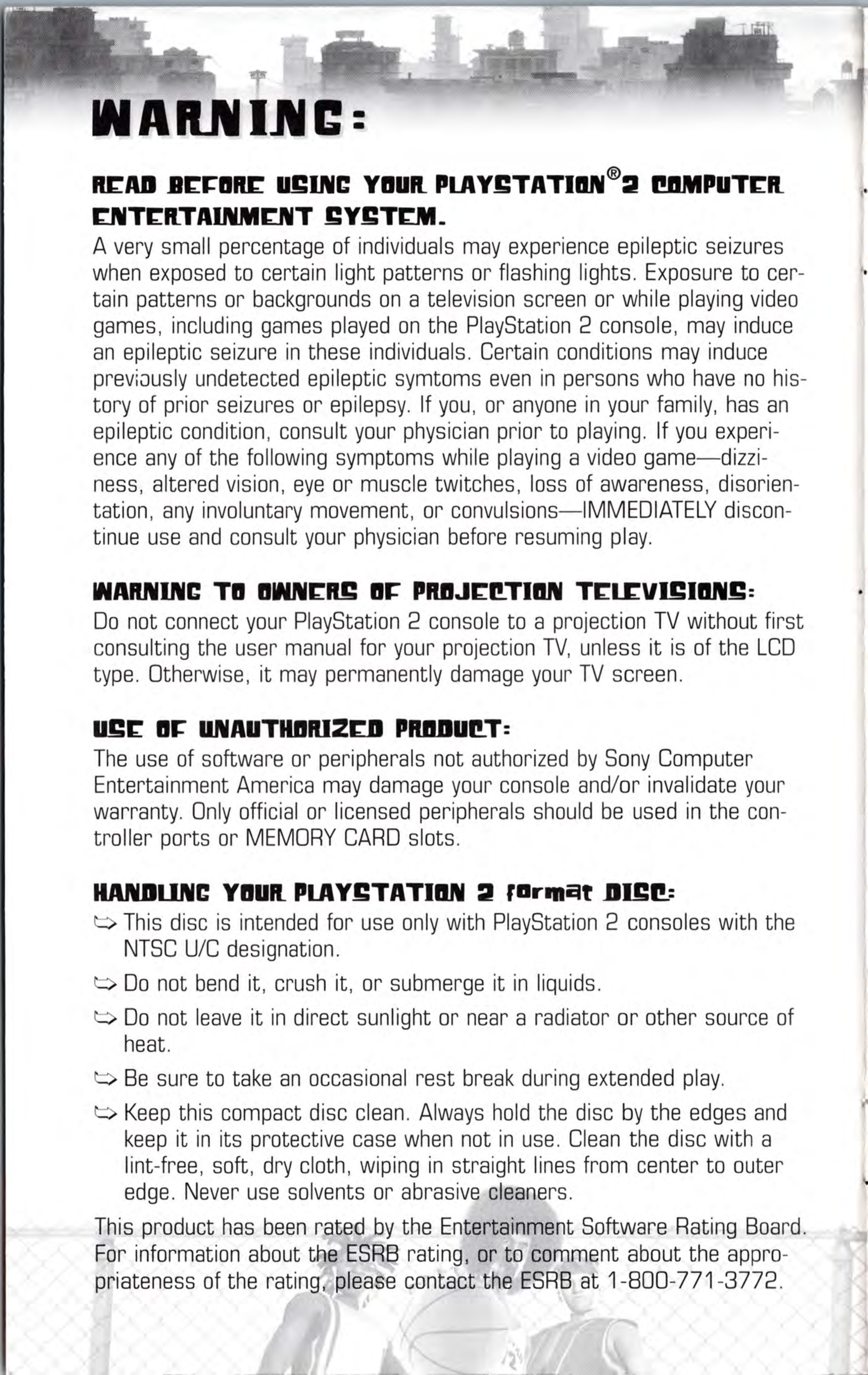




街头篮球





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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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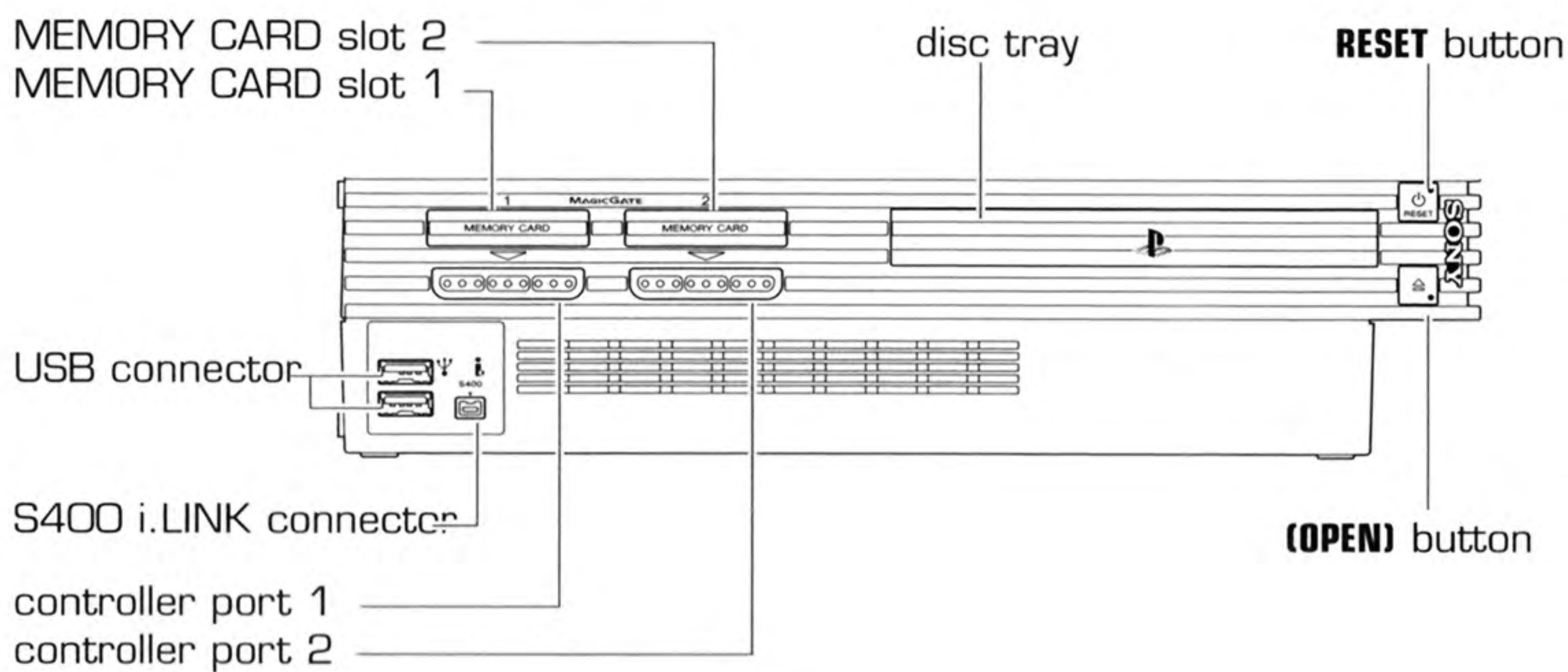


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GETTING STARTED

PLAYSTATION®2 computer entertainment system



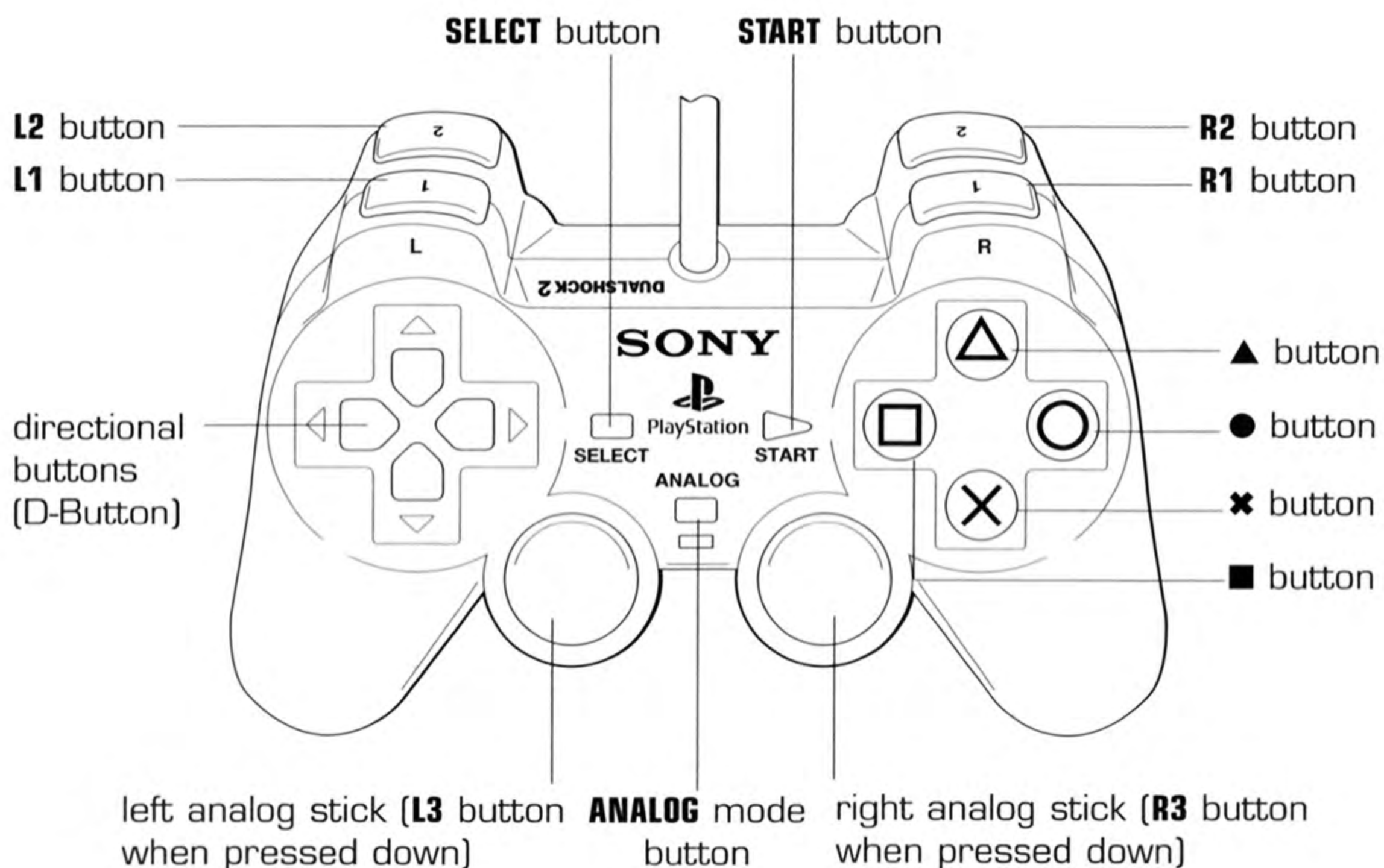
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray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



COMMAND REFERENCE



DUALSHOCK™2 analog controller configurations



MENU CONTROLS

Navigate through the setup and options screens using the following controls.

