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PLAYBOOK



NBA SHOOTOUT 2001





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.

NBA SHOOTOUT 2001 TIPS AND HINTS

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US **1-900-933-SONY (1-900-933-7669)**
\$0.95/min. auto hints, \$1.40/min. live, \$6.95-\$16.95 for tips by mail
(subject to availability), \$5.00-\$20.00 for card recharge

Within Canada: **1-900-451-5757**
\$1.50/min. auto hints

For US callers, game counselors are available 8AM–5PM PST, Monday–Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support **1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Friday, 7AM–6PM PST.

PlayStation 2 Online **www.scea.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

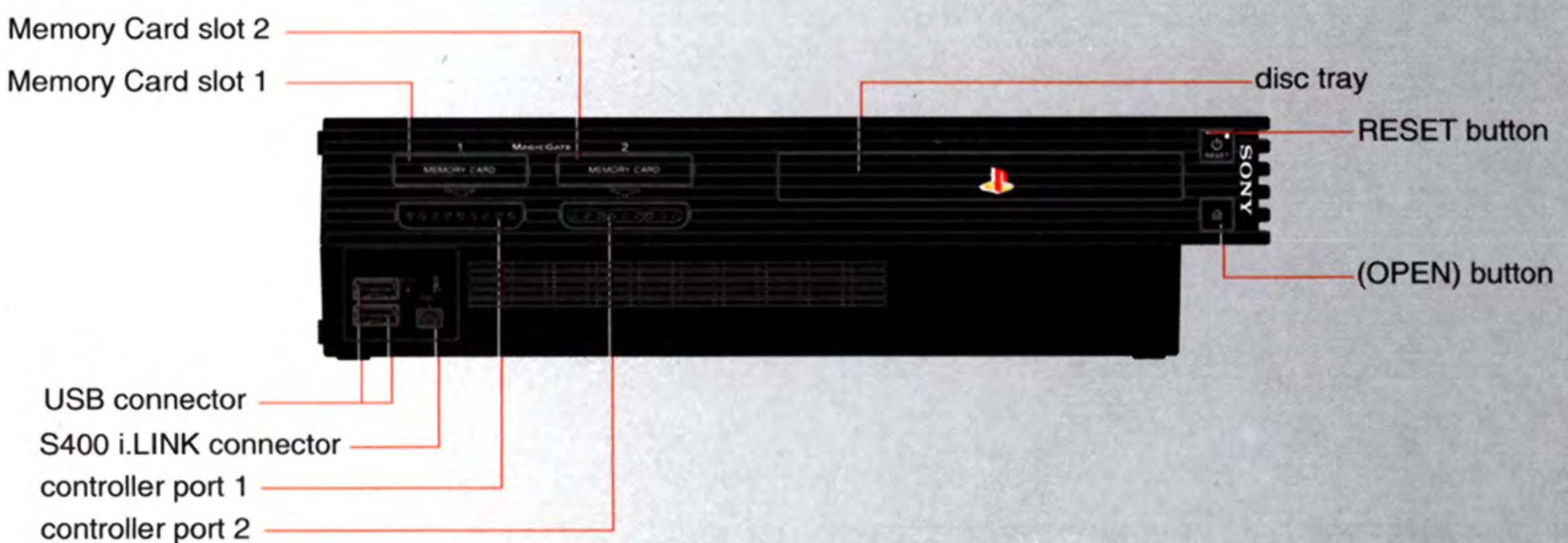
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GETTING STARTED

Setting Up

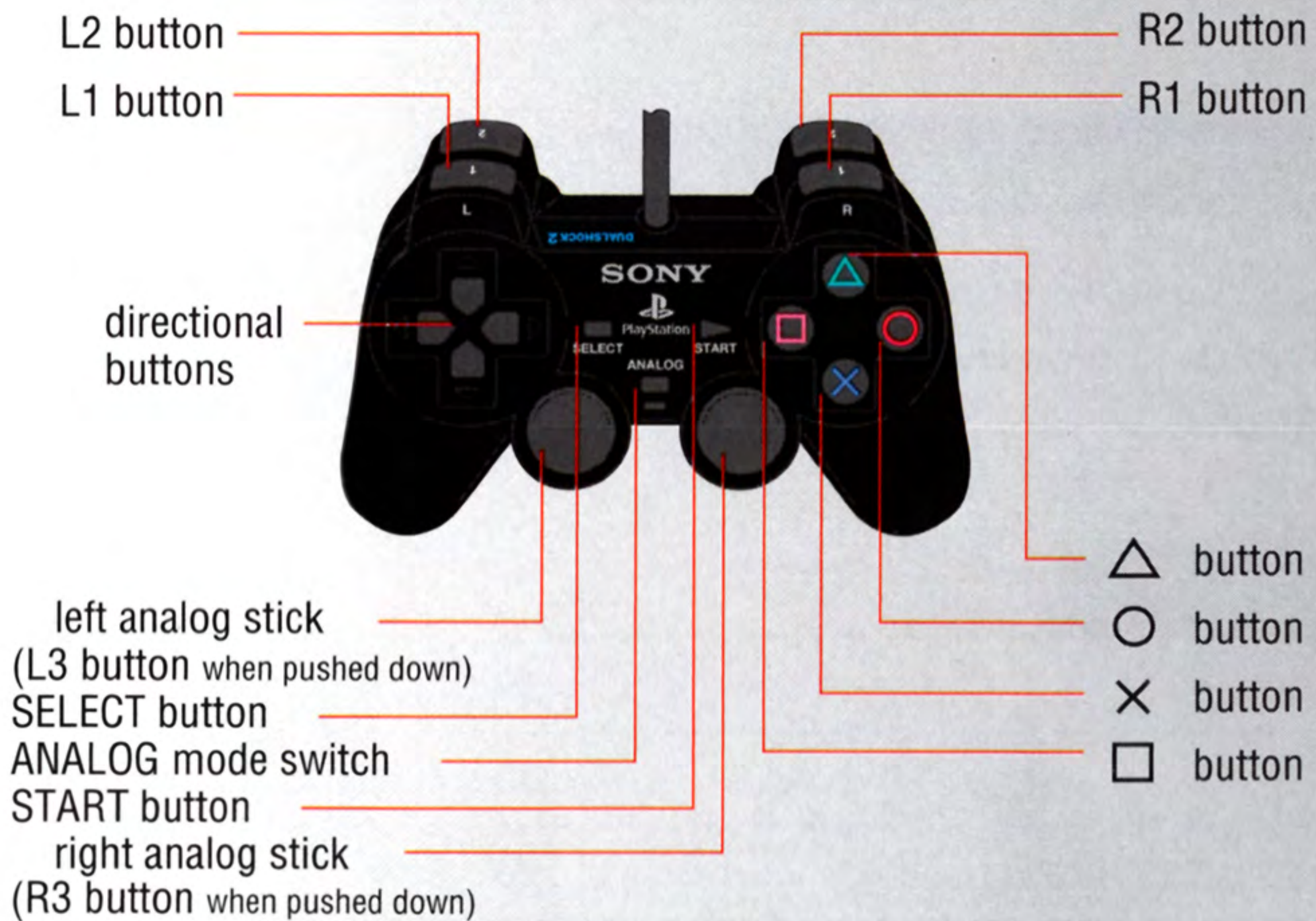


Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NBA ShootOut 2001 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 Configuration



SAVING DATA

You must insert your Memory Card (8MB) (for PlayStation 2) before you save or load a file. NBA ShootOut 2001 saves user-defined options and all data for Seasons, Playoffs, Records, Roster Changes and Created Players. 400KB of memory must be available in order to save game data and user-defined options. If you don't use a Memory Card (8MB) (for PlayStation 2), all NBA ShootOut 2001 data will be lost when you turn OFF your PlayStation 2 console. See *Memory Card (8MB) (for PlayStation 2)* on page 37 for more information.



GAME CONTROLS







QUICK START CONTROLS

Quick Start Controls provide you with basic game controls, enabling you to get into the action on the court without having to learn advanced control combinations.







OFFENSE

Shoot	
Pass	
Special dribble / Rebound	
Pivot and protect ball / Post player	
Turbo	R 1



DEFENSE

Steal	
Jump / Block / Rebound	
Switch to defender closest to the ball	
Intentional foul	
Turbo	R 1
Defensive stance	R 2



ADVANCED CONTROLS

Advanced Controls provide a way for you to play the game at a much higher level. Learn these controls to enhance your player's abilities on the court and to have more control over the game and its outcome.



OFFENSE WITH THE BALL

Alley-oop	L2 (Hold) + L1
Tip-in (After a missed shot hits the rim)	△
Jump pass (Jump to shoot then pass the ball)	○ then ×
Pump fake	○ (Tap)
Screen (Closest teammate to the ball sets a screen)	R2
Select a set	L1 + △ , ○ , × or □
Select a set and play	L1 + △ , ○ , × or □ then △ , ○ , × or □
Icon passing	L2 + △ , ○ , × or □
Strafe dribble	△ (Hold) + ← / →
Cross over	△ + R1 + ← / →

NBA SHOOTOUT 2001

989 SPORTS

ICON PASSING™

Icon Passing allows you to pass the ball to any teammate. Hold **L2** to bring up the passing icons and pass the ball by pressing the icon of a teammate.





