

PLAYBOOK



NBA SHOOTOUT 2003



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COMPUTER
ENTERTAINMENT

NBA SHOOTOUT 2003

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 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 2003 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
Within Canada:	1-900-451-5757 \$1.50/min. auto hints

For US callers, the automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time. 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–Saturday, 6AM–8PM PST, Sunday 7AM–6:30 PM PST, 365 days a year (including holidays).

PlayStation 2 Online

www.playstation.com and www.989sports.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.

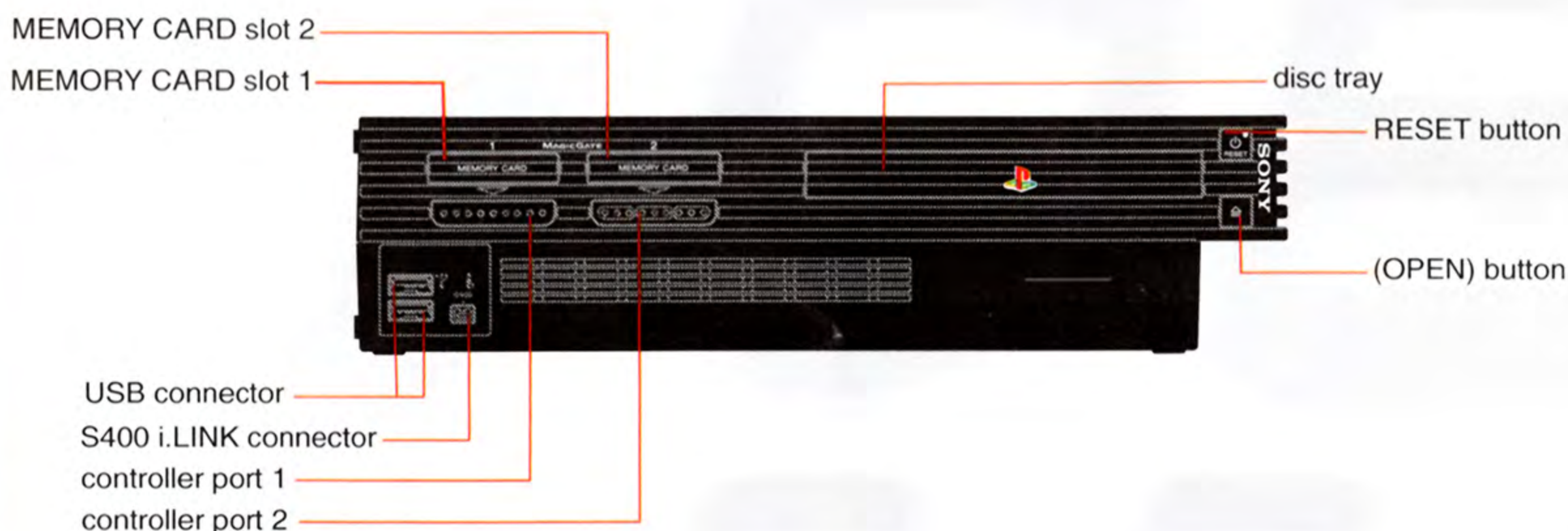
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GETTING STARTED