Change **Selections**

D-Button ↑

Change **Settings/Options**

D-Button ↔

Select/Accept (Advance to the next screen)

✕ button

Return to previous screen/menu

▲ button



COMPLETE CONTROLS

Ahhhhh yeah. You're playin' ball in the streets now, Kid. So you'd better get your game up to speed before you get kicked off the court like nobody's business. Master these moves, take 'em to the court, and show them other ballers what's up.

GENERAL GAMEPLAY

Move Player	D-Button or left analog stick
Turbo	L1 button, L2 button, R1 button, or R2 button
Pause Game	START button
Change Camera Angles	SELECT button

OFFENSE

Shoot / Dunk / Lay-Up	● button
Pass	✕ button
Trick Move	■ button

DEFENSE

Switch Players	✕ button
Shot Block / Rebound	● button or ▲ button
Steal	■ button
Dive	Double-tap any Turbo button



NOTE: Players can only dive when the ball is loose on the ground.



ADVANCED OFFENSE— FOR THE REAL BALLERS



Tip-Slam (when going for offensive rebound)

Double-tap the ● button

Call for Pick

▲ button

Advanced Dunk

● button + two or more **Turbo** buttons

Advanced Trick Move

■ button + two or more **Turbo** buttons

Gamebreaker Shot or Dunk

● button while holding any two **Turbo** buttons



NOTE: The Gamebreaker shot is available only when the Gamebreaker meter is full. Don't bother otherwise. (► *Gamebreaker/Boost Meter* on p. 16).

ADVANCED TRICK MOVES

Off the Chain

L1 button + R1 button + ■ button

Backtrack

L2 button + R2 button + ■ button

Reel2Reel

R1 button + R2 button + ■ button

Downshift

L2 button + R1 button + ■ button

Slip 'n' Slide

L2 button + R1 button + R2 button + ■ button



NOTE: Players need a high Handle rating to successfully perform advanced trick moves. If a player's Handle rating is too low, he may lose the ball.



BIG TIP: Be aggressive! B-E- Aggressive! Try different combinations of turbo buttons with the ■ button to discover new advanced trick moves.



ADVANCED DUNKS



Hammerdown

L1 button + **R1** button + ● button

Backbreaker

L2 button + **R2** button + ● button

Groundshaker

R1 button + **R2** button + ● button

Wake Up Call

L2 button + **R1** button + ● button

Dinner's Served

L1 button + **L2** button + **R1** button
+ **R2** button + ● button



NOTE: To execute a Dinner's Served, you must start from just inside the Free Throw line while running straight toward the basket.



NOTE: Players need a high Dunking rating to successfully perform advanced dunks. If a player's Dunking rating is too low, he may miss the dunk.



BIG TIP: Just like we said with the trick moves, try different combinations of turbo buttons with the ● button to discover new advanced dunks.

In **STREET** school, Joe "The Show" teaches you the ropes. (► p. 34)



WARNING: NO RULES NO LIMITS
PLAY AT YOUR OWN RISK

EA SPORTS BIG is not for the weak. Do not play this game if you suffer from weakness in the knees, nerves, bladder, or any other part of your anatomy when faced with super-fast, high-octane, ultra-aggressive, high-flying, hard-hitting, adrenaline-pumping, arcade-style action. When you enter the EA SPORTS BIG world, you pass into a zone without limits, a zone where rules don't exist and where laws and borders are meant to be obliterated. Enter at your own risk. You've been warned.



INTRODUCTION



Your game's too big for the arena, too cool for the hardcourts. Take your game to the streets and play against the city's legendary ballers with *NBA STREET*. Lace up the 'tops, crank up the beats and let it roll, y'all. Hit the blacktop in the first over-the-top, three-on-three arcade-action streetball video game for the PlayStation 2 console. Play basketball the way it was supposed to be played: in the streets, outside the lines, and over the top.

Schoolin' your opponent on the way to victory is the name of the game. Receiving rewards for it is extra sweet. Tour the country's toughest courts in two awesome game modes. Team up with Michael Jordan in City Circuit mode and hoop it up against NBA ballers and Street legends, or work your skills against mixed squads from the NBA in Hold the Court mode.

You think you got game...then take it to the *STREET*, Playa.

GAME FEATURES

Hoop it up with Streetball Legends—Experience the game and become part of the culture. Take on each of the six *STREET* legends on their home courts and show 'em what you got. If you prevail they will become part of your unstoppable roster.

Hold the Court against the City's Baddest Ballers—Pick a court to run and hold it against mixed squads of the best NBA players. Your goal: Set the court record for consecutive wins while sending all comers home.

Hit the Road in City Circuit—Play with Michael Jordan and challenge fearsome NBA teams. From inner-city blacktop showdowns to sun-soaked b-ball battles by the beach, these are the toughest and hippest courts around.

The Gamebreaker Shot—Break the game wide open as you build your momentum boost with special tricks and moves. Experience the competitive tug-o-war that allows you to unleash the move that not only scores points for your team, but subtracts points from your opponent at the same time.

Music of the *STREET*—The dynamic music of *NBA STREET* reflects how you are playing and builds the drama and momentum of the game.

FOR MORE INFO about this and other phat titles, visit EA SPORTS BIG on the web at www.easportsbig.com.



HITTIN' THE STREETS

Do you have what it takes to ball with the best? Before you take your little act to the street to find out, set up the game that fits your playin' style.



NOTE: After the *NBA STREET* introduction video, press the **START** button to reach the Main menu.

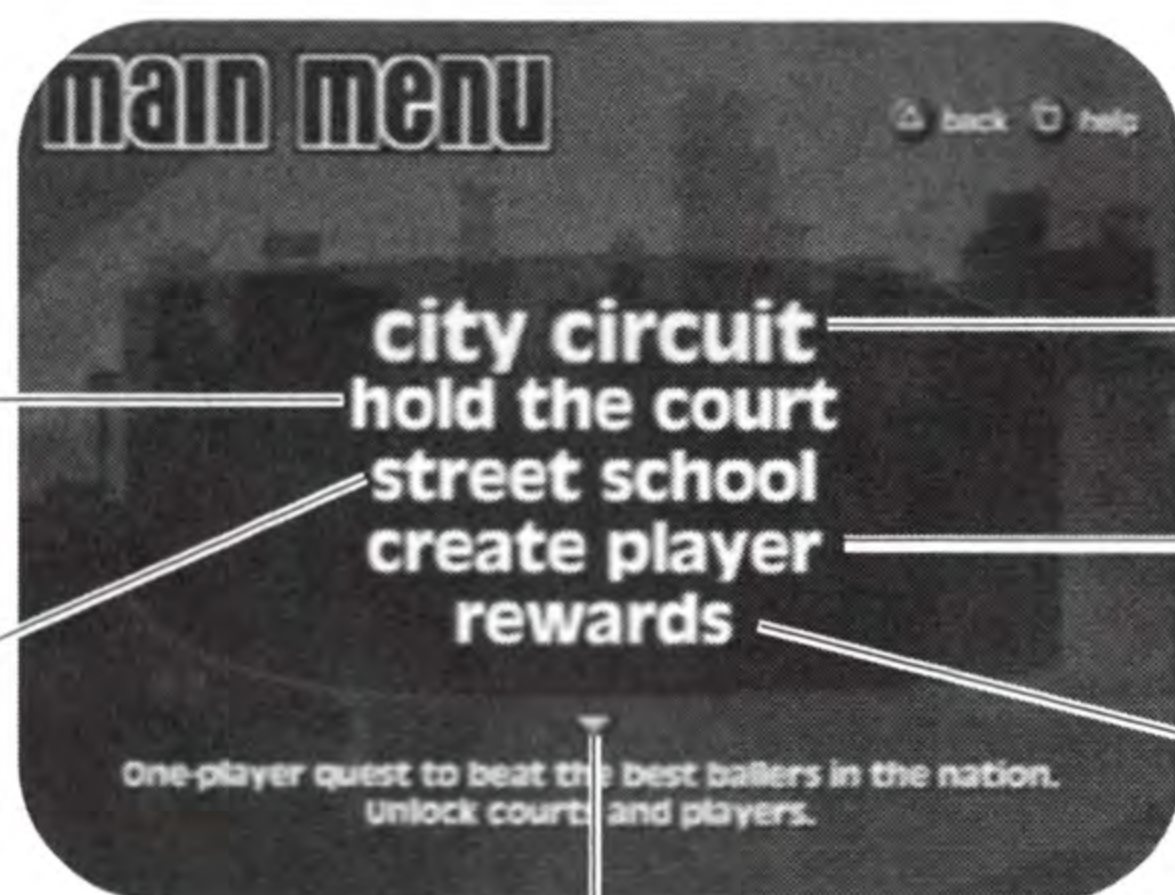
MAIN MENU

This is where the party starts, Yo. From the Main menu you can choose the *STREET* mode you wish to play: City Circuit or Hold the Court. You can also take lessons in *STREET* School with Joe "The Show," create a player of your own, check out your rewards, set up a number of different game options, or review high scores.

Press the D-Button $\updownarrow$
to change a Main menu
selection

One or two players
challenge to set win-
ning streaks against
the baddest ballers
around (➤ p. 13)

Joe "The Show" teach-
es you the game as you
polish up your blacktop
skills (➤ p. 34)



Scroll down to access Options (➤ p. 37)
and High Scores (➤ p.38)

For more information ,
➤ Main menu options
on p. 34

A one-player quest to
beat the best ballers in
the world (➤ p. 9)

Build and develop a
STREET legend of
your own (➤ p. 35)

Keep track of all
unlocked rewards
(➤ p. 36)



NOTE:
Default
options are
listed in **bold**
in this manual
(that's the
dark font, Yo).

Game Modes

NBA STREET throws two different game modes at you that will challenge even the baddest baller. Hoop it up against the NBA's best and tour the nation in City Circuit mode (➤ p. 9), or run the table in Hold the Court mode (➤ p. 13).