OFFENSE WITHOUT THE BALL

Jump / Rebound	△
Switch player	In a multi-player game, press × to switch to a different offensive player
Box out	R2
On-the-fly play calling	L1 + △ , ○ , × or □
Icon switching	L2 + △ , ○ , × , □ or R2

CPU PLAYER CONTROL

During a multi-player game or when playing a game using the Player Lock function, use the following controls to force the action on the court when the ball is in the hands of a CPU controlled player.

Force CPU player to shoot the ball	
Force CPU player to pass the ball	

BOX OUT

To make sure you have the best position for a rebound, get between the player you are guarding and the basket. When the shot comes off of the rim, press **R2** to perform a box out and grab the board.



NBA SHOOTOUT 2001



FREE THROW LINE

Adjust shot direction	← / →
Raise / lower arc height	↑ / ↓
Shoot	⊙

FREE THROW SHOOTING

To give yourself a higher chance of hitting a free throw, release ⊙ when the green sphere lights up.



DEFENSE

Auto defend	X (Hold)
Take a charge	R2
On-the-fly play calling	L1 + △ , ○ , X or □
Icon switching	L2 + △ , ○ , X , □ or R2

TAKE A CHARGE

On defense, get yourself in position to draw a charging foul when the ball carrier makes a move to the basket. Get in front of the player with the ball and press **R2** to take a charge.





SELECT GAME

From Select Game, you can choose the type of game format you want to play. You can play in an Exhibition, start a Season, or jump into the Playoffs. Before playing in an Exhibition game, use the Rosters, Game Options and User Records menu options to set up your game attributes.



EXHIBITION

From this screen, choose the teams for your game. Choose from this year's NBA teams or the Eastern and Western Conference All-Star teams.

Use Exhibition games to just have some fun and get used to the game. Perfect the use of the game controls to prepare yourself for playing a Season or competing in the Playoffs. Exhibition results are not recorded in Season standings and cannot be saved to the Memory Card (8MB) (for PlayStation 2).

- Press **L1** / **L2** to choose an away team and **R1** / **R2** to choose a home team. View the team ratings shown on the bottom portion of the screen to see where each team ranks statistically within the NBA.
- Press **↑** / **↓** to scroll through the entire list of rankings.
- Press **□** to go to the Rosters Menu and make changes to your team roster with trades, Free Agent signings, created players or by holding a draft. See *Rosters* on page 23 for more information.

- Press ← / → to choose a roster. A Current Roster is one that has been modified by trading, releasing, signing or creating players. A 2K–2001 Roster is the makeup of a team before any roster changes.
- Press ● to show the selected team’s comparisons.
- Press ← / → to cycle between 99–2K Totals and Stats.
- Press ↑ / ↓ to scroll through the entire list of stats.
- Press ⊗ to move to the Controller Setup screen.

SELECTING TEAMS

In Exhibition mode, you can choose any two teams from NBA including the Eastern and Western Conference All-Star teams.



MULTI-PLAYER GAME

Adding a Multitap (for PlayStation 2) allows you to play up to a five-player game. With two Multitaps, up to eight players total can play at the same time.

NOTE: When using the Multitap (for PlayStation 2), at least one controller must be connected to Controller Port 1-A or 2-A.

CONTROLLER SETUP

Use this screen to assign your controller to a team, choose a Player Lock option and set User Logins. The Player Lock option allows you to lock your controller on a particular starting player. Choosing to use Player Lock will force you to play the game at one position using one player for the entire game. For example, playing a game with the Detroit Pistons, if you were to lock your controller on Jerry Stackhouse, you would control him and only him for the entire contest. See *CPU Player Control* on page 7 for additional game control information.

- Press ← / → to choose a team.
- Press □ to cycle through the lock options and choose a player position (e.g., SG:Stackhouse) or choose the No Lock option and play from any of the positions on the court.
- Press ● to choose a User Login name.
- Continue to press ● to cycle through all of the User Logins that have been created. User Logins are created from the Edit Users option of the User Records Menu. See *User Records* on page 34 for more information.
- Press ⊗ to play the game.




SEASON

The Season Menu allows you to choose a Season format and provides you with the Season's statistics, standings and report. You can also change your team's roster and have access to your Memory Card (8MB) (for PlayStation 2). See *Memory Card (8MB) (for PlayStation 2)* on page 37 for more information.

NEW SEASON

A New Season can be made up of 28, 56 or 82 games. Each Season will have an All-Star game as well. At the end of a Season, if your team finishes as one of the top eight teams in your Conference, it advances to the Playoffs where you will be playing for the NBA Championship.

SEASON OPTIONS

Use Season Options to set the attributes for Season play. Once a team is chosen for the Season, this screen will no longer be accessible unless you start another New Season. Press  from this menu to bring up the New Schedule.

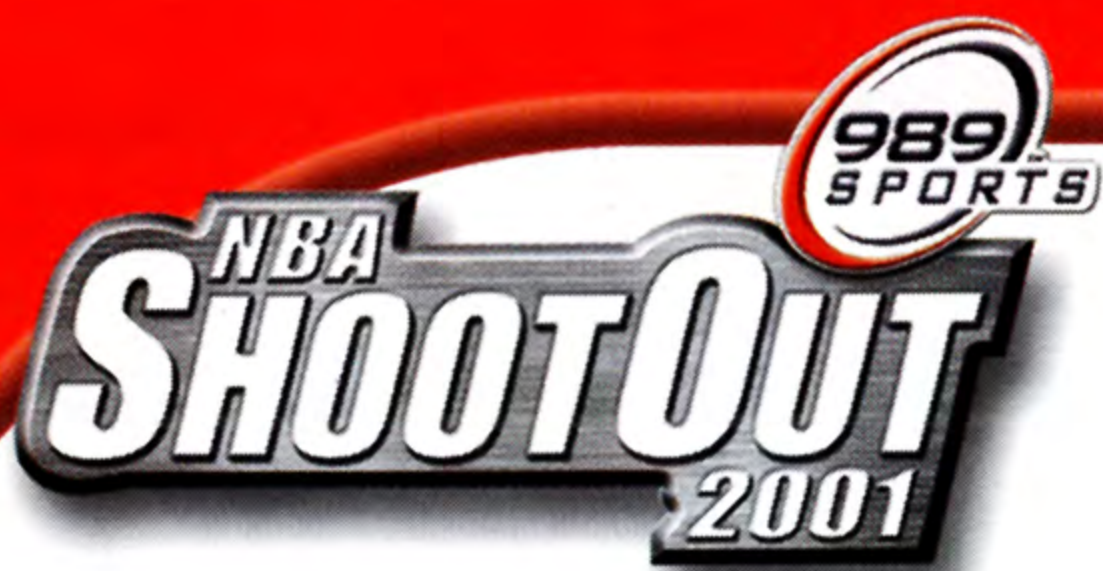
ROSTER

Select the type of roster for your team. See *Rosters* on page 23 for more information on how to trade or create players, sign Free Agents or hold a draft.

NOTE: An Original Roster is the makeup of a team before any roster changes have been made. A Revised Roster is one that has been changed by trading, releasing, signing or creating players.

SEASON LENGTH

Set the number of games played during a Season to 28, 56 or 82.



PLAYOFF LENGTH

Set the format of the Playoffs to a 5-game series followed by three 7-game series or by using a single elimination format.

TRADE DEADLINE

At a point in the Season, there is a trading deadline that once past, teams can no longer make trades. Keep Trade Deadline set to ON to enforce a date by which all trades must be completed.


INJURIES

Player Injuries are part of the game, and they can put your team in a tough spot. With Injuries ON, a team can lose its best player for not only the game, but for an extended period of time. Keep Injuries OFF to prevent players from getting injured during the game. Listed injuries can be viewed by selecting Injury Report from the Season Report option of the Season Menu.





TRANSACTIONS

During the course of the Season, with Transactions set to ON, it gives you the opportunity to consider trades with other teams and pull the trigger on a player transaction that could help your team make a run for the Playoffs.

NEW SCHEDULE

From this screen, you can choose the team for your Season and also simulate games on the schedule. Games can be simulated for the entire League by pressing . Remember, if you simulate a game further down in the schedule, all games prior to it will be simulated as well. When a game is finished, go to the Memory Card (8MB) (for PlayStation 2) screen to save your Season.

NOTE: During the Season, press **L1** / **L2** or **R1** / **R2** to view all team schedules.

- Press  /  to select a game to play.
- Press  to go to the Rosters Menu and make changes to your starting lineup or to your team roster.
- Press  to play the game.

CONTINUE SEASON

Continue a Season at the next scheduled game. To use the Continue Season option, you must have already started a Season or loaded a previously saved Season from a Memory Card (8MB) (for PlayStation 2). See *Saving Data* on page 3 for more information.