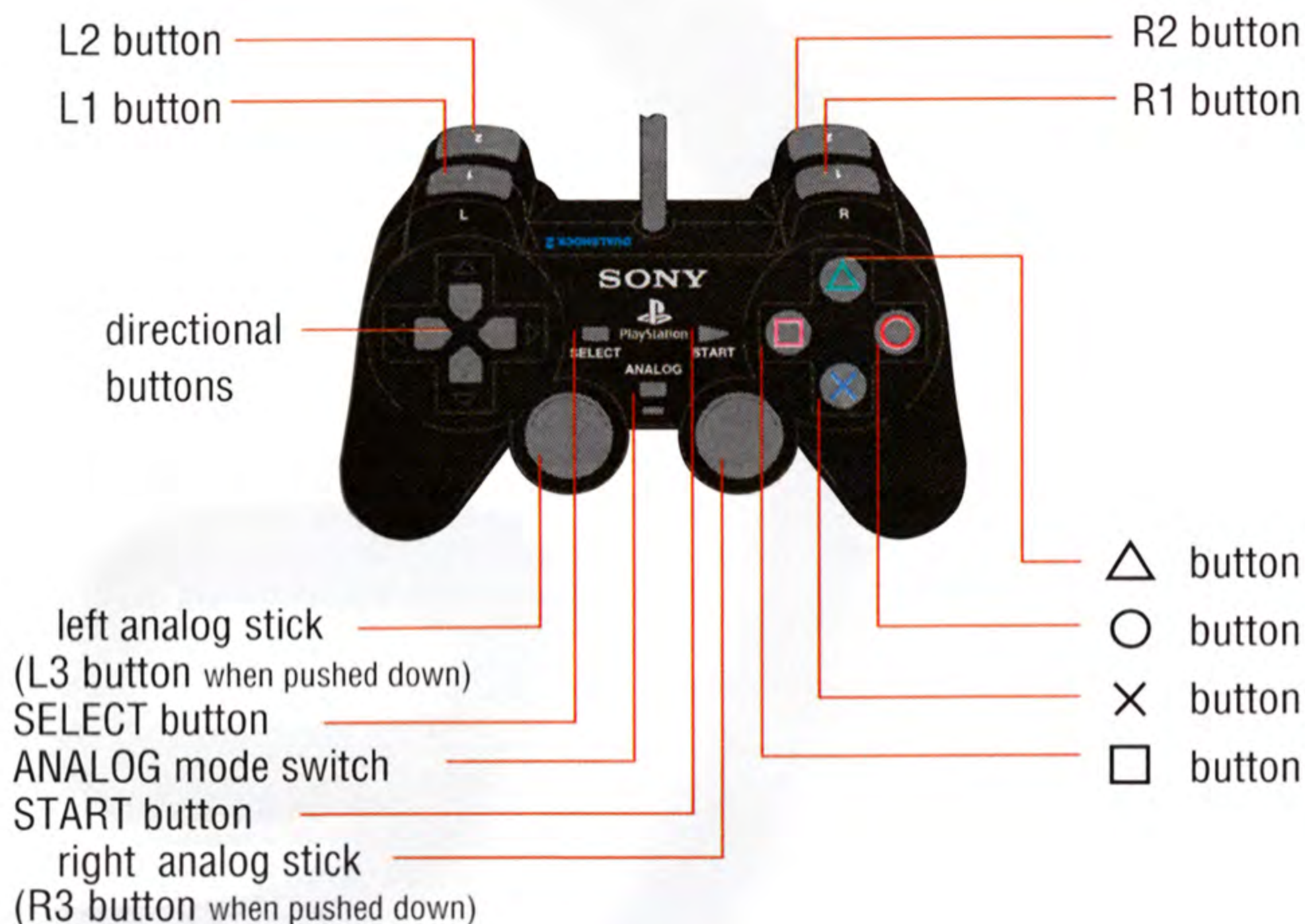
PlayStation®2 Setup



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 2003 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



MULTITAP

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

SAVING DATA

You must insert your MEMORY CARD (8MB)(for PlayStation 2) before you save or load a file. NBA ShootOut 2003 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 2003 data will be lost when you turn OFF your PlayStation 2 console. See *MEMORY CARD* on page 35 for more information.



BASIC CONTROLS

Basic controls are a set of game controls that give you enough ability to start gameplay without having to use or learn advanced controls.

Offense

Move player	← / → / ↑ / ↓ (or left analog stick)
Shoot	○
Pass	⊗
Rebound	△
Pivot and protect ball / Post player	◻
Special moves	Right analog stick
Activate play calling	L1
Icon passing	L2
Turbo	R1
Call for a pick	R2

Defense

Move player	← / → / ↑ / ↓ (or left analog stick)
Jump / Block / Rebound	△
Intentional foul	○
Switch to defender closest to the ball	⊗

Defense (continued)

Steal	Ⓚ
Activate play calling	L1
Icon Switching	L2
Turbo	R1
Defensive stance	R2

ADVANCED CONTROLS

Offense - Standing/No Dribble

Jab step forward	Right analog stick ↑
Jab step right / left	Right analog stick ← / →
Back pivot	Right analog stick ↓
Ball fake right	Rotate right analog stick clockwise
Ball fake left	Rotate right analog stick counter clockwise

Offense - Standing/Dribbling

Double crossover	Right analog stick ↑
Fake step right / left	Right analog stick ← / →
Behind the back dribble	Right analog stick ↓
Around the back right	Rotate right analog stick clockwise
Around the back left	Rotate right analog stick counter clockwise



Offense - Walking

Double crossover	Right analog stick ↑
Side step right	Right analog stick →
Cross between legs	Right analog stick ←
Around the back right	Rotate right analog stick clockwise
Around the back left	Rotate right analog stick counter clockwise

Offense - Running and Sprinting

Perform created dunk	L1 + R1 + ○
Lunging crossover	Right analog stick ↑
Lunging side step right	Right analog stick →
Crossover left	Right analog stick ←
Hesitation dribble	Right analog stick ↓
Spin right	Rotate right analog stick clockwise
Spin left	Rotate right analog stick counter clockwise

Post Up - Offense

Get into post up	⬜
Shoot	⦿
Back down	R1 + ⬅ / ➡ / ⬆ / ⬇ (or left analog stick)
Spin out and shoot	⦿ + ⬅ / ➡ (or left analog stick)
Spin off defender	R1 + ⬅ / ➡ (or left analog stick)

Post Up - Defense

Defend side	R1 + ⬅ / ➡ (or left analog stick)
Defend back down	R1 + ⬅ / ➡ / ⬆ / ⬇ toward opponent (or left analog stick)

Play Calling

Activate play calling	L1
Select formation and play	Right analog stick

ALLEY-OOP

Pass the ball to an open teammate in the lane to automatically perform an Alley-oop slam dunk.

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ON THE COURT

Jump Ball

To gain control of a jump ball, you must first time your jump perfectly. To get the ball to a teammate, press ◀ / ▶ / ▲ / ▼.

Free Throw Shooting

Free throw shooting is done by using both analog sticks on the controller. First you must prepare to shoot the ball by pulling back on both analog sticks. Each analog stick will help aim the flight of the ball. The object is to keep the target balls in line with the hoop and pull back the analog sticks until they turn green. To shoot the ball, release both analog sticks.

NOTE: You have 10 seconds to shoot the free throw before getting called for a violation.

Target lines
should be green
before releasing
the analog sticks



Post Up

You must have an inside presence on your team to be able to control the half-court game. Posting up will help you slow the game down as well as force the opponent's big men to defend. Once you have gained position in the post, spin off of the defender to create some space for a shot by pressing **R1** + **←** / **→** (or left analog stick) or step out and shoot by pressing **○** + **←** / **→** (or left analog stick).

Passing

Press **×** to pass the ball. The ball will be passed in the direction the passer is facing. Use Icon Passing (press **L2** to bring up the passing icons) to gain complete control of your passing game, allowing you to pass the ball to any teammate on the court. You can also utilize Icon Passing when inbounding the ball.

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.

Box Out

To make sure you have the best position for a rebound, get between the player you are guarding and the basket. When a shot goes up, press **R2** to perform a box out.

Rebounding

To be able to rebound the ball you have to get in the best position for the rebound. Box other players out and press **△** to time your jump and get the board.