CITY CIRCUIT



Do you have the desire to be the best? Well stop talking about it, Dawg, and do something about it. Your quest to be the best baller on the block begins by playing against the best of the City Circuit. Tour the country with Michael Jordan and put away all comers along the way. But before you play, we have to know who you are and what you're all about...

To enter the City Circuit:

- Highlight City Circuit from the Main menu and press the **X** button. The ID text box appears.

ID SCREEN

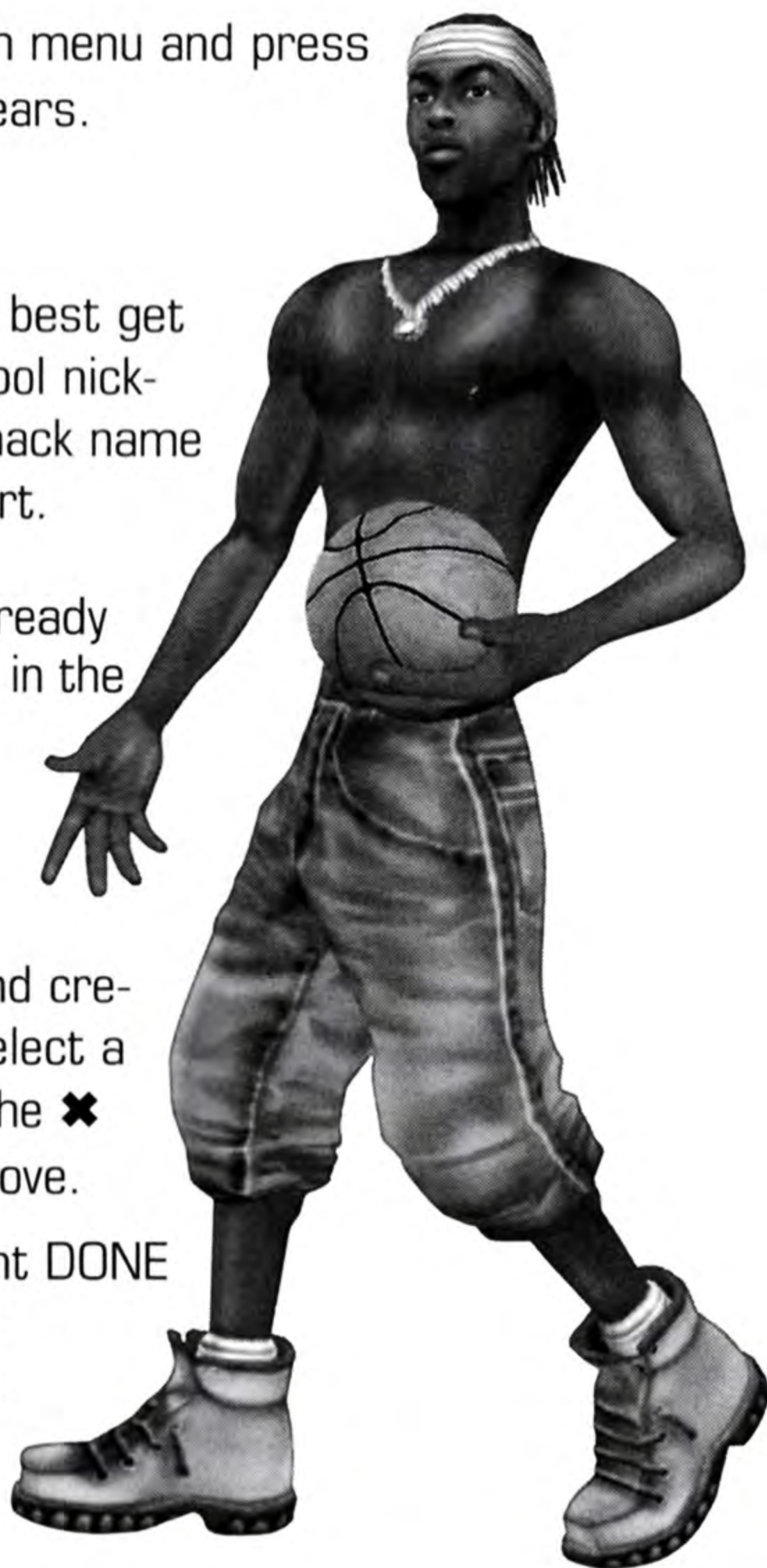
Hey Man, before you hit the *STREET*, you best get yourself some identification. And pick a cool nickname, Son. Don't go out there with no whack name because they'll laugh you right off the court.



NOTE: If a User ID has already been created, the name appears in the Select User box.

To hook yourself up with a nickname:

1. From the ID screen, use the D-Button to highlight ENTER NEW and create a name for your bad self. To select a letter, highlight it and then press the **X** button. The letter then appears above.
2. After you enter your name, highlight DONE and press the **X** button. The User Record screen appears. Press the **X** button again to reach the Choose Team screen.



NOTE: You need to enter a user ID to save game progress to your memory card (8MB) (for PlayStation®2). (➤ *Saving and Loading* on p. 38).



Achievement Icons

In the User Record Box, there are four transparent icons at the bottom. Hopefully they don't stay that way for long. If and when you achieve a milestone, the icons light up for the world to see.

CITY CIRCUIT CHAMPION (BALL ICON)

You have completed your tour in the City Circuit.

HOLD THE COURT LEGEND (STAR ICON)

You have cleared all the courts in Hold the Court mode.

CREATE PLAYER MAX (PLAYER ICON)

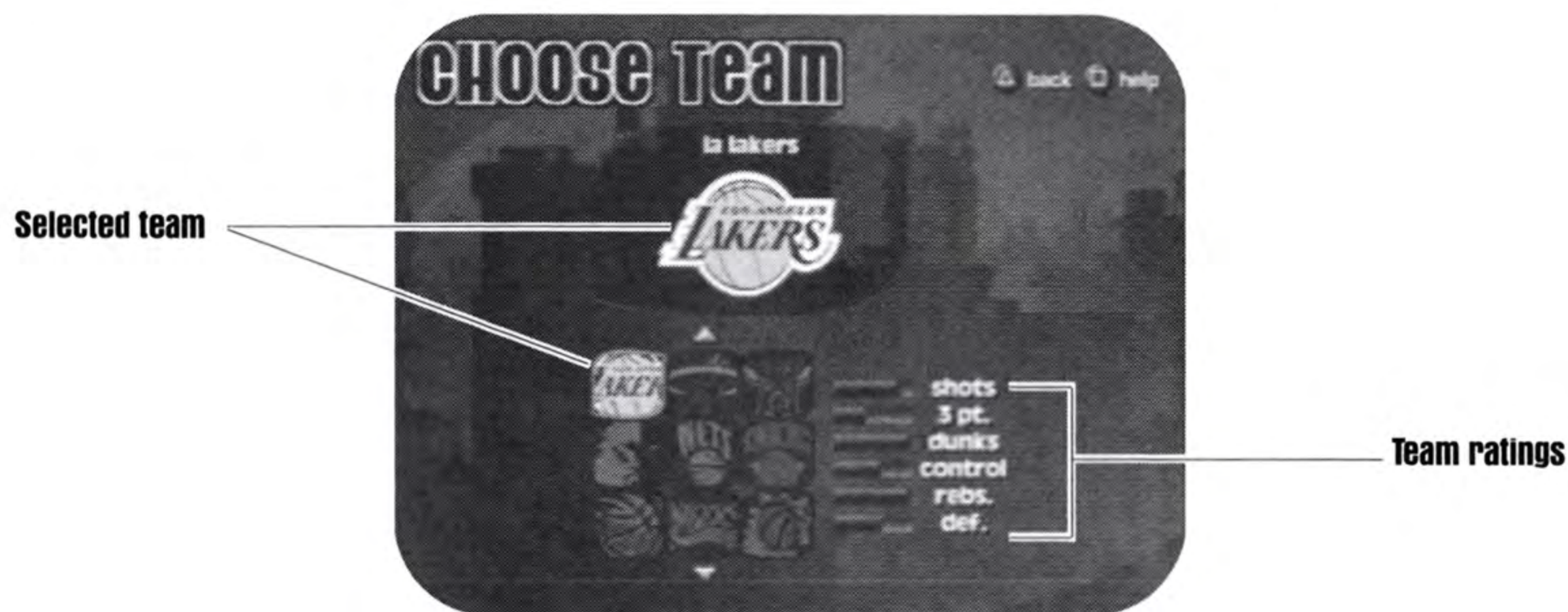
You have unlocked ALL Create Player items and maxed out all Create Player skills.

REWARDS MASTER (CROWN ICON)

You have unlocked ALL rewards for *NBA STREET*.

CHOOSE TEAM

After you create a name, pick a team to run with. When you tour the courts in City Circuit mode, you can represent any of the 29 NBA teams. Choose your squad and get ready to hoop it up *STREET* style.



To select a team:

1. From the Choose Team screen, use the D-Button to scroll through the available NBA teams.
2. To select a team, highlight its logo—it also appears in the big window—and press the **X** button. You are now on the Circuit, Playa.