STATISTICS

Team, Player and League Statistics are kept during the course of your Season. From the Season Stats Menu, you will be able to check the Conference and League Standings. You can also view Team and Player Comparisons. See *Statistics* on page 31 for more information.

STANDINGS

Check the game-to-game status of the League Standings. Multiple team statistics and records are kept during the course of your Season.

From the Standings screen:

- Press **←** / **→** to choose a Division, a Conference or NBA teams (an entire list of NBA teams in order of their record).
- Press **↑** / **↓** to view the entire list of teams.
- Press **■** to change the record type of the Division. 99-2K are records kept from last year's Season.
- Press **●** from a highlighted team to view its Season stats. See *Team Stats* on page 31 for more information.
- Press **▲** to return to the Standings screen.

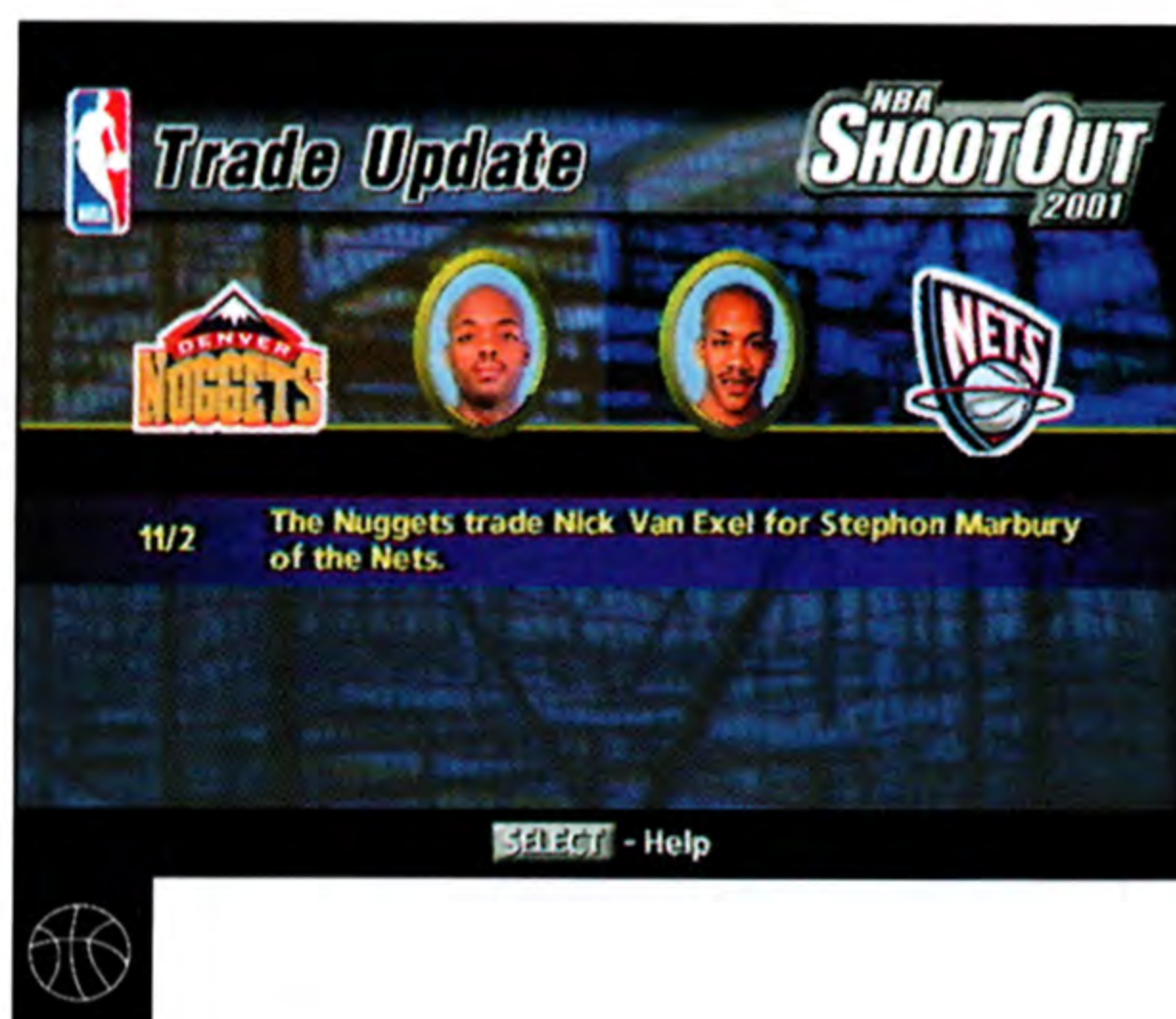
SEASON REPORT

Use Season Report to get the latest news and information from around the League.

TRADE UPDATE

View the players that have been traded during the course of this Season.

- Press **↑** / **↓** to view the entire list of trade reports.
- Press **□** from a highlighted trade to view team comparisons.
- Press **○** from a highlighted trade to view player comparisons.
- Press **△** to return to the Season Report screen.





INJURY REPORT

View the list of player injuries that have occurred over the course of the Season. Each player injury listed will also show how long the player will be out of action.

- Press **↑** / **↓** to view the entire list of injured players.
- Press **■** from a highlighted injury to view team stats of the injured player. Press **←** / **→** or **■** to change the stat type, and then press **↑** / **↓** to view the entire list of stats.
- Press **●** from a highlighted injury to view player stats of the injured player. Continue to press **●** to cycle through stats categories.
- Press **▲** to return to the Season Report screen.

ALL-STAR VOTING

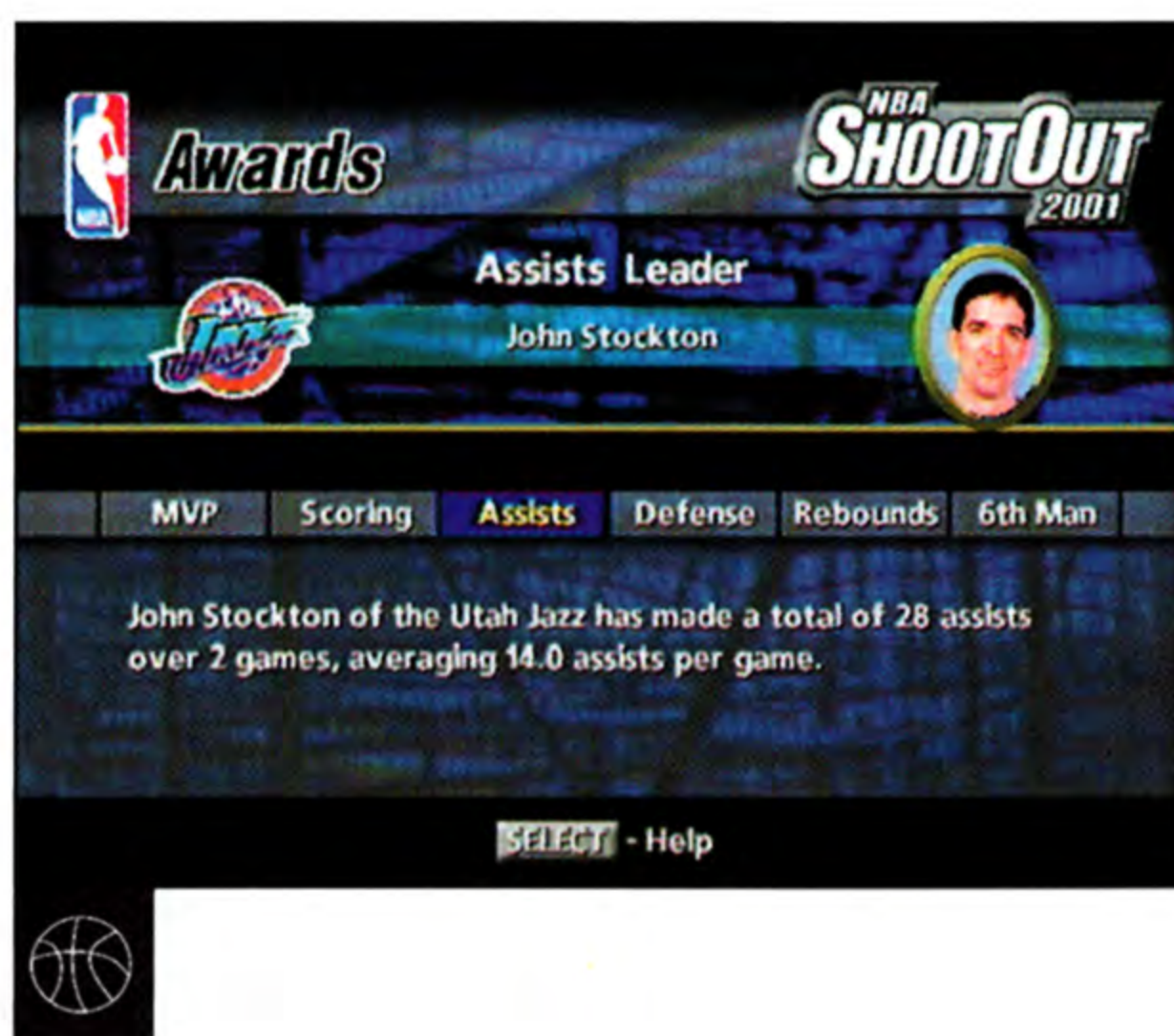
Keep track of the All-Star voting, which takes place during the course of the Season.

