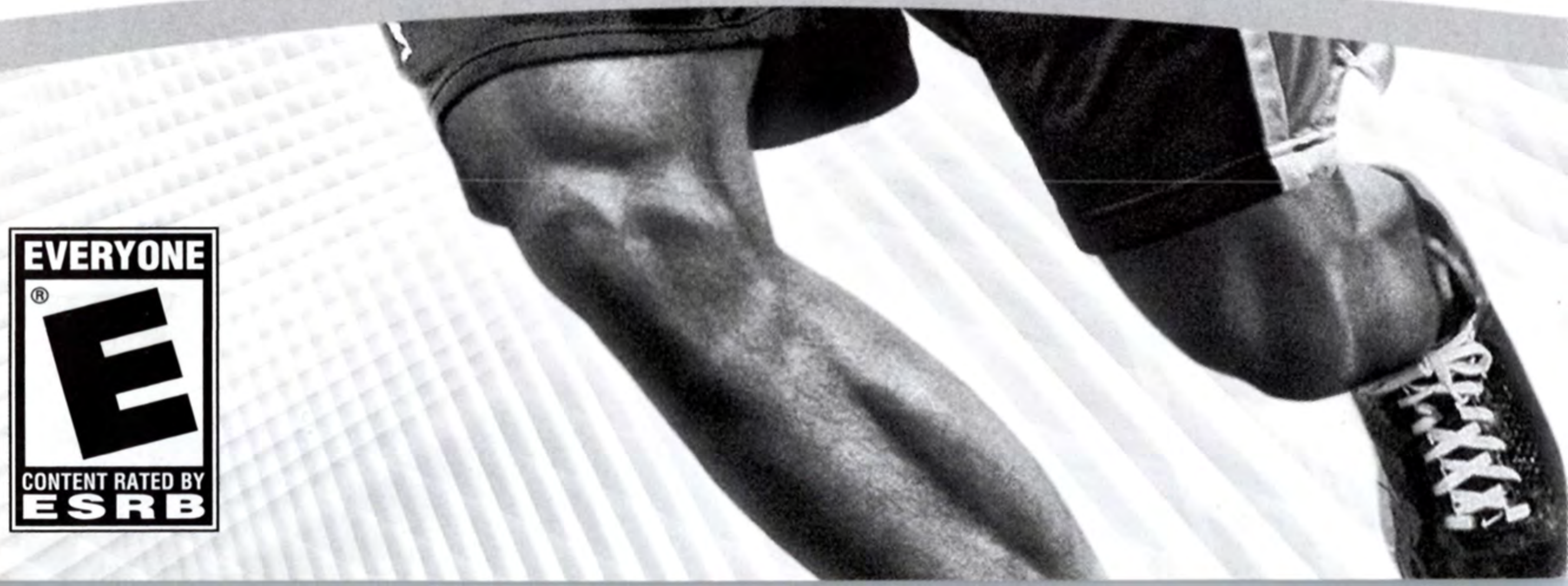




SPURS



NBA LIVE 09



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system.
 - Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

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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2 GETTING STARTED

3 STARTING UP

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6 GAME MODES

9 LIMITED 90-DAY WARRANTY

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

COMPLETE CONTROLS

OFFENSE

| | |
|--|---|
| Move player | left analog stick |
| Shoot | ○ button (press and hold to jump then release to shoot; tap to pump fake) |
| Lay-up/Dunk | □ button |
| Pass (direction of the left analog stick chooses receiver) | × button (press and hold for lob pass; tap for normal pass) |
| Touch pass | × button (tap while ball is still in air) + left analog stick (in the direction that you want the pass to go) |
| Alley-oop pass (when teammate has a clear lane to the basket) | R2 button |
| Direct pass | L2 button then □ button, × button, ○ button, or △ button (tap to pass to closest man to basket) |
| EA SPORTS™ Freestyle Control | right analog stick |
| Pro-hop/Power dribble | △ button NOTE: Press the left analog stick in the direction that you want your player to pro-hop. |
| Back down | L1 button |
| Off-ball Switch | R3 button then □ button, × button, ○ button, or △ button |
| Turbo | R1 button |
| Quick Plays | Directional buttons |
| Playcalling | Directional buttons (double-tap) |
| Pause game | START button |

LOW POST MOVES

| | |
|----------------------------|---|
| Slam dunk | □ button (when close to the basket) |
| Fade-away jump shot | left analog stick away from basket + ○ button |