THE CIRCUIT



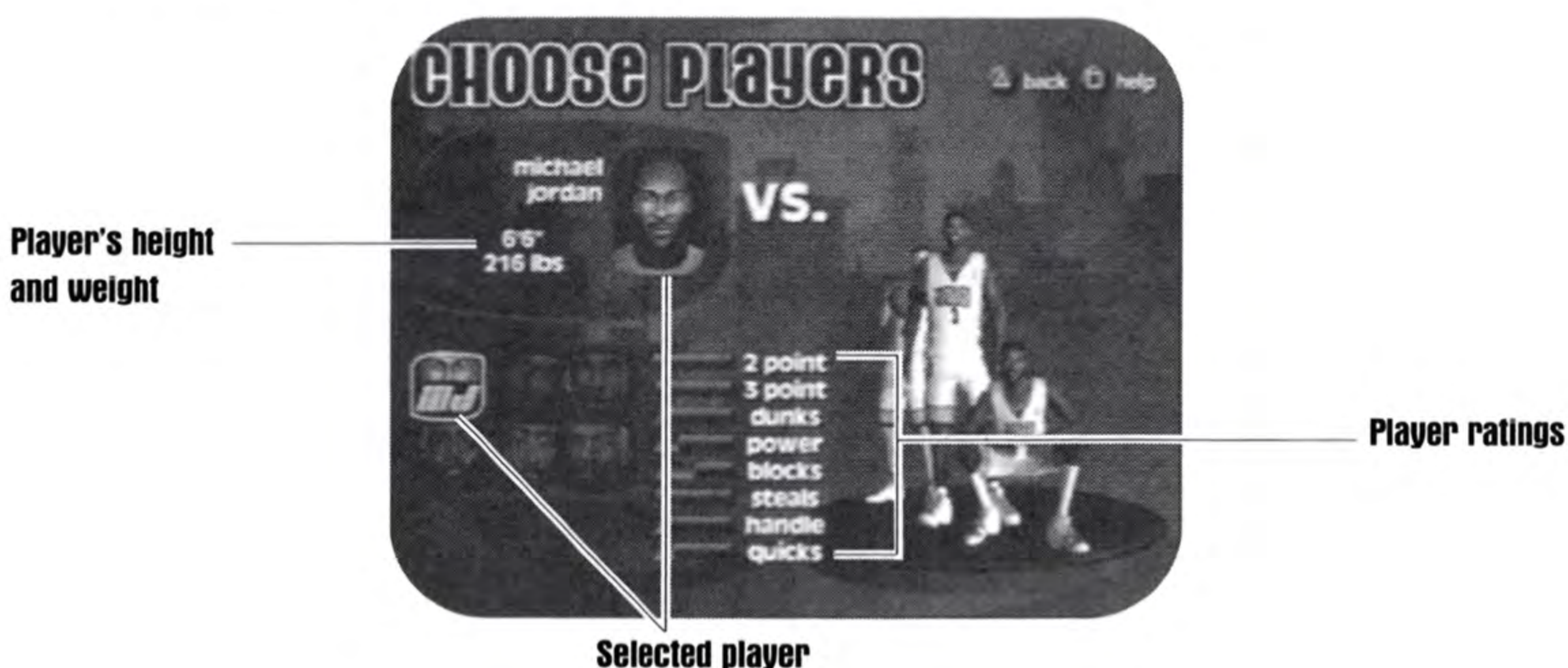
Welcome to the Circuit. Pick your opponent and get ready to dominate like you know how.

To pick an opponent:

1. From the Circuit screen, highlight a team logo from its respective region and press the **✕** button (you can only select a team from the region you are playing in). The name of the venue appears.
2. Press the **✕** button again to choose your ballers. The Choose Players screen appears.

CHOOSE PLAYERS

Dominate the court with the NBA's best. You can choose three players from your current lineup including M.J. himself.



To choose your ballers:

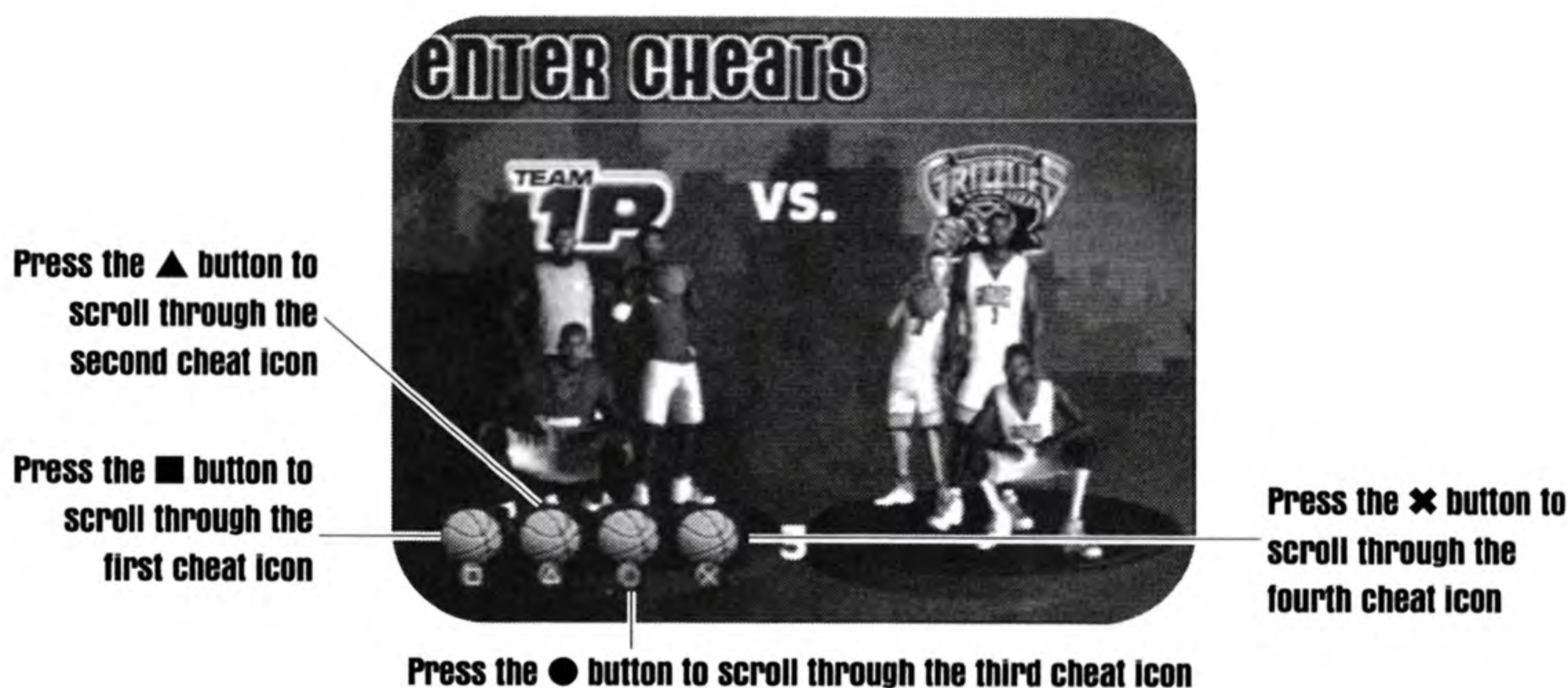
- ➡ From the Choose Players screen, highlight the player you wish to play with and press the **✕** button. Although it's tempting to select them all, you can only select three from your roster. After you select the third player, you automatically advance to the Cheats/Loading screen.



CHEATS/LOADING

If you're good or, better yet, if you're great, the Cheats screen will mean something to you. If your game is sorry, then move along youngster and don't worry about this section.

Once you earn a cheat code from your time spent on the court, here's where you put it to play. From here, you have 10 seconds to enter in your cheat code—you can enter as many codes as you can in the time span. After a combination has been entered, press any direction on the D-button for the cheat name to appear and be enabled.



After you enter the cheat code, the attribute is implemented into the game. From here it's game time, baby! For more information, ➤ *On the Blacktop* on p. 14.

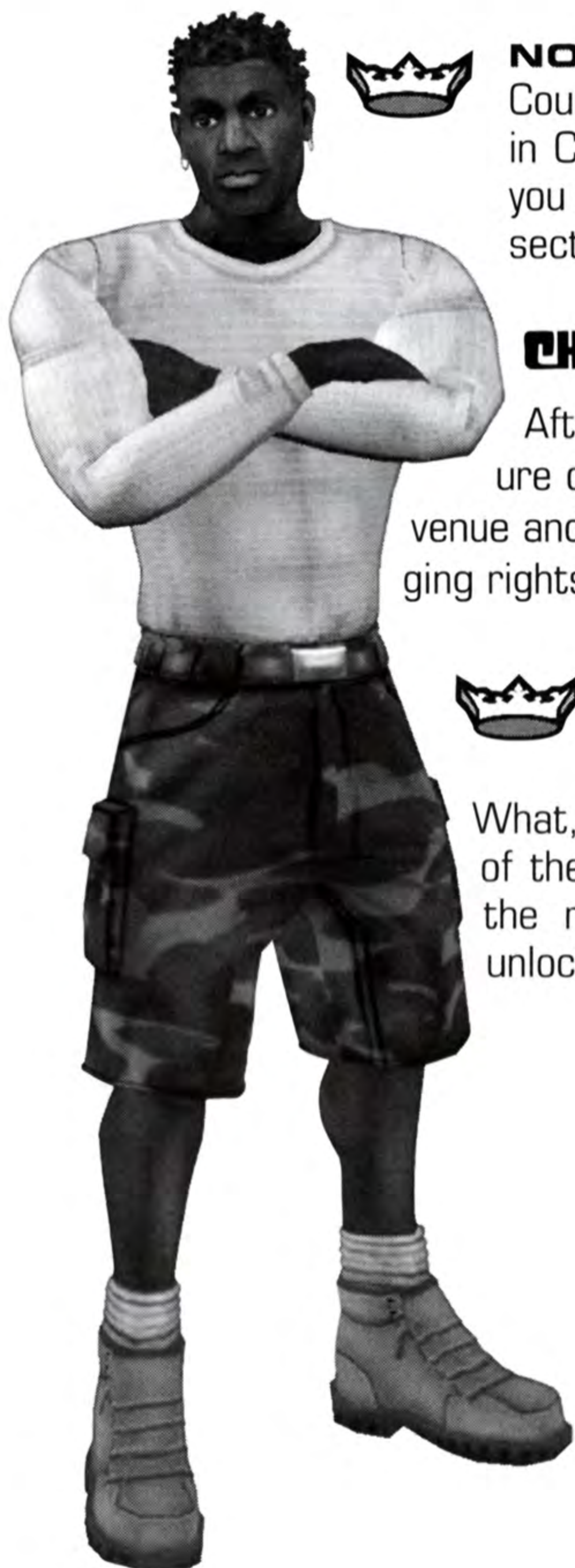


NOTE: As you unlock new cheat codes, they are tracked in the Rewards screen for easy reference. (➤ *Rewards* on p. 36).

HOLD THE COURT



Try to Hold the Court playing against a friend or the street's baddest ballers. If you keep on winning, you keep on playing. Lose, and we'll give you a quarter to call somebody who cares. Your ultimate goal is to set the winning streak and total points record for each court. You can even unlock new items for a created player along the way.



NOTE: Setting up a game in Hold the Court mode is similar to setting up a game in City Circuit. It's like déjà vu, ya know? If you can't figure something out, refer to that section when in doubt, Son.

CHOOSE COURT

After you choose a User ID and a team, figure out where you want to do battle. Select a venue and ball it out on that home court for bragging rights.