- Press **←** / **→** to choose the Eastern or Western Conference or the NBA All-Stars (an entire list including both Conferences).
- Press **↑** / **↓** to view the entire list of players.
- Press **■** to view League Leaders in nine different categories. See *League Leaders* on page 33 for more information.
- Press **●** from a highlighted player listing to view his player comparisons at that position. See *Player Comparison* on page 34 for more information.
- Press **▲** to return to the Season Report screen.

AWARDS

At the end of a Season, awards will be handed out for the Most Valuable Player, Scoring Champion, Assists Leader, Defensive Player of the Year, Rebounding Champion and the Sixth Man (best player off the bench).

- Press ← / → to change the award category.
- Press □ to view League Leaders in eight different categories. See *League Leaders* on page 33 for more information.
- Press ● from an award category to view that player's stats for the Season. Continue to press ● to cycle through stat categories.
- Press ▲ to return to the Season Report screen.





PLAYOFFS

Bypass a Season and jump straight into the Playoffs. The Playoff Menu allows you to choose a new playoff or continue a previously started Playoff. You can also view Playoff Statistics and the Playoff Report.

NEW PLAYOFFS

A New Playoff consists of two Conference brackets, each made up of eight teams that will compete for the NBA Championship. If you would like to continue a previously saved Playoff, you must first load the series from your MEMORY CARD (8MB) (for PlayStation 2).

PLAYOFF OPTIONS

Use Playoff Options to set the attributes for your Playoff.

ROSTER

Select the type of roster for your Playoff team. An Original Roster is the makeup of a team before any roster changes have been made. A Revised Roster is one that has been changed by trading, releasing, signing or creating players.

See *Rosters* on page 23 for more information on how to trade or create players, sign Free Agents or hold a draft.

SEASON LENGTH

Set the number of games played during a Season to 28, 56 or 82.

INJURIES

Player Injuries occur in the Playoffs just like they do in a Season, except that in the Playoffs, the chances of advancing to another round diminish. With Injuries ON, a team can lose its best player for not only the game, but for the rest of the Playoffs. Keep Injuries OFF to prevent

players from getting injured during the Playoffs. Listed injuries can be viewed by selecting Playoffs Report from the Playoffs Menu and then choosing Injury Report.



PLAYOFF TEAM SELECT

You can set up the Playoffs by matching any two teams. You can also try to set up the brackets and games to simplify your team's road to the finals.

- Press ← / → to choose the Eastern or Western Conference bracket.
- Press ↑ / ↓ to highlight a team within a particular matchup.
- Press □, L1 or R1 to cycle through unseeded teams not already in the Playoffs.

When the teams have been set for each match:

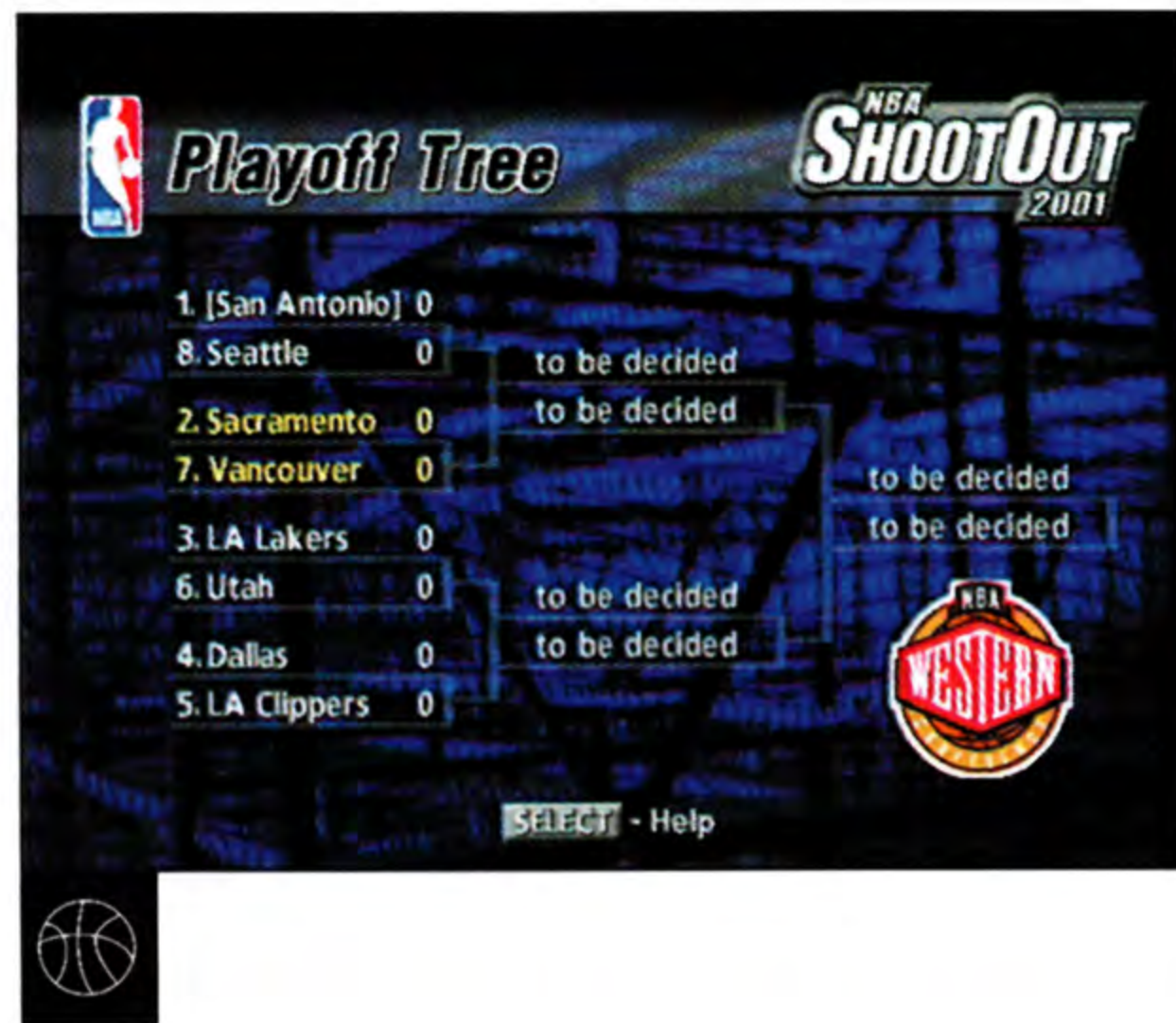
- Press ⊗ to bring up the Playoff Tree.



PLAYOFF TREE

The Playoff Tree shows the matchups for each round. From the Playoff Tree, each round of the playoffs can be simulated by pressing **□**.

- Press **← / →** to move through the Eastern and Western Conference brackets.
- Press **↑ / ↓** to highlight a game.
- Press **○** to move to the Team Comparison screen.
- Press **△** to return to the Playoff Tree.
- Press **⊗** to bring up the Controller Setup screen.
- Press **← / →** to choose teams.
- Press **□** to cycle through the lock options and choose a player position (e.g., SG:Iverson) or choose the No Lock option and play from any of the positions on the court.
- Press **○** to choose a User Login name.
- Continue to press **○** to cycle through all of the User Logins that have been created. User Logins are created from the Edit Users option of the User Records Menu. See *User Records* on page 34 for more information.
- Press **⊗** to bring up the Pregame Menu.





ROSTERS

Rosters gives you a chance to view and alter the roster of every NBA team. A team's roster cannot exceed 12 players. For the Memory Card (8MB) (for PlayStation 2) menu item, see *Memory Card (8MB) (for PlayStation 2)* on page 37 for more information.



EDIT STARTERS

Edit the starting lineups for your game or any other team's games from around the League. Substitute a starter for a player off the bench or simply switch players to different starting positions.

- Press **L1** / **R1** or **L2** / **R2** to choose a team.
- Press **←** / **→** to select a starter. Press **○** to view his player stats, attributes and information. Press **↑** / **↓**, and then press **←** / **→** to view the stats of other players on the roster.
- Press **△** to return to Edit Starters.
- Press **⊗** to edit the selected position.
- Press **↑** / **↓** to view the entire roster and highlight a player as the replacement.
- Press **⊗** to replace the starter.
- After editing the starting lineup, press **△** to return to the Roster Menu.



TRADE PLAYERS

To build a dominant team and take it to the next level, work a trade and try to add a player that can fit in with the rest of your team. You can trade players to and from any team.

NOTE: Players can only be traded on a one-for-one basis.