MID-AIR REBOUNDS, TIPS, AND DUNKS

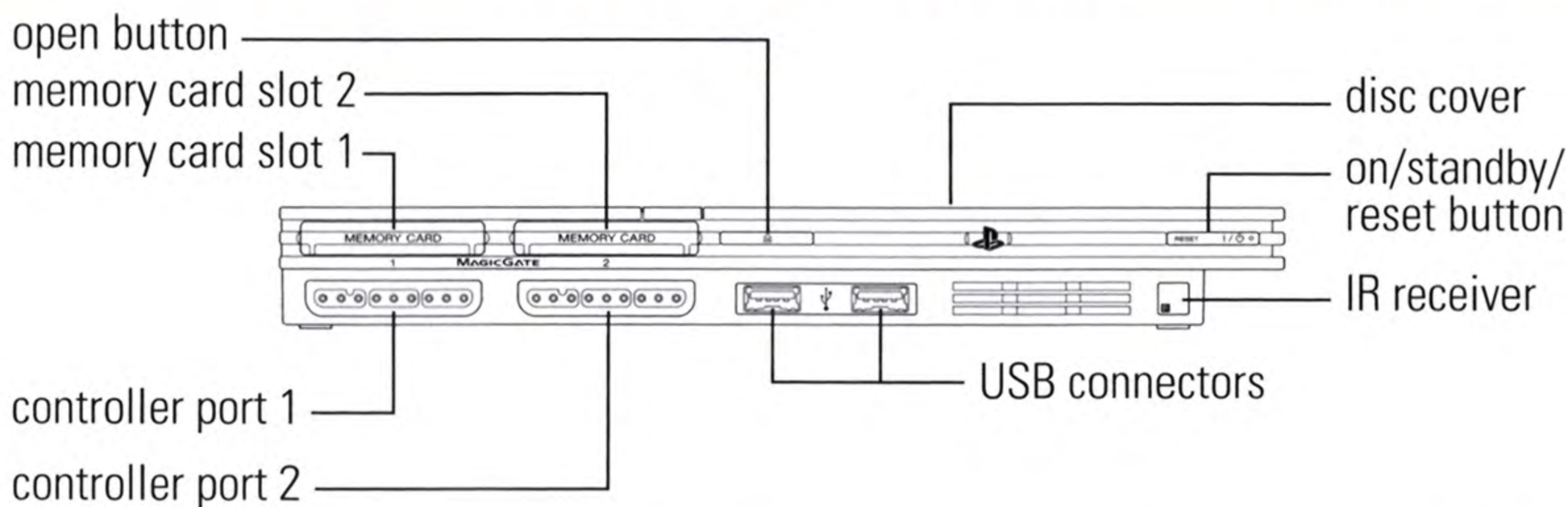
| | |
|-------------------------|-------------------------------------|
| Mid-air rebounds | △ button |
| Tip-slam | □ button (when close to the basket) |
| Tip-in | ○ button |

Complete Controls are continued on p. 3.