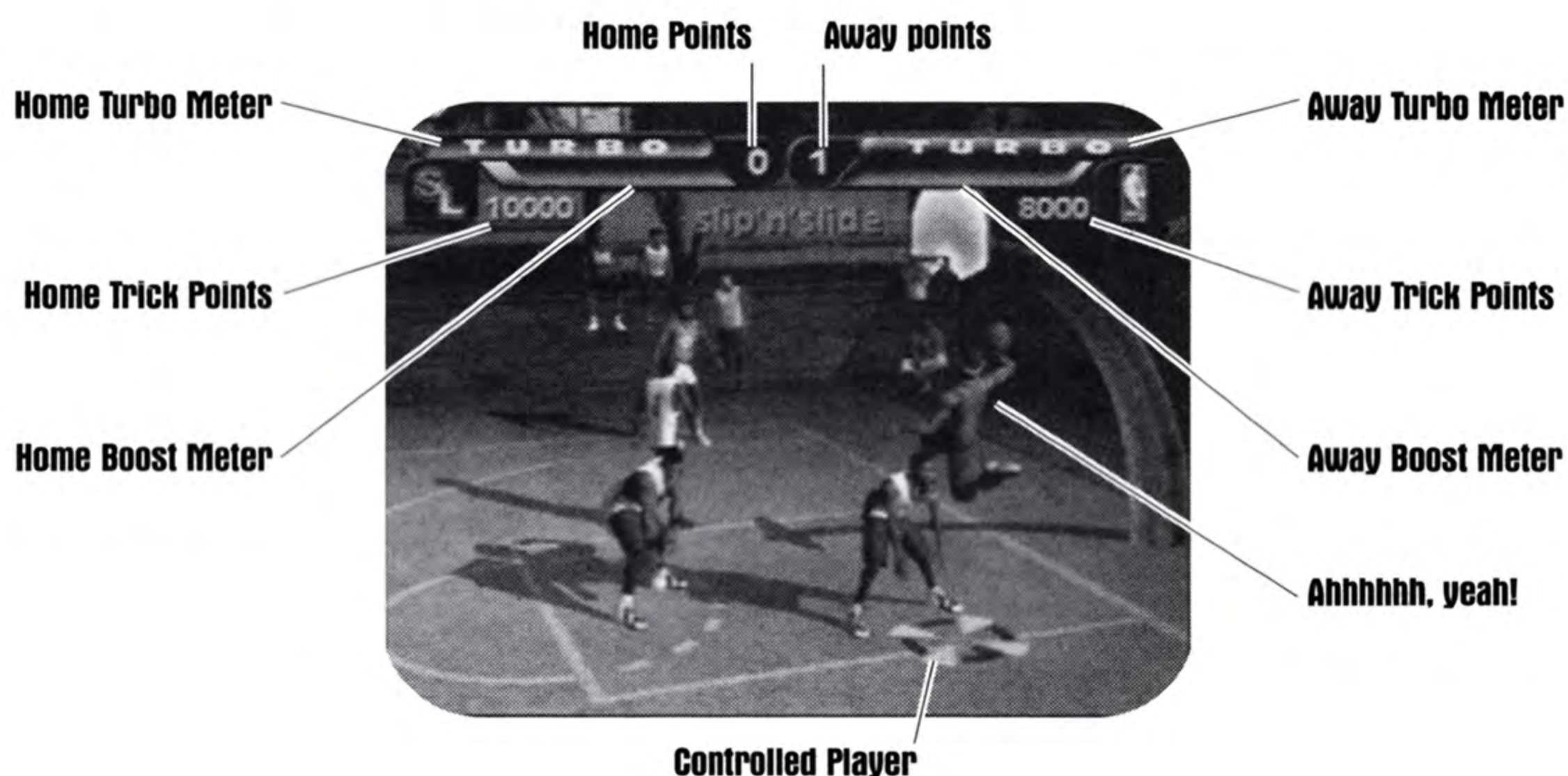
NOTE: Only three *NBA STREET* courts are available when you first bring your game to the blacktop. What, you thought we would just give you all of them? Think again, Dude. You gotta earn the right to play on the other courts by unlocking them in City Circuit mode.



ON THE BLACKTOP

When playing in the *STREET*, don't worry about the rules. Just bring your A game—or don't bring any game at all.

GAME SCREEN



GAME TIPS

Don't just dunk the ball—dunk the ball with authority. Follow these game tips to dominate on the court.

Alley-oops



Alley-oops are automatic. When an offensive player has an open lane to the basket—assuming he's a good dunker—he will sky high in the air anticipating the pass. However, it's up to the man with the ball to read the play.



To complete an alley-oop pass, press the **X** button when your teammate flies toward the rim. Success depends on timing so don't pass the ball too early or too late. The dunking skills of the receiver, and the reaction of the defense also play big parts in the completion of an alley-oop.

Hook-ups



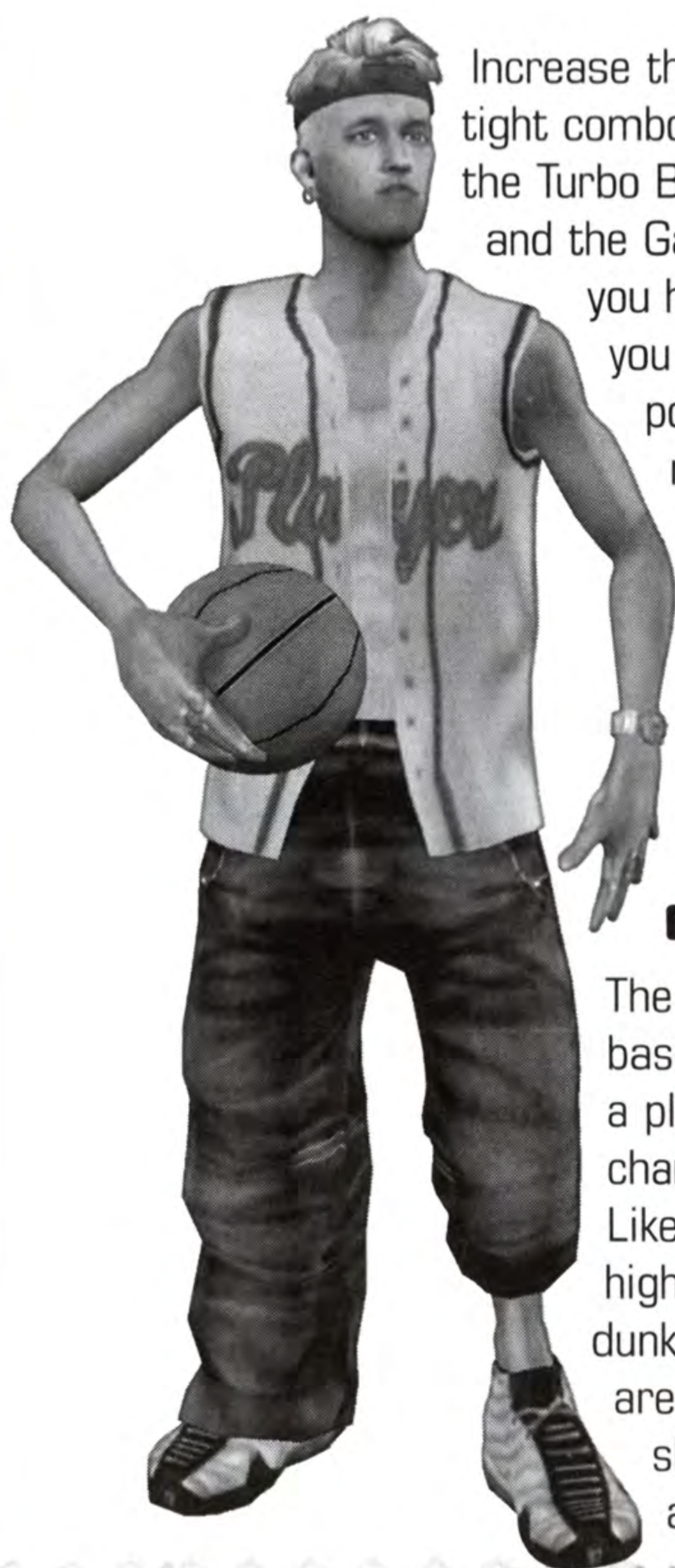
Hook it up, Dawg! Hook-ups are when you pass the ball during a dunk or alley-oop to a teammate who is “alley-ooping” above you. This scores huge Trick Point bonuses.

When you're dunking the ball, keep an eye out for a teammate jumping up above you for an alley-oop. And don't be greedy—pass it.

To pass the rock, press the **X** button during your move to the basket. Try for a double hook-up if you really want to impress the crowd. Just remember, hookin' up takes timing and skill. If your opponent anticipates the pass he can block it and leave you with nothing.



Gamebreaker/Boost Meter



Increase the Boost Meter by pulling off sick moves and tight combos. Once the Boost Meter, located directly below the Turbo Bar, is completely full, your team is “en fuego” and the Gamebreaker shot is in your hands. At this point you have a limited time to shoot a Gamebreaker. If you make the Gamebreaker bucket, the shot scores points for your team while deducting the same number of points from your opponent. Once a Gamebreaker has been shot, or if the time runs out, the meter empties and you start over again building it. The Boost Meter also empties itself if you do nothing to fill it up. And remember, your opponent can subtract from your meter by pulling off blocks and steals.

Gamebreaker Dunks and Shots

The Gamebreaker adds a bonus to the player's base rating for shooting or dunking. So the better a player is at long-range shots, the higher his chance of hitting a Gamebreaker from long range. Likewise, the better a player is at dunking, the higher his chance is of completing a Gamebreaker dunk. Gamebreaker dunks and short-range shots are worth 1 point (2-point swing), long-range shots are worth 2 points (4-point swing). Dunks are worth more Trick Points than other shots.



Trick Points

Trick Points are related to the Boost Meter.

Anytime you power up the Boost Meter, you are also earning Trick Points. Trick Points appear on the screen in bold text each time you pull off a sweet move or combo, hit a long-range shot, finish a lay-up, slam home a nasty dunk, pull off a crowd-roaring alley-oop or hit a Gamebreaker. The Trick Point total is displayed under each team's Boost Meter.

Trick Moves

There are two different levels of Trick Moves: basic and advanced. The advanced moves are more effective in faking out your opponent and earn more Trick Points when performed.

Fakeouts

Fakeouts occur as a result of a successful Trick Move. When a defender is faked out by a Trick Move, he stumbles or falls, suffering extra embarrassment and scoring additional points for the ball carrier. Fakeouts are identified on the screen with the *NBA STREET* crown and score extra Trick Points.



Dunks

There are two levels of dunks: basic and advanced. The advanced dunks score more Trick Points when performed.



Repeat Moves

If you continually repeat the same Trick Move, the Trick Points you receive are cut down. Mix it up to score maximum Trick Points. Keep in mind that the Trick Point reduction penalty is reset after the ball has been inbounded.