- Press **L1** / **L2** to choose an away team.
- Press **R1** / **R2** to choose a home team.
- Press **↑** / **↓** from each team to highlight a player for the trade. Press **○** to view the Player Comparisons and make sure you are getting a solid player in return for the one you are giving up.
- Press **⊗** to trade the players.
- Press **△** to return to the Rosters Menu screen.



FREE AGENTS

Free Agents allows you to release players from your roster and sign Free Agents from the Free Agent Pool. Because you can only have 12 players per roster, to sign a Free Agent player, you must first release a player from your roster into the Free Agent Pool. Choose a player that you have created or choose one from a list of players that have been released from other teams.

- Press **R1** / **R2** to choose a team.
- Press **↑** / **↓** to select a player, and then press **⊗** to release him and place him into the Free Agent Pool. Continue these steps with any team you like to stock the Free Agent Pool.

- Press **R1** / **R2** to select your team.
- Press **←** / **→** or **L1** / **L2** to move to the Free Agent Pool, and then press **↑** / **↓** to select a Free Agent to add to your roster. Press **○** to view the Player Comparison.
- Press **⊗** to sign a Free Agent.

CREATE PLAYER

Create a player that can lead your team into the Playoffs, or simply create yourself using your own characteristics. All created players are added to the Free Agent Pool where they can be signed by any team.

- Create a first, last, and college name for your player by pressing **↑** / **↓** to highlight the option, and then pressing **⊗** to activate the naming chart.
- Press **←** / **→** to highlight a slot, and then press **↑** / **↓** to select a letter.
- Spell out a name and press **⊗** to accept your changes.
- Press **↓** through the rest of the player information, and then press **←** / **→** to make a selection.

When you have completed the player information, press **⊗** to set the player's attributes.


- Press **↑** / **↓** to choose a player attribute.
- Press **←** / **→** to raise or lower the skill levels of your player. There are 800 points to distribute among the 23 categories.

When you have completed the athletic makeup of your player, press **⊗** to set the player's personality.








- Press **↑** / **↓** to select a personality trait, and then press **←** / **→** to change his tendencies.
- Press **⊗** to create the player, placing him in the Free Agent Pool.








DRAFT


The draft is 12 rounds in length, as you will be drafting players at five positions; Point Guard (PG), Shooting Guard (SG), Small Forward (SF), Power Forward (PF), and Center (C). You can manually draft each position for every team, have the CPU hold the draft, or manually draft for a select number of teams while the CPU finishes the draft for you. Press  at any time to cancel the draft.

To manually draft, from the draft's main screen:

- Press  /  or  /  to select a team.
- Press  to mark a team for manual drafting. Draft for up to 16 teams.
- Press  to shuffle the draft order.
- Press  to start the draft.

When a team you have selected for manual drafting comes up in the draft order:

- Press  /  to choose a player position.
- Press  /  to scroll through the players still available in the draft.
- Press  to draft a player.

NOTE: Press  during the draft to let the CPU complete the draft.

When the draft is complete:

- Press  /  or  /  to cycle through the teams and view the drafted rosters.
- Press  to return to the Roster Menu.



RESET ROSTERS

By selecting this option, you will reset all rosters to their original setup. Choosing this option will also reset any Season or Playoff not saved to the Memory Card (8MB) (for PlayStation 2).



GAME OPTIONS

Use the following options to set your game attributes. Press **X** to toggle between the Game Options and Game Rules Menus. When you are done making changes, press **△** to return to the Main Menu.



GAME OPTIONS

GAME MODE

Simulation mode best represents an NBA game. Player fatigue and the rules of the NBA are closely followed. Arcade mode has exaggerated gameplay. For example, players never fatigue and each player can perform any type of special move.

DIFFICULTY

The player difficulty will determine each player's offensive and defensive abilities. Four different player levels give you the opportunity to play a game at your skill level. The Rookie and Veteran levels provide a sufficient challenge, as the All-Star and Hall of Fame levels require a higher degree of skill.

QUARTER LENGTH

Choose one of the seven available lengths (in minutes) of each quarter. There are four quarters per game and Overtime if necessary.

FATIGUE

Players naturally get fatigued during the game. To avoid this, turn the Fatigue option to OFF and keep your players fresh throughout the game.

TOUCH SHOOTING

Touch Shooting allows you to control the accuracy of your shot. See *Touch Shooting* on page 41 for more information.

CLOSE SCORES

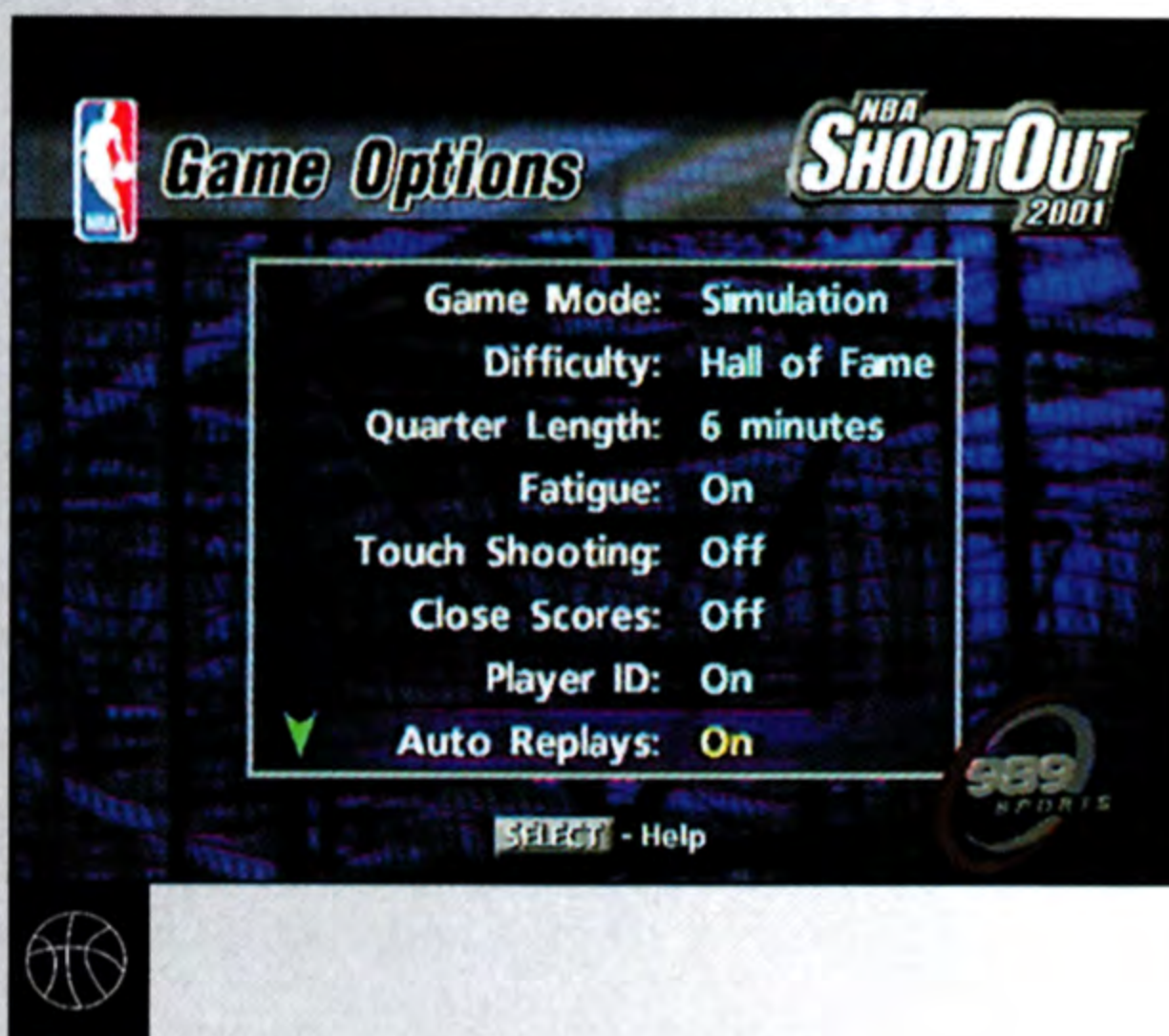
The computer will assist you in keeping games close and enable you to come from behind, making a run at the end of the game.

PLAYER ID

Choose the way your player is identified while out on the court.

AUTO REPLAYS

Auto Replays will automatically show replays of outstanding and exciting plays.



COMMENTATOR/MUSIC/SOUND EFFECTS/CROWD

Adjust the volume of each of these categories. The higher the level the louder the volume.

VIBRATION

The DUALSHOCK 2 analog controller will vibrate in your hand when things such as slam dunks happen on the court. Keep this option set to ON to feel this sensation.



GAME RULES

FOULS CALLED

Set the occurrence of fouls called during a game. At High, expect fouls to be called frequently. Medium will result in fouls being called on a regular basis, Low will result in a limited number of foul calls and None will result in no foul calls.