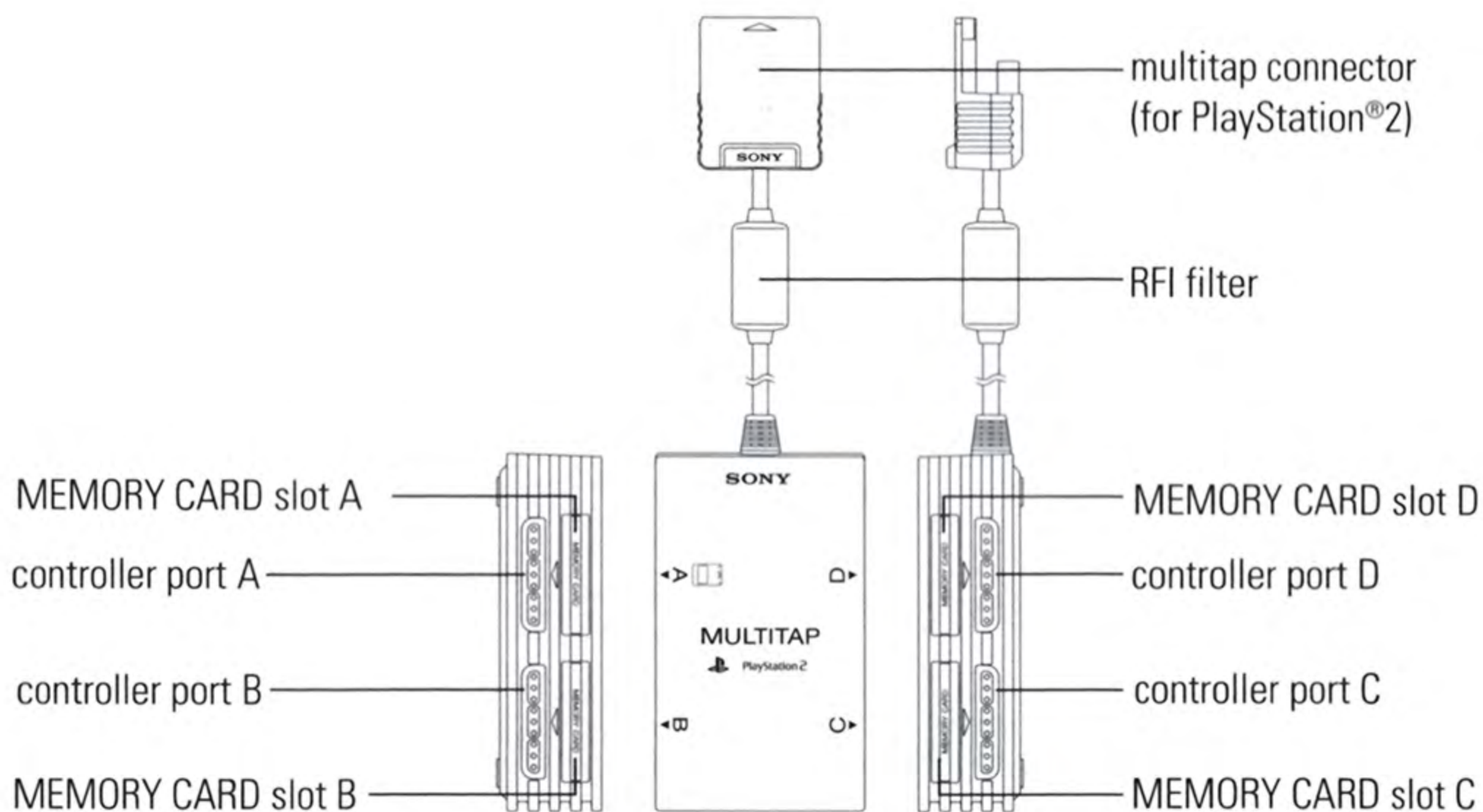
WWW.EASPORTS.COM

GETTING STARTED



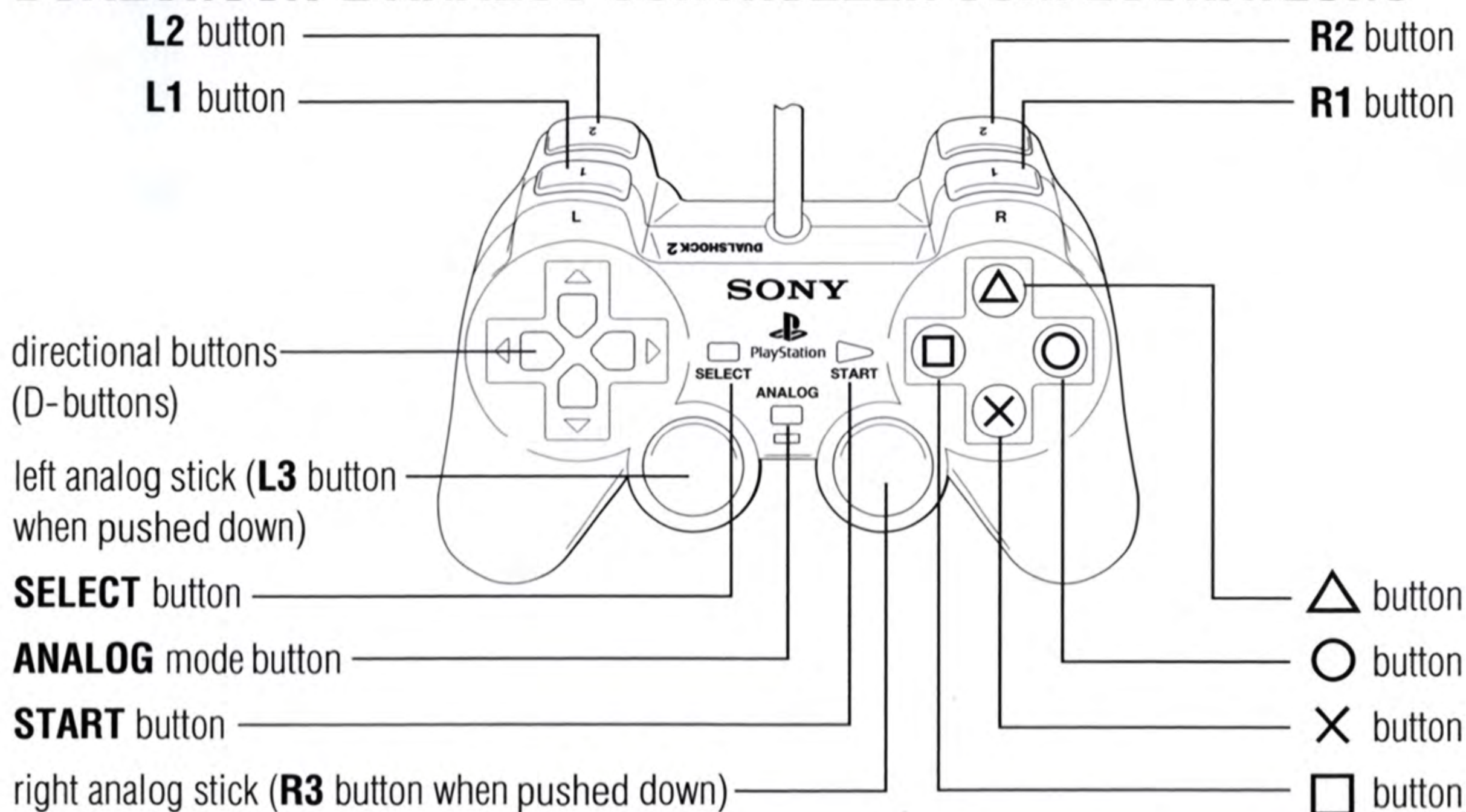
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *NBA LIVE 09* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS (CONT.)

INBOUNDING

Call for screen L1 button (hold)

CALL-FOR-PASS INBOUNDING

Move pass receiver left analog stick

Call for pass X button

Inbound plays Directional buttons (tap)

HOT SPOTS

Activate Hot Spots L3 button (hold)

Deactivate Hot Spots L3 button

FREE THROWS

When shooting free throws, press the right analog stick ↓ to begin the shooting motion. Once the player pulls the ball up (near his forehead), press the right analog stick ↑ to release the ball.

The 'up and down' motion on the right analog stick should result in a smooth, clean shot when timed properly. Pressing and holding it too long results in the loss of strength (the shot will miss short) while pressing it too quickly results in too much power (you will back-rim the shot). Also, be sure to press the right analog stick straight ↓ then straight ↑. Pressing it up and to the left (or right) pushes the ball to the left (or right) and may result in a missed shot.

NOTE: Pressing the ○ button allows you to simulate the free throw (based on the shooter's free throw ability). Your margin for error depends on the player's free throw ability as well as the game's skill level.

DEFENSE

| | |
|---|--|
| Move player | left analog stick |