Icon Switching

Use Icon Switching on defense to switch control to other players on the court. 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 want to control.





Intentional Foul

Use an intentional foul to stop the clock when your team is playing catch-up or to stop a player from scoring an easy basket. When your team reaches its foul limit, your opponent will then need to earn its points from the free throw line.

START GAME MENU

Use the Start Game Menu to make last minute changes to your starting lineup, game options, game rules, or 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. Switch player positions or substitute a player off the bench. See *Edit Starters* on page 29 for more information.

Options / Rules

Use Game Options and Game Rules to set the attributes of your game. See *Options* and *Game Rules* on pages 27-29 for more information.

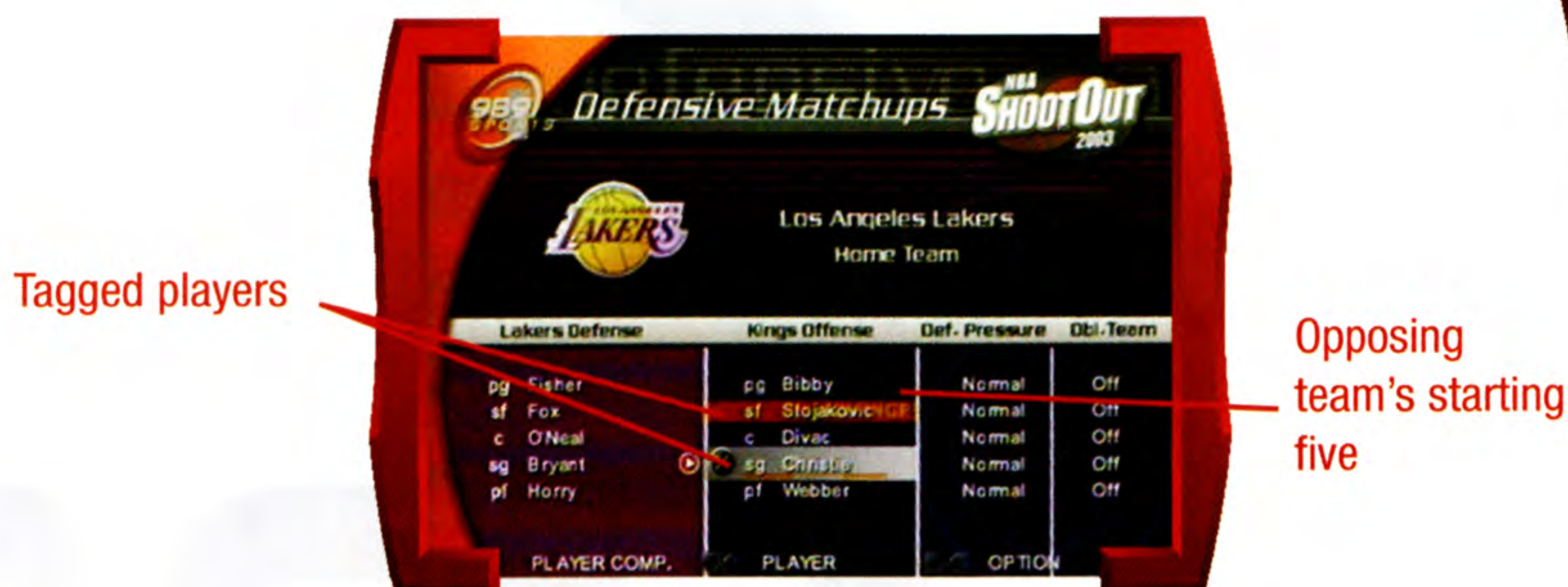
Defensive Matchups

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

To change player positions:

- Press **L1** / **L2** or **R1** / **R2** to choose a team. The opposing team's starting players will be shown to the right of the selected team's starting players.

- Press ↑ / ↓ to select a player for a matchup change.
- Press ⊗ to tag that player for a position change.
- Press ↑ / ↓ to select another player for the position switch.
- Press ⊗ to switch player positions.



To change defensive strategies:

- Press ← / → from a selected player 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 Low, Normal, and High. 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 32 and *Player Comparison* on page 33 for more information.

PAUSE GAME MENU

Press ► to pause the game and bring up the following menu options. For Pause Game Menu options that are not described below, see pages 27-29 for more information.

Timeout

Teams have 7 timeouts per game. You can call a timeout at any point during the game to stop the clock. You must have possession of the ball to call a timeout.

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Substitutions

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

- Press ◀ / ▶ to select a player position.
- Press ↑ / ↓ to choose a player from the bench.
- Press △ to return to the Pause Game Menu.

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

Controllers

Change teams during the course of the game or change the Player Lock option on your controller. See *Controller Setup* on page 15 for more information.

Controller Diagram

View the basic and advanced controls for the game.

Camera View

Choose your favorite camera angle of the court. The Close-up key, when set to ON, causes the camera to zoom in when the ball is in the key.

Replay

Replay gives you a chance to analyze the last play. Use the controls shown on the screen to control the flow of the replay.

Team Strategy

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

While the game is in progress:

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

OFFENSIVE PLAYBOOK

View your team's offensive play sets.

- Press **↑** / **↓** to select a set for the button combination. By selecting a set you will be able to view the plays available for each set.

DEFENSIVE STRATEGY

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

DEFENSIVE MATCHUPS

See *Defensive Matchups* on page 10 for more information.

AUTO SUB

Auto Sub will allow the CPU to automatically substitute players off the bench for those that are tired, ineffective, or 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 basketballs are shots that were made. Black basketballs are shots that were missed. Shots can be viewed for either team, any player, from particular locations on the court, and from each period.

- Press **←** / **→** to select a category.
- Press **↑** / **↓** to change an option.



QUIT GAME

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

REMATCH

Selecting Rematch will restart the current game.