FOUL OUT

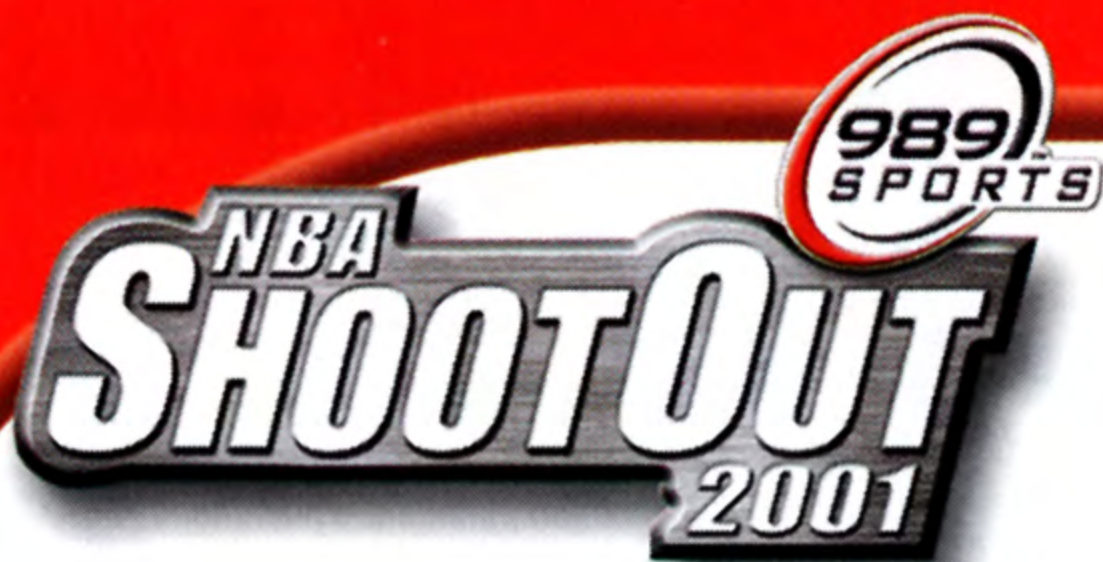
Choose the number of fouls a player is allowed during the game. Turn this option OFF to allow a player an unlimited number of fouls.

BACKCOURT

Turn Backcourt OFF to be able to bring the ball back over the center-court line after it has been crossed over.

OUT OF BOUNDS

Turn Out Of Bounds OFF to use the full court for play. You can run out of bounds with the ball without being called for an infraction.



3 SEC CLOCK

Offensive players are only allowed to be in the key for three seconds at a time. Turn this option OFF to allow your offensive players to camp out in the key.

5 SEC CLOCK

You must inbound the ball within five seconds to avoid turning the ball over.

10 SEC CLOCK

You must get the ball past mid-court within ten seconds of inbounding the ball to avoid being called for a ten second violation.

SHOT CLOCK

Keep Shot Clock ON to limit a team's time of possession to 24 seconds.



STATISTICS

Use the Statistics Menu to see how your team and the rest of the League is doing in these important categories.



TEAM STATS

Team Stats show each individual team's stats and totals for this year and last.

- Press **L1** / **L2** or **R1** / **R2** to choose a team.
- Press **←** / **→** or **□** to cycle through the stat types.
- Press **△** to return to the Stats Menu.



PLAYER STATS

Player Stats give you an in-depth look at each player in the League. Three categories make up the Player Stats: Player Stats, Player Info and Player Attributes.



PLAYER STATS

From the Player Stats screen, you can view the stats and totals of each player for this year and last.

- Press **L1** / **L2** or **R1** / **R2** to choose a team.
- Press **←** / **→** to choose a player.
- Press **□** to cycle through the stat types.
- Press **↑** / **↓** to scroll through the entire list of stats.
- Press **○** to change windows to view the Player Information.
- Press **△** to return to the Statistics Menu.



PLAYER INFO

View the personal information and background of each player.

- Press **L1** / **L2** or **R1** / **R2** to choose a team.
- Press **←** / **→** to choose a player.
- Press **↑** / **↓** to scroll through the entire list of stats.
- Press **○** to change windows to view the player attributes.
- Press **△** to return to the Statistics Menu.

PLAYER ATTRIBUTES

View the player attributes and physical abilities of each player.

- Press **L1** / **L2** or **R1** / **R2** to choose a team.
- Press **←** / **→** to choose a player.
- Press **↑** / **↓** to scroll through the entire list of stats.
- Press **○** to change windows to view the player attributes.
- Press **△** to return to the Statistics Menu.



LEAGUE LEADERS

The League Leaders screen shows a complete list of NBA players and how they are ranked in eight different categories.

- Press **←** / **→** to choose a leader category.
- Press **↑** / **↓** to scroll through the entire list of players.
- Highlight a player and press **○** to view that player's statistics. See *Player Stats* on page 31 for more information.
- Press **△** to return to the Statistics Menu.



STANDINGS

Check the game-to-game status of the League's Standings. See *Standings* on page 16 for more information.



TEAM COMPARISON

Team Comparisons allow you to see how two particular teams match up against one another. These stats are kept for the current year as well as the previous year.

- Press **L1** / **L2** to choose an away team.
- Press **R1** / **R2** to choose a home team.
- Press **←** / **→** or **□** to choose a stat type.
- Press **↑** / **↓** to scroll through the entire list of stats.
- Press **△** to return to the Statistics Menu.



PLAYER COMPARISON

Player Comparison allows you to see how two particular players match up head-to-head.

- Press **L1** / **L2** to choose an away team.
- Press **R1** / **R2** to choose a home team.
- Press **←** / **→** to highlight a player or the stat type in the middle of the screen.
- Press **↑** / **↓** to change a player or scroll through the stats.
- Press **□** to cycle through the stat types.
- Press **△** to return to the Statistics Menu.



USER RECORDS

Keep track of all records and results of games between players, teams and user vs. user. To keep track of User records, you must create Logins from the Edit User menu item. See *Edit Users* below for more information. For the Memory Card (8MB) (for PlayStation 2) menu item, see *Memory Card (8MB) (for PlayStation 2)* on page 37 for more information.



EDIT USERS

Create or edit up to ten user names that will be used to keep track of player and team records.

- Press **↑** / **↓** to highlight a user slot.
- Press **⊗** to activate the naming system.

- Press ↑ / ↓ to select a letter, and then press ← / → to move to the next space.
- Press ⊗ to create the user. If you decide to edit a created user name, highlight the user name and press ⊗.
- If you decide to delete a created user name, press ⊙, and then press ↑ / ↓ to choose YES.
- Press ⊗ to delete the user name.
- Press ▲ to return to the User Record Menu.
- Once users are created, from the Controller screen, press ⊙ to activate a user list. Continue to press ⊙ to cycle through the entire user list and select a user name for that controller.



PLAYER RECORDS








View the Player Records associated with each user name. These records are kept for the Rookie, Veteran, All-Star and Hall of Fame difficulty levels.

- Press ⊙ to choose a difficulty level.
- Press ← / → to choose a record category.
- Press ⊙ to change the category to reflect records that were set per minute.
- Press ↑ / ↓ to scroll through the entire list of records.
- Press ▲ to return to the User Records Menu.



TEAM RECORDS




View the Team Records associated with each user name. These records are kept for the Rookie, Veteran, All-Star and Hall of Fame difficulty levels.

- Press  to choose a difficulty level.
- Press  /  to choose a record category.
- Press  to change the category to reflect records that were set per minute.
- Press  /  to scroll through the entire list of records.
- Press  to return to the User Records Menu.



USER VS. USER

User vs. User allows you to view the head-to-head records of each user name. When a user name is chosen, all other user names are listed and their comparison stats are shown.

- Press  /  to choose a user name.
- Press  to return to the User Records Menu.



RESET RECORDS

Use the Reset Records option to delete all users and clear all records.