| Switch player (direction of the left analog stick chooses defender) | ⊗ button |
| Steal/Intercept/Hard foul | ⊞ button (press repeatedly to commit hard foul) |
| Take charge | ⊙ button |
| Block/Rebound | △ button |
| Off-ball switch | R3 button then ⊞ button, ⊗ button, ⊙ button, or △ button |
| Last man back | L2 button (tap) |
| Defensive stance/Box out | right analog stick ↓ |
| Intentional foul | SELECT button |
| Turbo | R1 button |
| Quick Plays | Directional buttons |
| Playcalling | Directional buttons (double-tap) |
| Pause game | START button |

EA SPORTS™ DEFENSIVE ASSIST

| | |
|---|---------------------------------|
| Activate EA SPORTS™ Defensive Assist (see p. 6) | L1 button |
| Take a charge | ⊙ button |
| Steal attempt | ⊞ button/right analog stick ←/→ |

BEGINNER

OFFENSE

| | |
|------------------|-----------|
| Shoot | ⊙ button |
| Lay-up/Dunk | ⊞ button |
| Pass/Give and go | ⊗ button |
| Turbo | R1 button |

DEFENSE

| | |
|---------------------------|-----------|
| Switch player | ⊗ button |
| Steal/Intercept/Hard foul | ⊞ button |
| Block/Rebound | △ button |
| Turbo | R1 button |

PLAYING THE GAME

CHOOSE GAME TYPE

When you first begin playing *NBA LIVE 09*, you are prompted to select a game type. Select Simulation if you're looking for an authentic NBA basketball experience, Arcade if you're seeking fast-paced action with outrageous dunks, or Casual Play, featuring a simplified game with Beginner gameplay controls.