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SELECT GAME

Practice

Practice mode will give you an opportunity to work on your fundamentals before playing in a game. You can practice shooting, free throw shooting, and timing techniques.

- Press **L1** / **L2** or **R1** / **R2** to choose a team.
- Press **×** to continue.
- Press **↑** / **↓** to choose a practice option of Free Throws or Shooting, and then press **×** to continue to your practice session.

DURING PRACTICE

While your team is out on the practice floor, you can choose any of your players to control. Just like in a game, move the ball to your teammates by pressing **×** and shoot the ball by pressing **○**.

onscreen display
of your shot
release



Free Throw Shooting

See *Free Throw Shooting* on page 8 for more information.

NOTE: You have 10 seconds to shoot the free throw or the player will automatically shoot.

Shooting

When you're practicing your shooting touch, onscreen displays will let you know when your player has shot the ball too early or when he has released it too late. This will help you to get a feel for when each player needs to release his shot.

Exhibition

Play an Exhibition game matching up any two teams. Have fun playing against a tough division rival or play with two teams that might not see each other during the course of a regular Season. You can also play with or against the Eastern and Western Conference All-Star teams.

NOTE: 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.
- Press **↑** / **↓** to scroll through the list of team rankings at the bottom portion of the screen. Team ratings show each team's strengths and weaknesses and where they rank statistically in the league.
- Press **←** / **→** to choose a roster. A Current Roster is one that has been modified by player transactions, creating players, or holding a draft. '02-'03 Rosters are original team rosters. See *Rosters* on page 29 for more information.
- Press **⊗** to move to the Controller Setup screen.

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. You can change your Player Lock option during the game using the Controller option from the Pause Game Menu.

NOTE: To use the User Login option, you must have already created user names. User Logins are created from the Edit Users option of the User Records Menu. See User Records on page 33 for more information.

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- Press ◀ / ▶ to choose a team.
- Press ▢ to cycle through the lock options and choose a player position (e.g., SG:Allen) to lock onto. You can also choose to not lock onto a player by leaving the lock option blank.
- Press ● to choose a User Login name.
- Continue to press ● to cycle through all of the User Logins that have been created.
- Press ⊗ to continue to the Start Game Menu. See *Start Game Menu* on page 10 for more information.

Season

The Season Menu allows you to start a New Season and provides you with all of the important Season information such as the Season's statistics, standings, and report. Also from the Season Menu, you can make changes to your team's roster and manage the files on your MEMORY CARD (8MB)(for PlayStation 2). See *Rosters* on page 29 for more information on managing your team roster.

NEW SEASON

A New Season can be made up of 28, 56, or 82 games. Each Season will also include an All-Star game. At the end of a Season, if your team qualifies as one of the top eight teams in your Conference, it will advance to the Playoffs and compete for the NBA Championship title.

Season Options

Once you select to play a New Season, you will have the opportunity to set your Season Options. 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 Season Schedule.

Roster

Select the roster type for your Season team. See *Rosters* on page 29 for more information on how to trade players, create players, sign Free Agents, or hold a draft.

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

Season Length

Set the Season Length by choosing the number of games played during a Season. Game options include 28, 56, or 82.

Playoff Length

Select the 5-7-7-7 Playoff format, which is a 5-game series followed by three 7-game series, or select the single elimination format.

Trade Deadline

The Trade Deadline is a date during the Season that indicates the last day to make a player trade. Once past, teams can no longer make trades.

Injuries

Set to ON, Player Injuries can occur during gameplay. It is possible that a team could face losing one of its players 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

With Transactions set to ON, during the Season you have the power to pull the trigger on player transactions that could help your team make a run for the Playoffs.

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Season Schedule

The Season Schedule will show the dates of each scheduled game and the scores of all games already played. From this screen, you will choose the team for your Season. If you like, you can also simulate any of the games on the schedule. If you simulate a game further down in the schedule,

all games prior to it will be simulated as well. To save your Season, when a game is finished, go to the MEMORY CARD (8MB)(for PlayStation 2) screen.

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

- Press **↑** / **↓** to select a game to play.
- Press **⊗** to continue to the Controller Setup screen.

NOTE: To simulate Season games, highlight a game on the schedule, and then press **□**.

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 on saving files.



STATISTICS

Team, Player, and League information are kept during the course of your Season in the form of Season Statistics. From the Statistics Menu, you will be able to check the conference and league standings, view team and player comparisons, and check in on Team and Player stats and League Leaders. See *Statistics* on page 31 for more information.

STANDINGS

Check the league Standings as each week unfolds.

From the Standings screen:

- Press ◀ / ▶ to choose a Division, a Conference, or NBA teams (the 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. '01-'02 are records kept from last year's Season.
- Press ▲ to return to the Standings screen.

SEASON REPORT

Use Season Report to get the latest news and information about the league.

Transactions

View the press releases of players that have been traded during the 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 up-to-date list of player injuries for the Season. Notice that the injury press release will show the length of time the player will be out of the lineup.

- 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.

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All-Star Voting

Keep track of the All-Star voting. Voting takes place during the current 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 □ from a highlighted player to view his stats. See *Player Stats* on page 32 for more information.
- Press ● from a highlighted player listing to view his player comparisons at that position. See *Player Comparison* on page 33 for more information.
- Press ▲ to return to the Season Report screen.

Awards

At the end of a Season, awards are given to the league's Most Valuable Player, Scoring Champion, Assists Leader, Defensive Player of the Year, Rebounding Champion, and Sixth Man (best player off the bench).

- Press ◀ / ▶ to view each award category and the player who won the award.
- Press ▲ to return to the Season Report screen.

Playoffs

In Playoff mode, you can compete in the Playoffs without having to play a Season.

NEW PLAYOFFS

New Playoffs involve sixteen teams that make up two eight-team conference brackets.