MEMORY CARD (8MB) (FOR PLAYSTATION 2)

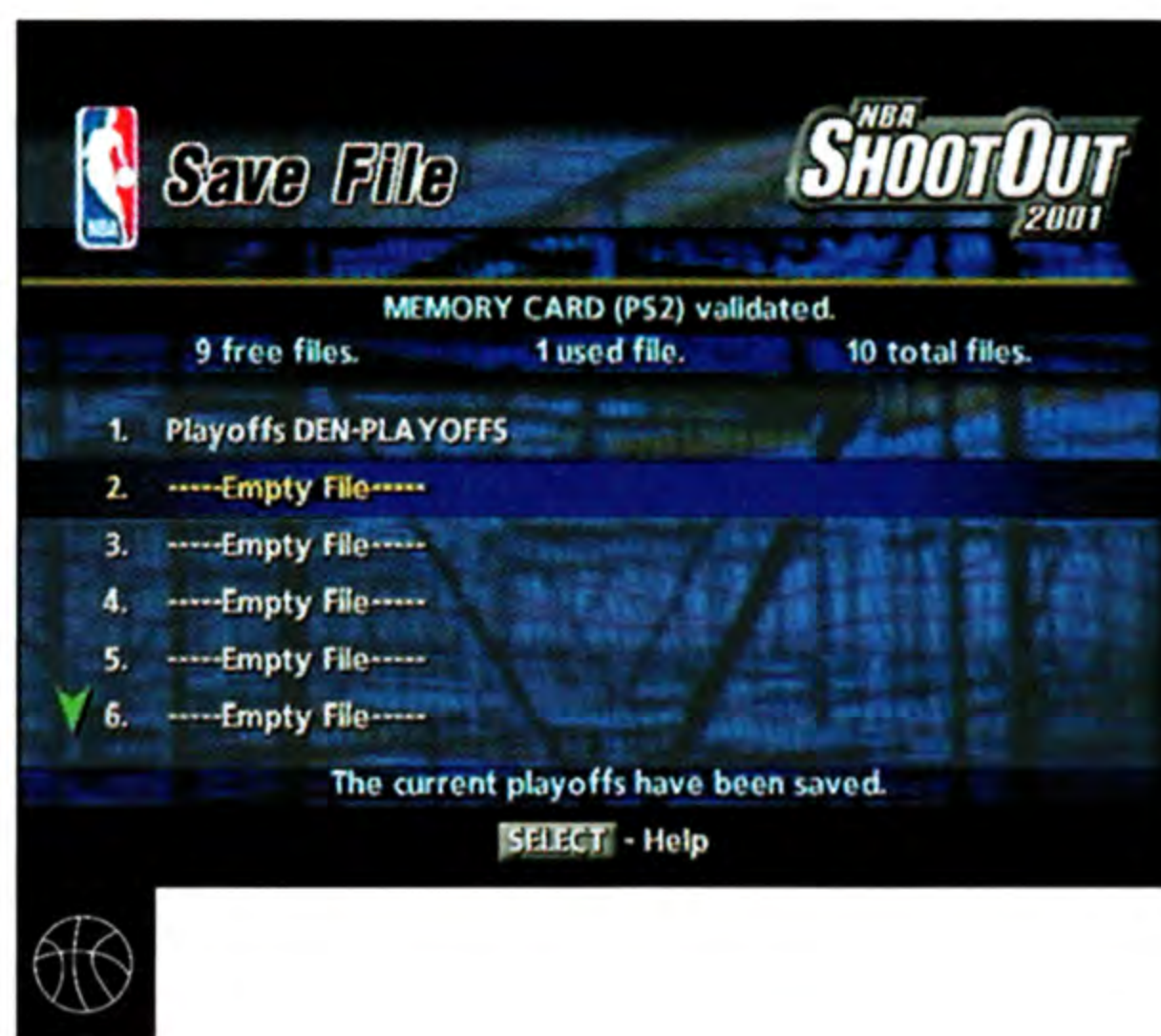
Memory Card (8MB) (for PlayStation 2) allows you to manage the files on your Memory Card (8MB) (for PlayStation 2). You can Save a game and its options, load a game or game options or delete files. See *Saving Data* on page 3 for more information.



SAVE

To save a file:

- Press **X** to bring up the Save File screen.
- Press **↑** / **↓** to choose an empty slot.
- Press **X** to activate the naming chart.
- Press **←** / **→** to select spaces, and then press **↑** / **↓** to choose letters.
- Press **○** to save the file.
- Press **△** to return to the Memory Card (8MB) (for PlayStation 2) Menu.





LOAD

To continue a saved Season or Playoff game you must first load it from the Memory Card (8MB) (for PlayStation 2). From the Load Game screen:

- Press **↑** / **↓** to choose a slot and press **⊗**.
- Press **↑** / **↓** to select YES and press **⊗** to load the file.
- Press **△** to return to the MEMORY CARD (8MB) (for PlayStation 2) Menu.

DELETE FILES

To delete files from the Memory Card (8MB) (for PlayStation 2), from the Delete File screen:

- Press **↑** / **↓** to choose a slot and press **⊗**.
- Press **↑** / **↓** to select YES and press **⊗** to delete the file.
- Press **△** to return to the Memory Card (8MB) (for PlayStation 2) Menu.



PLAYING THE GAME



PREGAME MENU

Use the Pregame Menu to make any last minute changes to your starting lineup, game options, game rules and defensive matchups.



START GAME

Select this option when you have finished with all other changes and you are ready to start your game.



EDIT STARTERS

Edit the starting lineups for your game. Substitute a starter for a player off the bench or simply switch players to different starting positions. See *Edit Starters* on page 23 for more information.



GAME OPTIONS & GAME RULES

Use Game Options and Game Rules to set the attributes of your game. Press **X** to toggle between the Game Options and Game Rules from either of these option screens. See *Game Options* and *Game Rules* on pages 27-30 for more information.

 **DEFENSIVE MATCHUPS**

Preset the defensive matchups for your team to take advantage of your opponent's weaknesses.

- Press **L1** / **L2** or **R1** / **R2** to choose a team. The opposing team's starting players will be shown to the right of your starting five.
- Press **↑** / **↓** to select a player for a matchup change.
- Press **←** / **→** to choose a defensive strategy column. Defensive Pressure represents the aggressiveness of your defender. The types of defense that your player can use against his man are Tight, Loose and Normal. Double Team, if set to ON, means that this player will help guard (double team) the man with the ball.



- Press **⊗** to change the defensive type.
- Press **▣** to view the team comparisons and **⦿** to view player comparisons. See *Team Comparison* on page 33 and *Player Comparison* on page 34 for more information.



ON THE COURT

The following are some useful tips that will help you perform at a higher level during gameplay.



TOUCH SHOOTING

Touch Shooting allows you to control a player's shooting ability. The use of a shot meter will help you to make your player a successful jump-shooter from anywhere on the court. To give yourself the best chance at making a shot:

- Hold to start the shot.
- Watch the white bar rise on the shot meter.
- Release when the white bar reaches the green area of the meter. If you time it perfectly, you'll hit the shot.

NOTE: If a green layer at the top of the shot meter is not visible, your player is out of range for his skill level.

TOUCH SHOOTING

To give yourself the best chance at making a shot, release when the white bar rises to within the green area of the shot meter.



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JUMP BALL

To gain control of the Jump Ball, you must first time your jump perfectly. To get the ball to a teammate, press ← / → or ↑ / ↓.



PASSING

Press ⊗ to pass the ball. The ball will be passed in the direction the passer is facing. Use Icon Passing to gain complete control of your passing game, allowing you to pass the ball to any teammate on the court.

Press L2 to bring up the passing icons. You can also utilize Icon Passing when inbounding the ball.



REBOUNDING

To become a good rebounder, you have to have a knack for reading the angle of the shot that allows you to get in the best position for the rebound. Box other players out and press ▲ to time your jump and get the board.

INTENTIONAL FOUL

There are a number of circumstances in which an intentional foul of your opponent is appropriate. One being at the end of a game when your team is behind and you need to stop the clock. Another is when your opponent has a clear lane to the basket and you don't want to give up an easy two points, making him earn it at the stripe.




ICON SWITCHING

Use Icon Switching on defense to control your favorite player. Press **L2** to bring up the switching icons shown above each player. Once the icons are up, press the icon symbol of the defender you would like to switch to.





PAUSE MENU







Press  to pause the game and bring up the following menu options. For Pause Menu options that are not described below, see *Pregame Menu* and *Game Options & Game Rules* on page 39 for more information.

TIMEOUT

Call a timeout to rest your team and think over your team strategies. You must have possession of the ball to call a timeout. Each team receives seven timeouts per game.

SUBSTITUTIONS

Substitute a player off the bench for any player on the court.

- Press  /  to select a player position.
- Press  /  to choose a player from the bench. Press  to view the player's Season Stats.
- Press  to return to the Pause Menu.

NOTE: Press  to return to the game after a player fouls out.



CONTROLLERS

Use this option to choose a team during the course of the game or to lock your controller on a particular player for the entire game. This is perfect for multi-player games. See *Controller Setup* on page 12 for more information.



CAMERA VIEW

Choose the camera angle and zoom that provides you with the best possible angle of the court. The Close-up key is set to ON to zoom in when the ball is in the key.

Since there are eight angles to choose from, the best thing to do is try them all out and decide which angle you like the best.



REPLAY

Replay gives you a chance to view the latest play again.

Move camera (Left analog stick or Directional Buttons)	← / → / ↑ / ↓
Rotate camera (Right analog stick)	← / → / ↑ / ↓
Zoom in / Zoom out	⊙ / ⊠
Raise / Lower camera elevation	R2 + ↑ / ↓
Snap to player (if locked) or ball	⊗
Snap to previously locked target	R2 + ⊗
Play in reverse	L1
Play	R1
Rewind	L2
Fast forward	R2
Return to Pause Menu	△



TEAM STRATEGY

With Offensive Playbook, Defensive Strategy and Defensive Matchups, you can control the flow of the game with On-The-Fly Play Calling.

During the game:

- Press **L1** to bring up the offensive or defensive strategy windows.
- Press button combinations to change your offensive and defensive sets.