NOTE: You can alter the game type settings in-game via the Options menu.

PLAY NOW

SELECT TEAM SCREEN

Set up your next game by choosing two of your favorite NBA, FIBA, or All-Star teams for the upcoming game.

USER PROFILES

Before heading out to the court be sure to create a new Profile which allows you to save personal statistics, accomplishments, and settings in various game modes to your memory card (8MB) (for PlayStation®2).

NOTE: You have the option to create more than one Profile. All Profiles are managed from the Head-to-Head Tracker.

HEAD-TO-HEAD TRACKER

Wins and losses are the bottom line for every NBA franchise. For single and multiplayer games, keep track of your bottom line by using the Head-to-Head Tracker. Check your overall record as well as any winning streak you may have ongoing and see how your team measures up.

SELECT JERSEYS SCREEN

Take to the court in style by choosing a Home, Away, Alternate, Practice, or classic throw back jersey prior to tip-off.

STARTING LINEUPS SCREEN

Get strategic before tip-off by swapping hot and cold players in and out of the starting lineup. Hot players are identified by a flame icon; cold shooters by a snowflake. Once the game begins you have the option to bring players back into the game using the pause menu.

PLAYER HOTSPOTS

Be sure to do your homework before the game begins by identifying a player's hot—and cold—spots on the court. Pull up the Hotspot grid and study it like a map. Games can be won or lost based on what you do with this information.

When shooting from a red area on the court, a player is more likely to make the shot. When shooting from a blue area, the odds of making the basket decrease. Player Hot Spots are also shown inside the player indicator (at his feet). If the indicator pulses red, he's hot, and if it pulses blue, he's cold.

QUICK SETTINGS

Create a game atmosphere that best suits your playing style. Select the Skill Level for the next game, along with Quarter Length, Arena location, Camera View, and Game Type. You can also adjust the rules, preferences, and more from the Settings screen or from the pause menu once the game begins.

ON THE COURT

QUICK PLAYS

Direct traffic on both ends of the court by calling a Quick Play. On offense, you can run Isolation, Post Up, Pick-and-Roll, or Pick-and-Pop plays. On defense, the 2-3 Zone, Double Team, Full Court Man-to-Man, and Half Court Man-to-Man defensive options are available. Double tap the Directional buttons on offense or defense to bring up a whole set of plays that can be customized via the Playbook screen in the pause menu.

ROLE ICONS

There are players, and then there are role players. Some players simply play the game while others own it. Know what a player's specialty is with the help of on-court role icons. There are three in all: Generic, White Star, and Gold Star.

GO-TO MOVE

Sometimes you have to create your own opportunities on the court, and nothing will get you to the hole with more showmanship than a Go-To Move. Your favorite signature ballhandling and shooting techniques have been re-created, including familiar fadeaways, step-backs, dunks, putbacks, and more. Take further command of the game by mastering the signature moves of the NBA's elite. If you're in the right spot, a superstar like Kobe Bryant will uncork his deadly accurate fadeaway shot. See what your star players can do and unveil your most dominating Go-To Move when you need it most in *NBA LIVE 09*.

EA SPORTS™ FREESTYLE CONTROL

Express yourself with EA SPORTS Freestyle Control. While dribbling, press the right analog stick in any direction to break out a Freestyle move. Making the same shape on the right analog stick results in the same move every time. You can also create combinations of Freestyle moves, so be sure to use Individual Practice mode to help perfect these moves. Remember not all players are built the same, so do not expect Gilbert Arenas and Tim Duncan to mirror each other's Freestyle moves. Find your superstar's highlight-worthy moves and attack!

TOUCH PASSING

Turn a no-look pass into an art form with the touch passing system. When a pass is in mid-air, call for a second touch pass by pressing the pass button and pressing the left analog stick in the direction you want the pass to go.