Event Combos

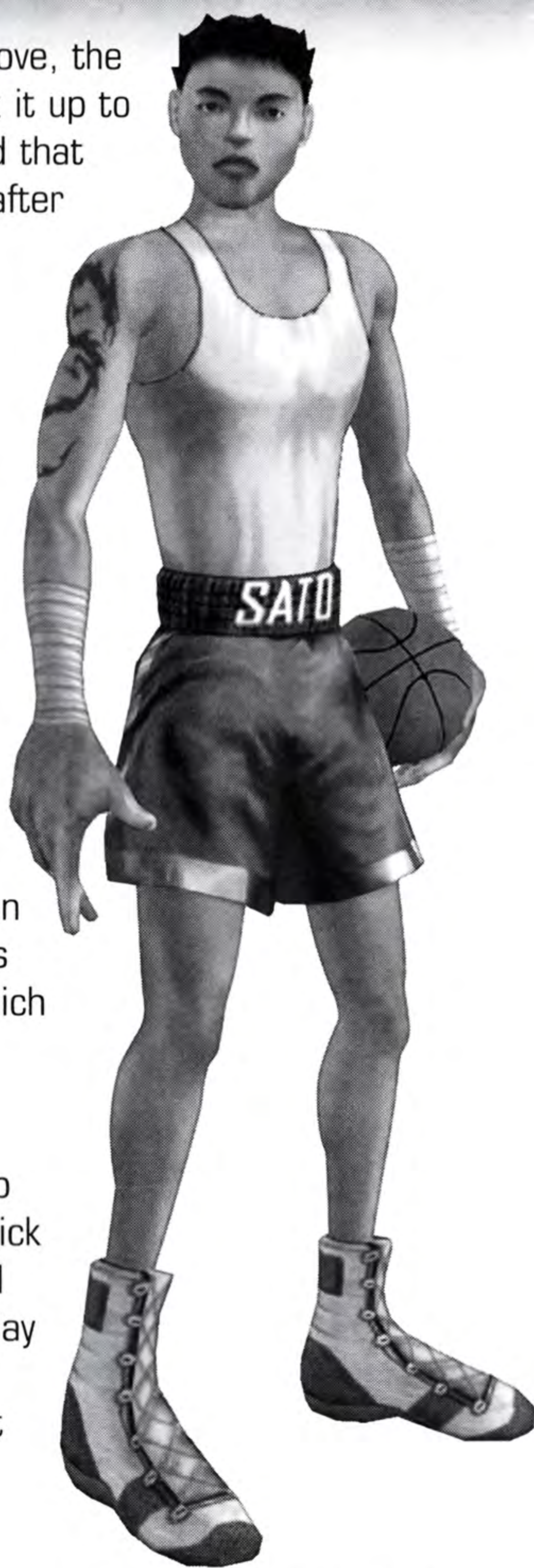
Combinations of Trick Moves that are linked together to create a cool play can also run up your Boost Meter. The plays include Fakeouts, mid-air dishes, blocks, picks, steals, shots from beyond the arc, dunks, lay-ups, and alley-oops. Nearly every combo requires you to score, and all moves must occur within four seconds of the bucket. The only exceptions to the scoring requirement are defensive combos featuring multiple steals and/or blocks within the four-second period. When you score a combo, a text overlay appears at the bottom of the screen telling you which moves were linked.

Combo Scoring

Event Combos are the best way to rack up Trick Points. By combining two or more Trick Moves in a row, the Combo adds the total value of all Trick moves contained in the play and then adds an additional bonus for the Combo itself. Higher scoring moves result in bigger Combo scores.

Turbo Cost

The higher the level of a move, the more Turbo it costs. If there isn't enough Turbo available to do a move, there will be a sound effect warning you of the situation and the turbo text in the Turbo bar will pulse.

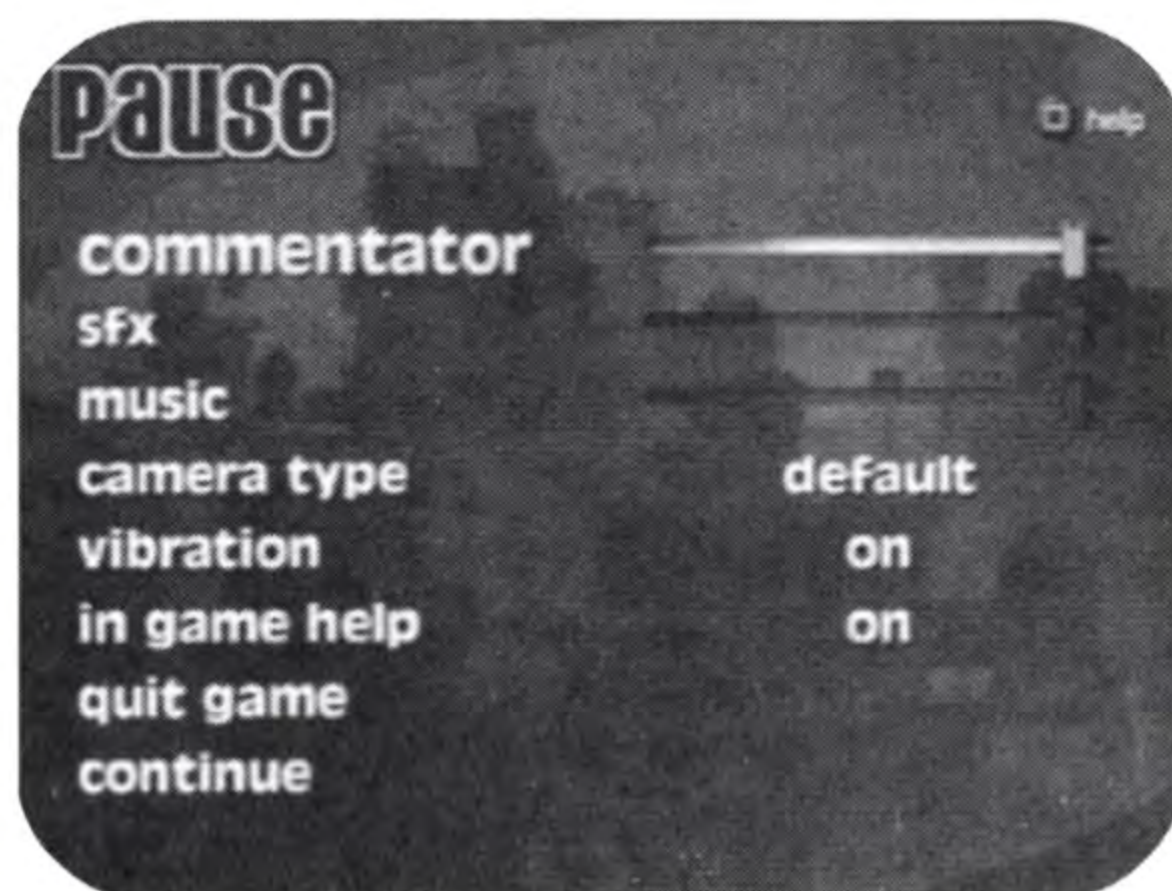


PAUSE MENU



When the action becomes too much to handle, pause the game, gather your gym shorts, and take a breather. You can also make some in-game adjustments when the game is paused.

Press the **START** button
to pause the game



COMMENTATOR

Take control of Joe "The Show." Here, you can turn the volume of his megaphone up or down.

SFX

Adjust the volume of the sounds of the game such as sound effects, engine noise, and voices.

Music

Turn up the beats, Yo! Or if you want, you can turn the volume of the music down. But why would you want to do that? Keep in mind that the volume varies during gameplay based on the flow of the game. The higher the tempo, the louder the mix.

CAMERA TYPE

When set at **STREET**, the camera view is close to the court. GLIDE is a moving camera set back from the action that dollies along the sideline, and SOLID is a camera set back from the action that pans back and forth following gameplay.



VIBRATION

Switch the vibration on your DUAL-SHOCK™2 analog controller **ON/OFF**. When **ON**, the controller vibrates during in-game contact.

IN GAME HELP

Turn **ON/OFF** the in-game help. When **ON**, the pregame controller help display appears at the start of gameplay.

QUIT GAME

Quit the game, get off the court, and go home.

CONTINUE

Return to the courts and continue playing *NBA STREET*.

AFTER THE GAME

After the game, inflate (or deflate) your ego by checkin' out your team and top ballers' stats.

If you were fortunate enough to win a game in City Circuit mode, you can steal a player from the team that you just punked and add him to your squad.



NOTE: You can only snake players from another team in City Circuit mode.

To add a player from an opposing team:

From the Add Player screen, highlight the name of the player you want to inherit and press the **X** button. That player is removed from his current roster and added to your team. The next time you play, his name appears on your team roster.



NOTE: You can only have a maximum of 16 players (plus a created player) on your team. If you choose to add a player when your roster is full, you must first remove a player from the current lineup. When your roster is maxed out, highlight the player you wish to kick from the Remove Player Screen and press the **X** button. Your roster is reduced to 15 players, and you're ready to add the new guy in the mix.



Choosing Development Points:

You don't always have to add a player from the team you just defeated. If you would prefer to develop a created player, you have the option to take development points instead. The number of development points earned for a victory depends on the number of Trick Points scored in the game you just won. More Trick Points means more development points available for you to choose.



END GAME SCREEN

Before you move on you have a few decisions to make. Do you want to play on or do you wish to go home?

NEXT GAME/CONTINUE

Continue your run through City Circuit mode or defend your turf in Hold the Court.

CREATE PLAYER

Using your development points, create and customize your own baller. For more information, ➤ *Create Player* on p. 35.

REWARDS

Look at your unlocked rewards including courts, players, and cheats.

EXIT

Return to the Main menu.