NOTE: If you would like to continue a previously saved Playoff, you must first load the series from a MEMORY CARD (8MB)(for PlayStation 2).

Playoff Options

Use Playoff Options to customize the attributes for your new Playoff series.

ROSTER

Select the type of roster for your Playoff team. A Current Roster is one that has been modified by player transactions, creating players, or holding a draft. See *Rosters* on page 29 for more information.

PLAYOFF LENGTH

Select the 5-7-7-7 Playoff format, which is a 5-game series followed by three 7-game series, or select the single elimination format.

INJURIES

Player Injuries can occur at any moment in the Playoffs just as they do in a Season. With Injuries OFF, avoid losing a player to injury during a game.

NOTE: Listed injuries can be viewed by selecting the Playoff Report from the Playoffs Menu and then choosing Injury Report.

Select Playoff Team

Playoff mode allows you to create custom matchups. Choose any two teams to face off against each other for each game within the two Playoff brackets.

- Press **←** / **→** to choose the Eastern or Western Conference bracket.
- Press **↑** / **↓** to highlight a team within a particular matchup.
- Press **□** to cycle through unseeded teams that had not made it into the Playoffs.

When the teams have been set for each match:

- Press **⊗** to bring up the Playoff Tree.

Playoff Tree

The Playoff Tree shows each round's matchups. From this screen, you will choose the matchup (game) that you want to play.

*NOTE: From the Playoff Tree, each round of the Playoffs can be simulated by pressing **□**.*



- Press **←** / **→** to move through the Eastern and Western Conference brackets.

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- 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 where you will choose which team to control.
- Press ← / → to choose teams.
- Press ■ to cycle through the lock options and choose a player position (e.g., SG:Iverson).
- 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 33 for more information.
- Press ⊗ to bring up the Start Game Menu.

Career

Career mode gives you the opportunity to earn your roster spot. Create a player for your Career and put your name and number out on the floor with the pros to see if you have what it takes to keep yourself in the lineup. It all starts in the Summer League and could end up in the NBA Finals.

NOTE: From each attribute screen, when you have completed making changes, press ⊗ to move to the next attribute category without having to go back to the Career Menu.

PLAYER INFORMATION

Player Information includes your player's basic information such as his name, jersey number, and physical attributes.

For the Name, School, and Birth Date options:

- Press ↑ / ↓ to highlight a menu option, and then press ⊗ to activate the onscreen naming system.

- Press ◀ / ▶ to highlight a slot, and then press ↑ / ↓ to select a letter or number.
- Press ⊗ to accept your changes and deactivate the naming system.

For all other options:

- Press ↑ / ↓ to highlight a menu option, and then press ◀ / ▶ to make a change.

HEAD

The head options allow you to customize your player's head and facial appearance. You can change skin tone, add facial hair, increase ear size, and much more.

- Press ↑ / ↓ to highlight an attribute, and then press ◀ / ▶ to choose an option or increase/decrease that attribute.

BODY

Like the Head attributes, you can customize the appearance of your player by changing his body attributes. You can change your player's muscle tone, increase the size of his arms, and more.

- Press ↑ / ↓ to highlight an attribute, and then press ◀ / ▶ to choose an option or increase/decrease that attribute.

Watch the player model change as his attributes change



ACCESSORIES

With Accessories, you can change your player's appearance by adding knee pads, changing the length of his shorts, adding tattoos, and much more.

- Press ↑ / ↓ to highlight an attribute, and then press ◀ / ▶ to choose an option.

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SKILLS

Player skills include areas of shooting, awareness, ball handling, etc. There are 4500 points to distribute among 21 categories.

- Press **↑** / **↓** to choose a player skill.
- Press **←** / **→** to raise or lower the skill levels of your player.
- Press **⊗** to continue to the player's personality traits.

NOTE: Skills can only be changed in Create Player. Your player's Career skills will increase in proportion to how he plays in the NBDL.

PERSONALITY

Personality traits include whether a player passes more than he shoots, whether he's passive or aggressive, etc.

- Press **↑** / **↓** to select a personality trait, and then press **←** / **→** to change his tendencies.

NOTE: Personality can only be changed in Create Player. Your player's Career personality will develop in proportion to how he plays in the NBDL.

TEAM

Like every other game format, you can choose the team you want to play for.

- Press **←** / **→** to choose a team.

SUMMER LENGTH

For your Career, choose the length of the Season from 3, 5, or 10 games.

START SUMMER

When you create a player and start a Career, you begin your Career in the Summer League. You will play Summer League games until you accept a contract offer. If you refuse contract offers, you will continue your Career in the NBDL.

MEMORY CARD

Save, load, or delete files from your MEMORY CARD (8MB)(for PlayStation 2). See *MEMORY CARD* page 35 for more information.

CUSTOMIZE

Create Player

Use Create Player to create a special talent or dominating player, or have some fun and create yourself using your own physical makeup and characteristics. All created players are added to the Free Agent Pool where they can be signed by any team. See *Career* on page 22 to view information for creating a player such as Player Information, Head, Body, etc.

From the Player Personality screen, which is the last Create Player screen, press **ⓧ** to create your player.

Edit Player

Edit Player gives you the opportunity to edit any player's physical appearance.

- Press **←** / **→** to select a team.
- Press **↑** / **↓** to highlight Select Player, and then press **←** / **→** to select a player.
- Press **↑** / **↓** to highlight Edit Accessories, and then press **ⓧ**.
- Press **↑** / **↓** to highlight a player accessory, and then press **←** / **→** to make a change.
- When you are finished making accessory changes, press **ⓧ** to accept the changes and edit the player.