EA SPORTS™ DEFENSIVE ASSIST

Transform your defense into a meat grinder with the EA SPORTS Defensive Assist. Smother opponents with an aggressive style of defense and create turnovers that lead to easy baskets. When defending a ball-handler trigger the EA SPORTS Defensive Assist by pressing the **L1** button (press the left analog stick to stay in front of your man). Once your opponent is trapped, you can force him into a turnover situation or put him in a position for an easy double-team. In addition, press the **○** button to draw a charge, or press the **□** button or press the right analog stick **←/→** for a steal attempt.

PLAYBOOK

Adjust to your opponent's playing style mid-game. You have the option to adjust your defensive matchups, defensive playbook, offensive playbook, and team strategies. The Playbook menu is accessible through the pause menu during a game.

MOMENTUM

Get a read on your team's momentum. The momentum bar appears under the scoreboard when your team has generated a significant amount of momentum through scoring runs, defensive stops, and more.

PLAYER STAMINA METERS

When your player begins to tire, the player stamina meter—located next to the player's feet—will begin to decrease. This lets you know when you should sub your player out of the game.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. All unsaved information will be lost otherwise. You can also save or load manually by accessing the LOAD/SAVE screen.

GAME MODES

SEASON

If you don't have the stamina to run a franchise for multiple years in Dynasty Mode (see below), you can still make a run for the championship by playing a 29-, 58-, or 82-game season. Select any team using current NBA rosters, or assemble your squad through a Fantasy Draft. Once your team is assembled, you can randomize your schedule. In Season mode, trades and roster moves such as signing and releasing players are allowed.

DYNASTY MODE™

Take the helm of your favorite NBA franchise—both on and off the court. As General Manager, head coach, and player, see if you have what it takes to build the league's next dynasty.

HOW TO RUN THE FRANCHISE

Dynasty Mode operates on a year-round NBA calendar so be prepared to handle the duties in the front office and from the bench for multiple seasons. After choosing a team and selecting your settings, season one begins. Build your team from the ground up by hiring your coaching staff (with crafty contract negotiation tactics), running your team's training camp sessions, and conducting the rookie player draft. You can operate these milestones yourself or have the CPU simulate them for you. In addition, you're not carrying the load entirely by yourself. Your assistants, scouting, and medical staff are there to help and will take some of the responsibilities off of your plate.

Before you start making key decisions, be sure to check your PDA (click the **L3** button) for messages from the league, team owner, and more that can help determine the success of your franchise.

NBA DRAFT

You have the option to begin your tenure as GM by managing your team's draft day selections during the annual rookie draft. After evaluating your team roster, draft lottery, and mock draft, decide which positions are in dire need of an upgrade, then do what it takes to select the players you want most on draft day.

DURING THE SEASON

SCHEDULE

Once the pre-season activities conclude, the regular season begins. After reviewing your schedule, you have the option to play or simulate games on the calendar all the way until the end of postseason when the next NBA champion is crowned.

DYNASTY SCENARIOS

To expedite your season, you may choose to simulate games. Occasionally events occur during a simulated game that requires your immediate attention. When a Simulation Alert is delivered, you will have the option to interrupt the simulation rather than leaving the game's outcome to the AI.

GM'S DESK/ROSTER MANAGEMENT

From the Dynasty Central menu you will find the GM's Desk, Roster Management screen, and more. From the Roster Management screen you can reorder rosters, sign, release, and trade players.

TEAM/PLAYER CHEMISTRY

In Dynasty Mode it's more important than ever to keep every player on your roster happy. To do so, make sure you balance playing time and get the ball in your superstar's hands when the game is on the line. Each player's happiness affects his overall performance and willingness to re-sign with your team after his contract expires.

PLAYER FATIGUE

The season is grueling so be sure to keep an eye out for player fatigue throughout the year. Games and practices are only part of what affects the fatigue level. Days off, back-to-back games, total games played, and team event scheduling can also contribute to player fatigue, along with road trips based on distance traveled. Some players may tire quicker than others (based on individual stamina rating). Factors such as a player's age, stamina rating, and the average number of minutes per game all contribute to player fatigue. With so much at stake, be sure to plan off-day events accordingly, or make other smart moves that keep your players fresh for the next game.

PLAYER DEVELOPMENT

Mold a player to best suit the needs of your team. This tracks an individual player's rating over the course of a month. Your players can be more aware offensively or defensively or increase physical strength and stamina by working directly with your training and coaching staff. The coaches ratings and specialties factor in to the equation of successful player development so make sure you hire accordingly.