STREET LEGENDS

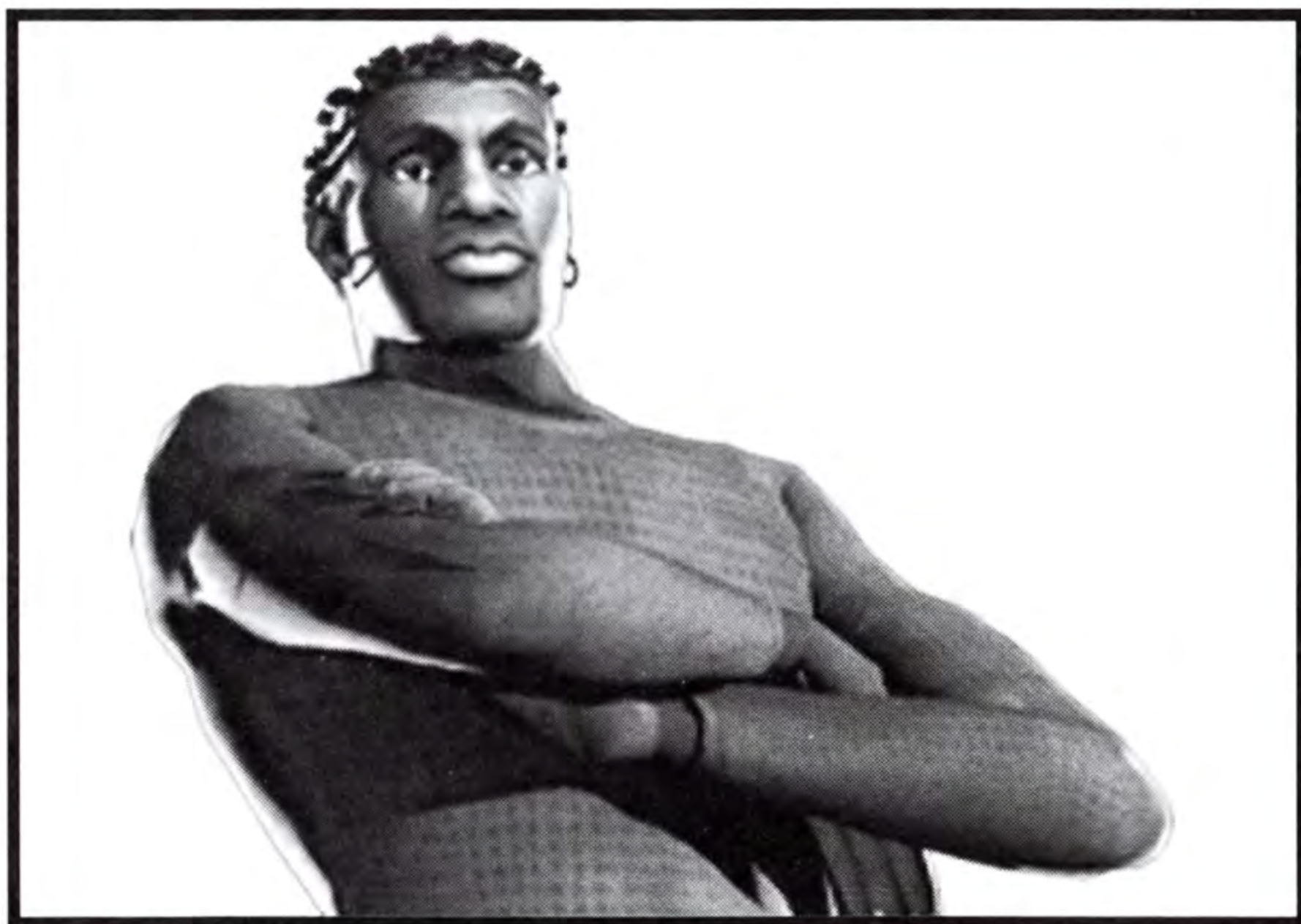
Know your competition, know the players, and more importantly, get them to know you.

BIGGS

Name: Lewis Barker **Age:** 27 **Height:** 6'9" **Weight:** 255 lbs **Hometown:** London, England **Currently Resides:** Boston, MA **Nationality:** British
Blood Type: A+ **Occupation:** Doorman **Additional Sports / Hobbies:** Boxing, Snowboarding, Soccer **Playing Style:** Physical Banger

Baller Bio

Stronger than a cup of two-day-old espresso and built like a heavyweight prizefighter, Biggs is the definition of blue-collar. What he lacks in pure talent he more than makes up for in hard work and never-say-die attitude. This 6'9" monster will fight for every rebound and challenges every shot while prowling the lane like a man possessed. Think you can keep him out of the paint? Unlikely—he'll muscle you aside and dunk it on ya. But because he's so polite, he might just thank you.



BONAFIDE



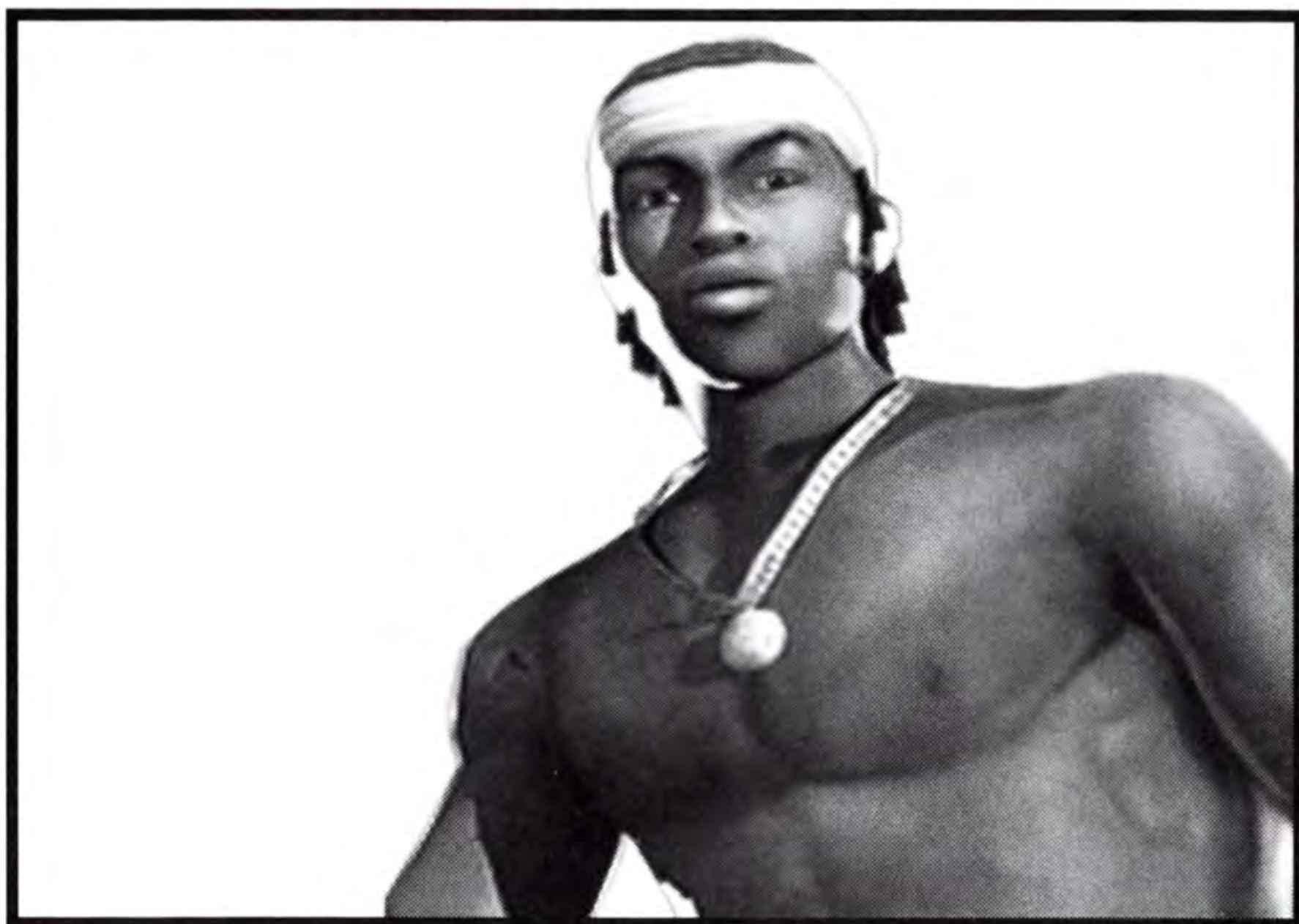
Name: Carlito Vargas **Age:** 18 **Height:** 5'10"

Weight: 160 lbs **Hometown:** Bronx, NY **Currently Resides:**

Philadelphia, PA **Nationality:** Dominican **Blood Type:** B **Occupation:**

Aspiring Rapper **Additional Sports / Hobbies:** Lowriders **Playing Style:**

Arrogant Playmaker



Baller Bio

This fiery little Latino can ball with the best of them. Bonafide's got more game than a toy store. With ankle-breaking moves and phat passing skills to boot, he moves faster with the ball than everyone else without it. How quick is he? He'll break you down before you can even think about reacting. And then he'll do it again. At the other end of the floor, Bonafide developed into a defensive stopper, locking up guys tighter than Fort Knox. He also brings a wicked outside shot to the table, making his skills truly "Bonafide."



DRAKE

Name: Drake Evans **Age:** 19 **Height:** 6'2" **Weight:** 185 lbs **Hometown:** Grosse Pointe, MI **Currently Resides:** Detroit, MI **Nationality:** American
Blood Type: AB **Occupation:** Aspiring D.J. **Additional Sports / Hobbies:** Sport Bikes **Playing Style:** Pure Shooter

Baller Bio

You don't have to like Drake, but you'd better respect his skills. That means stepping out every time he catches the rock, otherwise he'll be busting his sweet jumper and telling you about it all the way back down court. Drake comes with grade A skills. His jumper's butter smooth with range for days, and he can knock it down with a man in his face. He loves setting up on the 3-point line and draining buckets, filling up the basket like he's preparing for a picnic. There aren't many better than Drake at getting under a player's skin. He's about as cocky as they come, and he'll give you an ear-full every time he scores.



DJ



Name: Donovan Jones **Age:** 24 **Height:** 6'7"

Weight: 212 lbs **Hometown:** Trench Town, Jamaica **Currently Resides:**

Venice, CA **Nationality:** Jamaican **Blood Type:** A **Occupation:** Taxi Driver

Additional Sports / Hobbies: Soccer **Playing Style:** Above the Rim



Baller Bio

Give this Jamaican high flyer a lane and you better flee the scene quick, 'cause he's about to stuff the rock with authority. DJ's got more bounce than a hip hop video. With a seemingly endless repertoire of jams, DJ looks to take it to the hole every trip down the floor. This legend soars high above the rim, but there's more to his game than just the monster dunk. He can hurt you in all kinds of ways. Whether he's shooting the rock from outside, or breaking guys off the dribble, DJ is flashy and smooth and he loves making players look silly. He'll throw down on anybody at anytime.



TAKASHI



Name: Takashi Sato **Age:** 21 **Height:** 7'8" **Weight:** 270 lbs **Hometown:** Yokohama, Japan **Currently Resides:** Los Angeles, CA **Nationality:** Japanese **Blood Type:** B **Occupation:** Student **Additional Sports / Hobbies:** Kickboxing, Gymnastics **Playing Style:** Shot-swatter Supreme

Baller Bio

There's no overlooking this big fella... 7'8" of shot blocking intensity. Takashi is looking to reject every shot that comes his way, protecting the basket like it was his family. His height allows him to dunk the ball for easy baskets, and his long arms suck up rebounds like a vacuum, but Takashi lives to swat shots. Don't even bother shooting if you see him nearby, 'cause he'll send the ball back faster than a Japanese bullet train.