OFFENSIVE PLAYBOOK

- Press **↑** / **↓** to select Set for the button combination.
- Press **←** / **→** to view the plays for the selected slot.

DEFENSIVE STRATEGY

- Press **↑** / **↓** to select a slot for the button combination.
- Press **←** / **→** to change the Play.

DEFENSIVE MATCHUPS

To switch a player's defensive assignment:

- Press **↑** / **↓** to select a player to switch his defensive assignment and press **⊗**.
- Press **↑** / **↓** to select another player for the defensive swap.
- Press **⊗** to swap.

To change defensive pressure:

- Press ← / → to the Defensive Pressure column.
- Press ⊗ to make a selection.

To change the Double Team option:

- Press ← / → to the Double Team column.
- Press ⊗ make a change.

AUTO SUB

Auto Sub will allow the CPU to automatically substitute players off the bench for tired and ineffective players or those that are in foul trouble.



PLAYER & TEAM GAME STATS

View up-to-the-minute player and team stats of the game.



SHOT CHART

The Shot Chart will show where on the court a player has taken his shots. Red dots indicate shots that were made, while blue dots indicate shots that were missed.



QUIT GAME

Quit Game will quit the current game and returns you to the Main Menu.



REMATCH

Selecting Rematch will restart the current game.



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"I Ain't No Joke"

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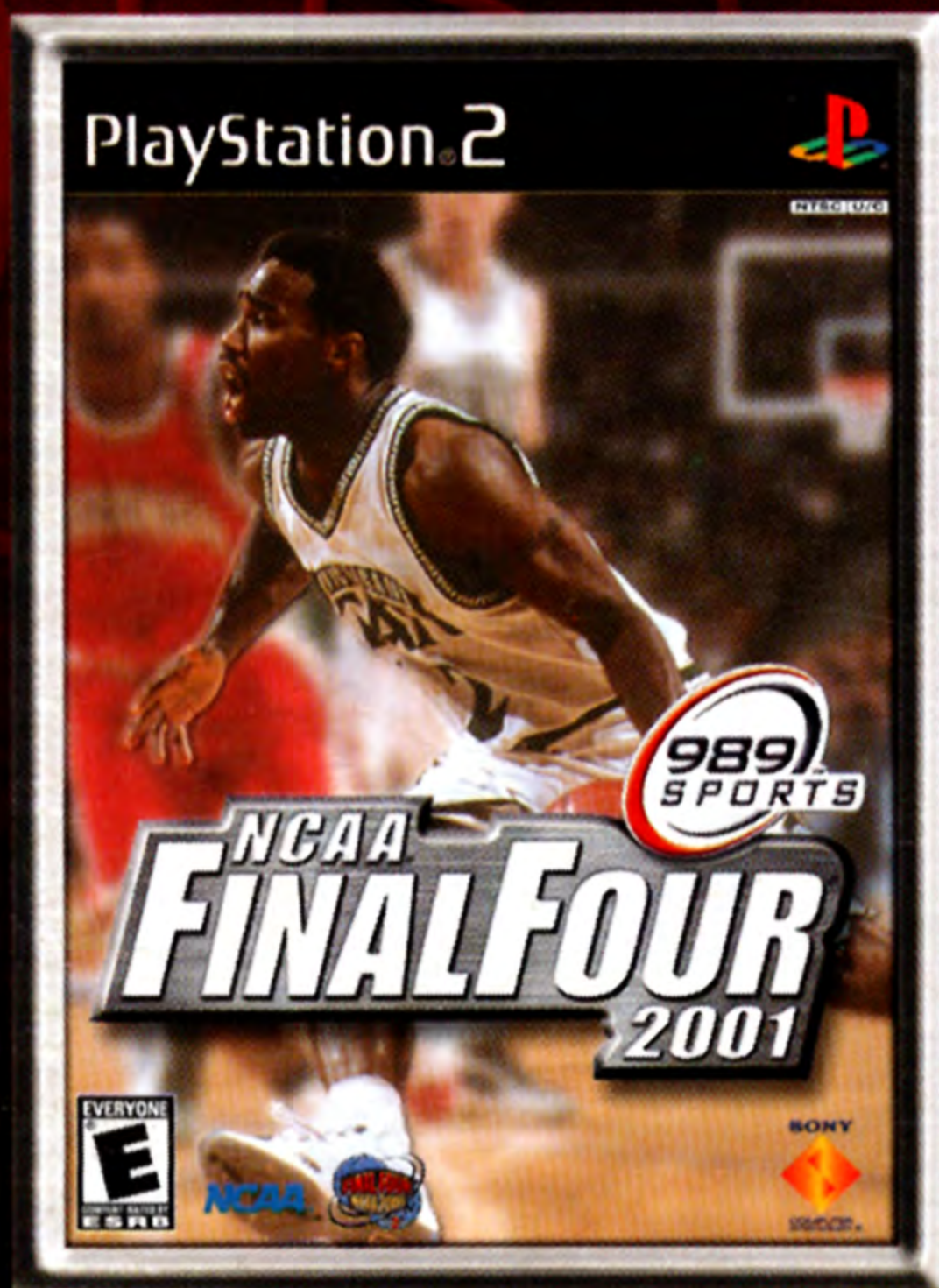
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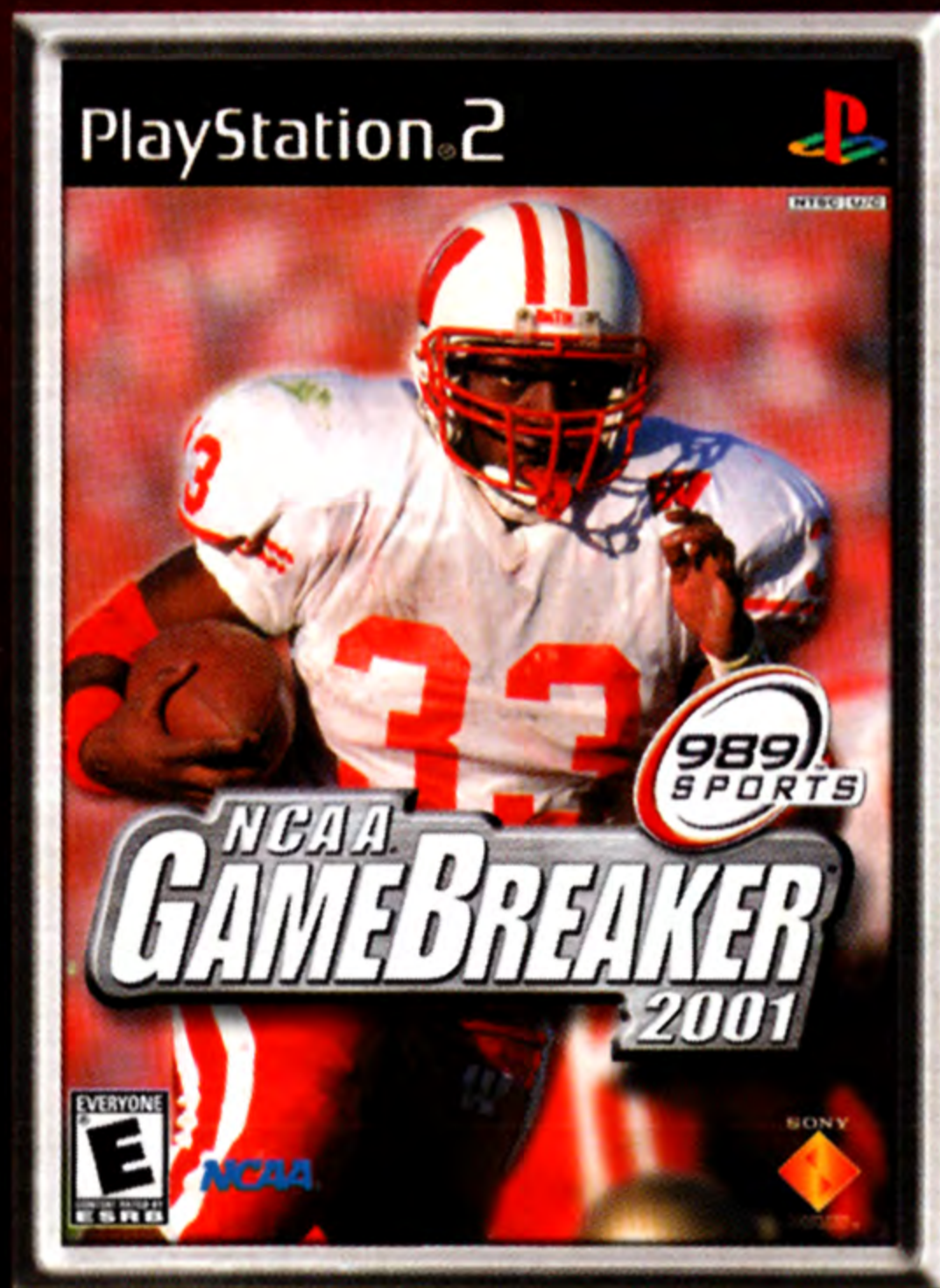
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