PLAYOFFS

Skip directly to the time of year where winning isn't everything—it's the only thing. Take part in the most grueling and exciting point of the season—the postseason, where your conference rivals will do everything it takes to send you home packing. Put it all on the line by participating in a traditional format or customize a tournament of your own. Sixteen teams, one champion. Are you strong enough to run the table and make it all the way to the NBA Finals?

FIBA WORLD CHAMPIONSHIP

With 24 national teams to choose from, compete in an international tournament using authentic FIBA rosters and teams, including, the United States, Spain, France, Argentina, Brazil, Lithuania, Greece, Puerto Rico, and more. The world is now yours.

During the preliminary round, teams are divided into four groups. While the championship is underway, each team plays a total of five games, receiving two points per victory. At the conclusion of the preliminary round, the top four teams from each group advance, and a 16-team single-elimination tournament begins.

NEW BE A PRO

Live the life of an NBA icon by playing out an entire career as the same player day in and day out. Whether you strive to become an NBA All-Star or an NBA legend, you can create a player of your own or take over the career of a real-life NBA superstar.

After creating a player (or selecting to play as an existing one) your career begins at the beginning of Season 1. With all eyes on you, it's up to you to lead your team to the playoffs and improve your game along the way.

NOTE: Some of the gameplay elements in Be a Pro mode operate the same way as Season mode or Dynasty mode Season 1 (during the season only). Refer to both sections when navigating through your Be a Pro season.

NBA ALL-STAR WEEKEND

Catch fire under the desert sun by lighting up the league's best during the 2009 All-Star game in Phoenix, Arizona. Get a glimpse of the future by running with rookies and sophomores in the Rookie Challenge, or see if you can constantly hit from downtown during the 3-Point Shootout. Think you have hops? If so, find out if you're skilled enough to rise high above the rim during the Slam Dunk Contest. Wrap up the festivities by playing side-by-side against the best athletes in the world during the NBA All-Star Game. It's East vs. West in this action-packed, winner-take all game set in the US Airways Center.

ALL-STAR WEEKEND CONTROLS

| 3 POINT SHOOTOUT | |
|--------------------|--|
| Switch camera view | L1 button |
| Pick up ball | R1 button |
| Jump/Shoot | □ button, × button, ○ button, or ▲ button (press to jump, release to shoot) |

| SLAM DUNK CONTEST (ON GROUND) | |
|-------------------------------|---------------------|
| 1 Foot Gather | □ button |
| 2 Foot Gather | ○ button |
| 1 Foot 180 Gather | ▲ button |
| 2 Foot 180 Gather | × button |
| Ball toss | right analog stick |
| Move player | left analog stick |
| Dunk/Toss modifiers | L1 button/R1 button |

| SLAM DUNK CONTEST (IN AIR) | |
|------------------------------------|---------------------|
| Windmill | ▲ button |
| Tomahawk | □ button |
| Pump | ○ button |
| Clutch | × button |
| Rotate player (during 180 Gathers) | left analog stick |
| Dunk modifiers | L1 button/R1 button |

OTHER GAME MODES

Freestyle Challenge

Playing split-screen against an opponent, fly high above the rim in the Slam Dunk Showdown, or knock down 3's from beyond the arc in the 3-Point Showdown. Reach the set point total and win the competition. Money Balls are worth more so be sure to capitalize on the bonus opportunity.

1 on 1

It's you versus him in this 1 on 1 showdown. Take on any of the NBA's elite for ultimate bragging rights.

Practice

Before you hit the court, work on your Freestyle moves in Individual Practice mode where the entire court is yours with no crowd or clock. Once you've mastered your dunks, crossovers, and jump shots, turn them loose against live competition or wow the crowd during the NBA All-Star Weekend. If you're looking to work on your team game, run a team practice session and prepare for the upcoming game. In Slam Dunk School, progress through the ranks of Beginner, Alley-Oop, or Advanced Practice. Once you perfect your moves, you're ready to compete in the Slam Dunk Showdown.

Use a Team Practice session to master the skills needed to take on the best ballers. Develop different play styles using the variety of scrimmage modes or practice your set plays in the tactical practice mode.

Practice the offensive plays available in your playbook. To successfully complete a play, get the ball to the "go-to" player and get a shot off before you lose your window of opportunity. The "go-to" player will be highlighted when you need to pass to them.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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US 1 (650) 628-1001

EA Warranty Mailing Address

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Mailing Address: Electronic Arts Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

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