*NOTE: To restore a player to his original makeup, select Reset Player from the Edit Player Menu, and then press **ⓧ** to return to the Edit Accessory screen and reverse any changes made.*

Create Dunk

Create Dunk allows you to select the dunk type for your game and gives you the ability to edit each of the 10 different dunk types. By being able to change the position of a player's body parts, you can create an awesome looking dunk. Dunks are assigned to players from the Strategy Menu available during a game.

To set your dunk type:

- Press **↑** / **↓** to Select Dunk, and then press **←** / **→** to choose a dunk number.
- Press **↑** / **↓** to Select Take-Off, and then press **←** / **→** to choose a take-off option.

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- Press **↑** / **↓** to Select Landing, and then press **←** / **→** to choose a post dunk landing option.

To edit a dunk type:

- Press **↑** / **↓** to Select Dunk, and then press **←** / **→** to choose a dunk number.
- Press **↑** / **↓** to Edit Dunk, and then press **⊗**.
- Press **L2** / **R2** to change the view of the player model (i.e., front, side, etc.).
- Press **L1** / **R1** to cycle through and choose a joint and alter its position. Change as many joint positions as you wish.
- Press the left analog stick to change the positioning of each joint. To rotate a joint, press down on the left analog stick like a button to activate the function, and then use the left analog stick to rotate the joint.
- Press **⊗** to preview the dunk. Press **△** to return to the Edit Dunk screen.
- Press **⊗** to accept your dunk changes.



Front view of player model

Joint change

Options

Use the following options to set your game attributes. Press **X** to toggle to the Game Rules Menu. To return to the options, press **△**.

DIFFICULTY

The difficulty levels of Rookie, Veteran, All Star, and Hall of Fame will determine each player's offensive and defensive abilities.

QUARTER LENGTH

Choose a quarter length for your game. There are four quarters per game and additional overtime periods if the game is tied when regulation ends.

FATIGUE

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

CLOSE SCORES

With Close Scores ON, the computer will assist you in keeping the scores of the game close, enabling you to come from behind and make a run at the end of a game.

PLAYER ID

With Player ID ON, your player's name will be shown on the court during the game.

AUTO REPLAYS

Auto Replays will automatically show replays of exciting plays.

COMMENTARY/PA/MUSIC/SOUND EFFECTS/CROWD & PLAYERS

Adjust the volume of each category. The higher the level, the louder the volume.

VIBRATION

When Vibration is set to ON, the DUALSHOCK2 analog controller will vibrate in your hand when things such as slam dunks or charging fouls occur during the game.

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Game Rules

FOULS CALLED

Foul calls can be set to a rate of High (frequent calls), Medium (regular calls), Low (a limited number of calls), and None (no calls).

FOUL OUT

Choose the number of fouls each player has per game. By setting this option to OFF, players will never be called for fouls.

BACKCOURT

Backcourt is a violation that happens when a player brings the ball back over the center court line once it has been crossed. With Backcourt OFF, you can bring the ball into the backcourt at any time.

OUT OF BOUNDS

Once the ball is in play, your players can not step out of the bounds of play. To run out of bounds with the ball without being called for an infraction, turn this option to OFF.

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

The ball must be inbounded within five seconds to avoid a turnover. Turn this option OFF to take as much time as you need to inbound the ball.

8 SEC CLOCK

The ball must get past midcourt within eight seconds of being inbounded. Turn this option OFF to take as much time as you need to move past center court.

SHOT CLOCK

Keep Shot Clock ON to limit each team's time of possession with the ball to 24 seconds.

5 SECOND BACK DOWN

The 5 second backdown rule is used to limit the amount of time a player has to back down his opponent toward the basket. Turn this option OFF to take as much time as you need to back a player down and position yourself for a good shot.

TRAVELING

Traveling occurs when a player moves his feet without dribbling the ball. Turn this option OFF to eliminate this infraction from getting called.

MEMORY CARD

Use the MEMORY CARD (8MB)(for Playstation 2) option to alter its files. See *MEMORY CARD* on page 35 for more information.

ROSTERS

Rosters gives you a chance to view and alter the roster of every NBA team. A team's roster cannot exceed 15 players. For the MEMORY CARD (8MB)(for PlayStation 2) menu item, see *MEMORY CARD* on page 35 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 edit the position by choosing a new player.
- Press **△** to accept your changes and return to the Rosters Menu.

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Trade Players

Make a trade for any player in the league. Try to add an impact player to take your team to the next level, or add some role players that can add some continuity to your team.

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

- Press **L1** / **L2** to choose a team on the left side of the screen.
- Press **R1** / **R2** to choose a team on the right side of the screen.
- Press **←** / **→** to select a team.
- Press **↑** / **↓** from each team to choose a player for the trade. View the player stats beneath each player to make sure you're getting a solid player in return. You can press **○** to view a player comparison of the two players.

NOTE: From the Player Comparison screen, you can view comparisons of all players in the league.

- Press **×** to trade the players.
- Press **△** to return to the Rosters Menu.

Free Agents

Release players from your roster or sign Free Agents from the Free Agent Pool. Because you can only have 15 players per roster, to sign a Free Agent player, you must first release a player from your roster. All released players go 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 to stock the Free Agent Pool.
- Press **R1** / **R2** to select your team.
- Press **←** / **→** to move to the Free Agent Pool, and then press **↑** / **↓** to select a Free Agent to add to your roster.
 - Press **×** to sign a Free Agent.

Create Player

All created players are placed into the Free Agent Pool. To sign your created player to a team, make sure the roster has less than the 15 player maximum. See *Create Player* on page 25 for more information.

Draft

The draft consists of 12 rounds. You can manually draft each position for up to 16 teams and have the CPU draft for the rest or have the CPU hold an auto draft. 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.
- Press **◎** to shuffle the draft order.
- Press **⊗** or **◎** to start the draft.

When a team comes up for manual drafting:

- Press **↑** / **↓** to scroll through and choose a player still available in the draft.
- Press **⊗** to draft a player.
- Continue the previous steps until the draft is complete at which time you will be moved to the Rosters Menu.

Reset Rosters

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

STATISTICS

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

Team Stats

Team Stats show each individual team's stats and totals for the current Season and that of the 2001-2002 Season.

- Press **L1** / **L2** or **R1** / **R2** to choose a team.
- Press **←** / **→** to choose a category, and then press **↑** / **↓** to view the entire list of stats.

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Player Stats

Player Stats give you an in-depth look at each player in the league for the current Season and that of the 2001-2002 Season. Three categories make up the Player Stats: Player Stats, Player Info, and Player Attributes.

- Press **L1** / **L2** or **R1** / **R2** to choose a team.
- Press **←** / **→** to choose a player, and then press **↑** / **↓** to view the entire list of stats.
- Press **○** to cycle through a player's stats, info, and attributes.

*NOTE: From the stats category, press **□** to toggle between stat types.*

League Leaders

The League Leaders screen shows a complete list of ranked NBA players in eight different categories. The League Leader list is updated after each game.

- Press **←** / **→** to choose a category, and then press **↑** / **↓** to view the entire list of players.

Standings

Check the game-to-game status of the league standings.

- Press **←** / **→** to choose a division, and then press **↑** / **↓** to view the entire list of teams.

Team Comparison

Team Comparisons will show how two particular teams match up against one another. These stats are kept for the current and previous year.

- Press **L1** / **L2** or **R1** / **R2** to choose a left and right team.
- Press **←** / **→** to choose a roster. A Current Roster is one that has been modified by player transactions, creating players, or holding a draft. 02-03 Rosters are original team rosters. See *Rosters* on page 29 for more information.
- Press **↑** / **↓** to view the entire list of stats.

Player Comparison

Players Comparisons will show you how two particular players match up against one another for the 2001-2002 Season.

- Press **L1** / **L2** or **R1** / **R2** to choose a left and right team.
- Press **←** / **→** to choose the left or right team.
- Press **↑** / **↓** to choose a player.

*NOTE: Press **□** to toggle between Stats and Totals.*

USER RECORDS

User Records enable you to 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 user names from the Edit User menu item. See *Edit Users* below for more information.

Edit Users

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

- Press **↑** / **↓** to highlight a user slot.
- Press **⊗** to activate the onscreen naming system.
- Press **↑** / **↓** to select a character, and then press **←** / **→** to move to the next space.
- Press **⊗** to create the user. To edit an already created user name, press **↑** / **↓** to highlight the user name, and then press **⊗**.

*NOTE: Once users are created, from the Controller screen, press **⊙** to activate a user name list. Continue to press **⊙** to cycle through all user names and select a user name for that controller.*



Onscreen naming system



To delete a user name:

- Press **↑** / **↓** to select a user name.
- Press **⊗** to activate the onscreen naming system.
- Press **⊗** again without entering any data to erase the user name.
- Press **△** to return to the User Records Menu.

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. All game comparisons will be shown between each user name.
- Press **△** to return to the User Records Menu.

Reset Rosters

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

MEMORY CARD

The MEMORY CARD option 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, and delete files. See *Saving Data* on page 3 for more information.

Save

To save a file:

- Press **×** from the Save menu item to bring up the MEMORY CARD Save screen.
- Press **L1** or **R1** to choose the type of save category.
- Press **↑** / **↓** to choose an empty slot.
- Press **×** to activate the naming chart.
- Press **←** / **→** to select spaces, and then press **↑** / **↓** to choose characters.
- Press **×** to save the file.
- Press **△** to return to the MEMORY CARD (8MB)(for PlayStation 2) Menu.

Save category

Choose a slot



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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 **X** from the Load menu item to bring up the MEMORY CARD Load screen.
- Press **L1** or **R1** to choose the type of load category.
- Press **↑** / **↓** to choose a file, and then press **X**.
- Press **↑** / **↓** to select YES, and then press **X** to load the file.
- Press **△** to return to the MEMORY CARD (8MB)(for PlayStation 2) Menu.

Delete Files

From the MEMORY CARD Delete screen:

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

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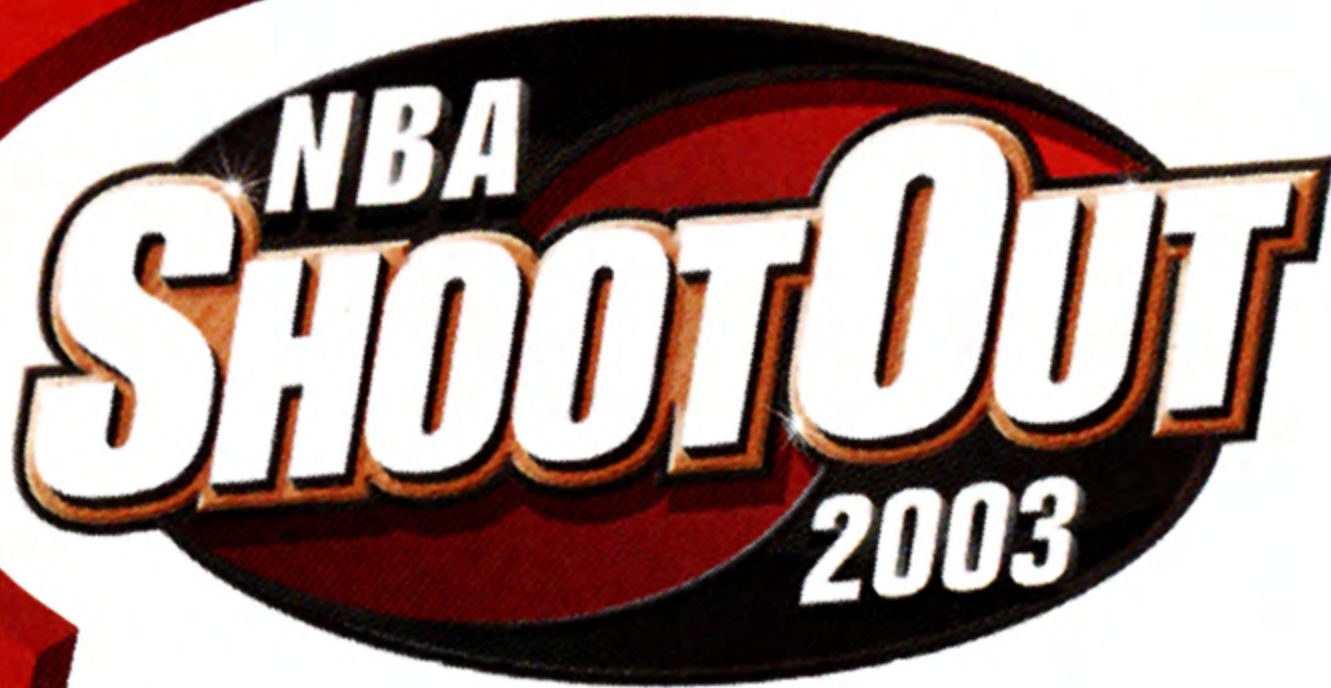
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Performed by Koll Moe Dee

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Contains a sample of King Floyd III's "Groove Me" courtesy of Malaco Music Co/Roffignac Music Co.

NOTES



NOTES

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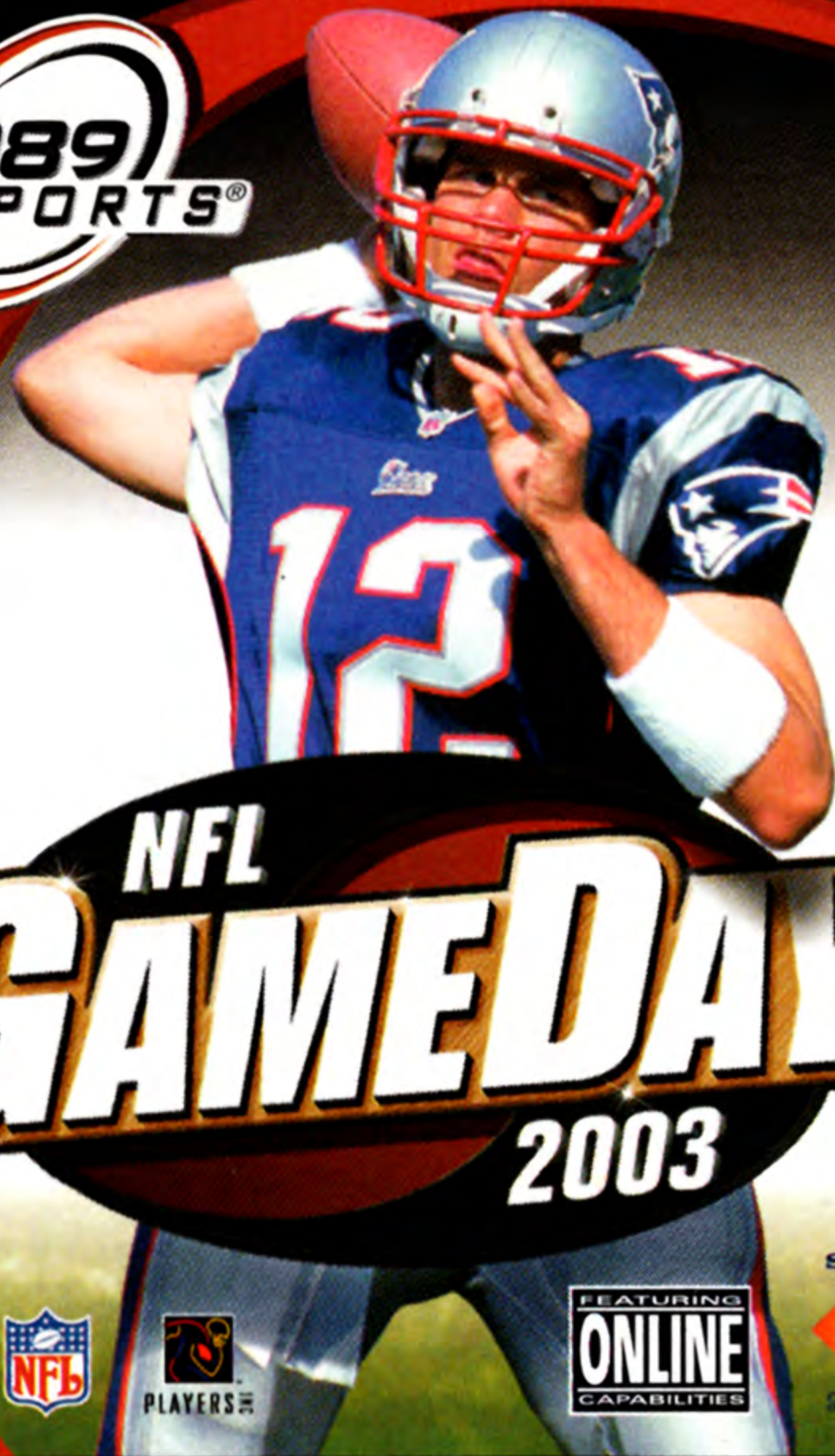
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Look down, click for the ball to go to the ground. Then
look up, click for the ball to go to the sky.
Look down, click for the ball to go to the ground. Then
look up, click for the ball to go to the sky.
Look down, click for the ball to go to the ground. Then
look up, click for the ball to go to the sky.
Look down, click for the ball to go to the ground. Then
look up, click for the ball to go to the sky.