STRETCH

Name: Clifford Monroe **Age:** 46 **Height:** 6'11"

Weight: 247 lbs **Hometown:** Harlem, NY **Currently**

Resides: Brooklyn, NY **Nationality:** African American **Blood Type:** O+

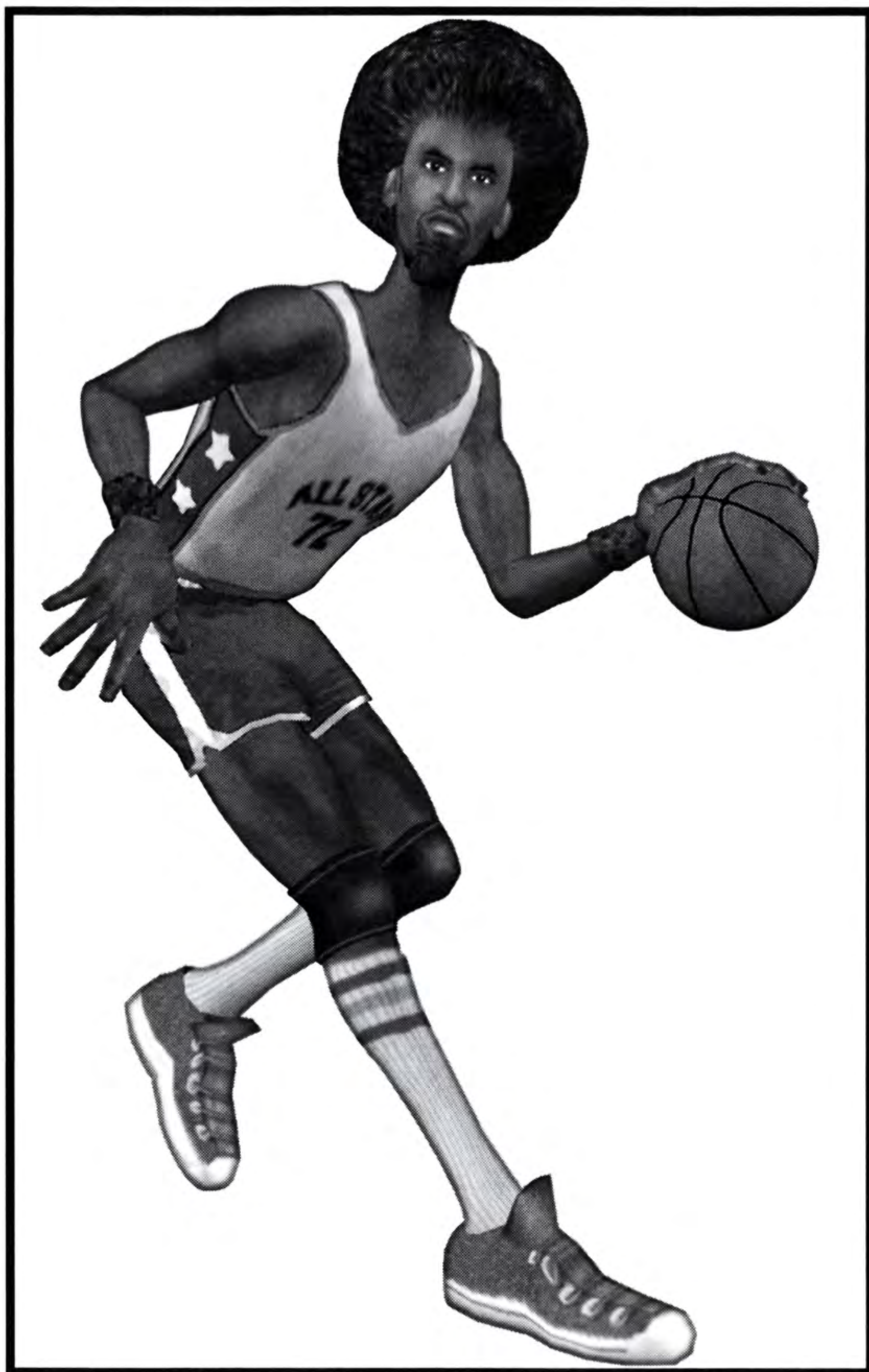
Occupation: School Teacher **Additional Sports / Hobbies:** Distance Running

Playing Style: Old-school Finesse



Baller Bio

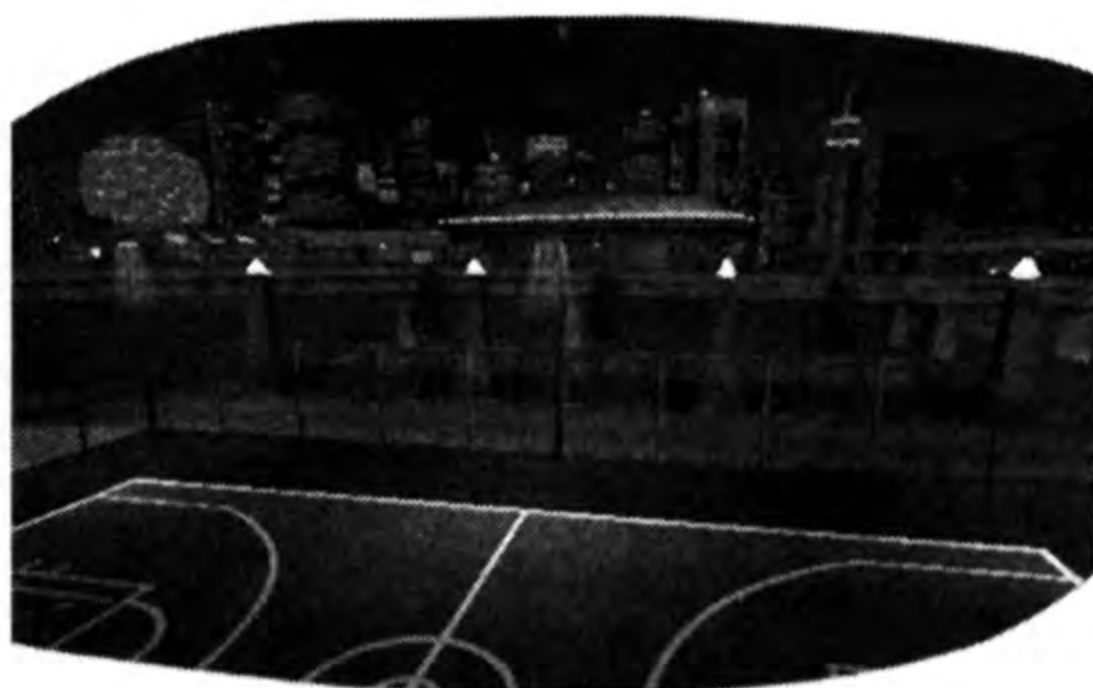
This cool cat is one of the best players never to have played in the NBA. Originally hailing from East Harlem, Stretch first made his mark on the parks and playgrounds of New York City. He'll amaze you with his arsenal of old-school hooks and finger-rolls, gliding gracefully to the hoop with his long, lean frame. Young bucks keep trying to take the old man, but his silky skills and basketball savvy have left Stretch undefeated after all these years. Every year he grows older, he gets a little wiser.



STREET COURTS

Take a tour the courts of *NBA STREET* and a look at the players who run them.

PACIFIC BLVD.



Location: Vancouver, British Columbia

Climate: Cold and Rainy **Competition:**
Above Average

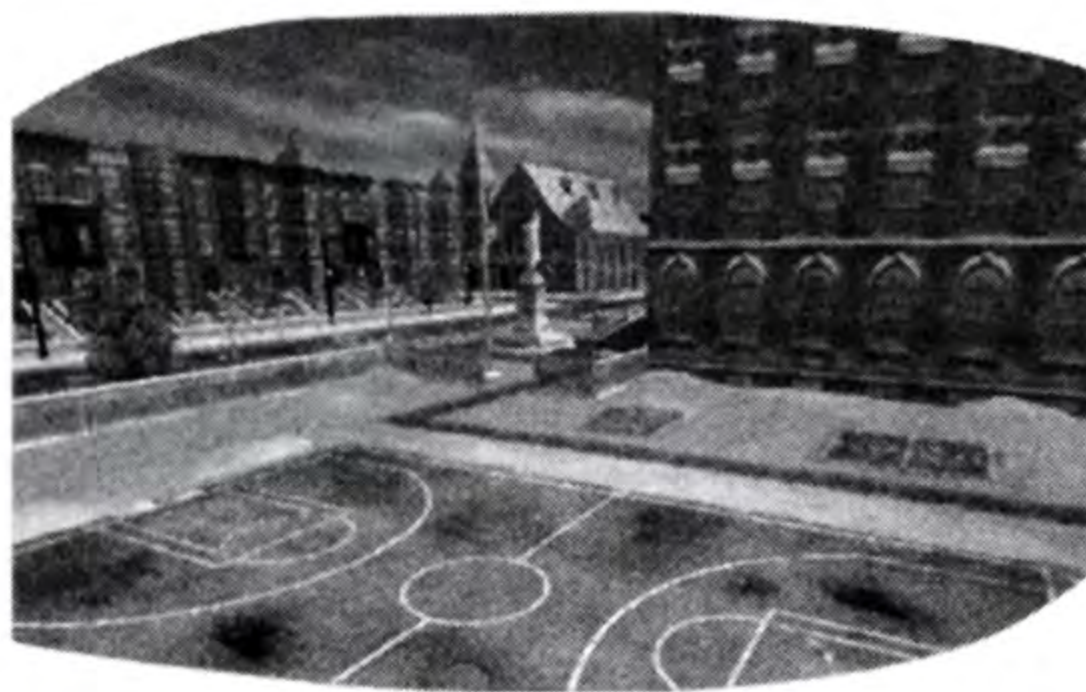
Pacific Blvd.

This brand-new court is located just off the water in the heart of downtown Vancouver, British Columbia. On weekends it's busy throughout the day, and the level of competition varies widely. The best runs here are at night, when the finest *STREET* ballers and local pro players make it out. It rains almost constantly in the city, but the players pay no mind. A little rain can't stop true ballers from doing what they were born to do.

BEACON HILL

Location: Boston, Massachusetts

Climate: Cold and Snowy **Competition:**
Above Average **Local Legend:** Biggs



Located next to a grade school in upscale Beacon Hill, this court is a favorite weekend run for players all over Boston. Even when covered with snow throughout the winter, dedicated ballers keep right on playing, sweeping the snow off the court and going all day. If you want to run at Beacon Hill, be sure to bring a lot of passion, 'cause only the strong heart-ed will survive this court.

SOUTH BEACH

Location: Miami, Florida **Climate:** Hot

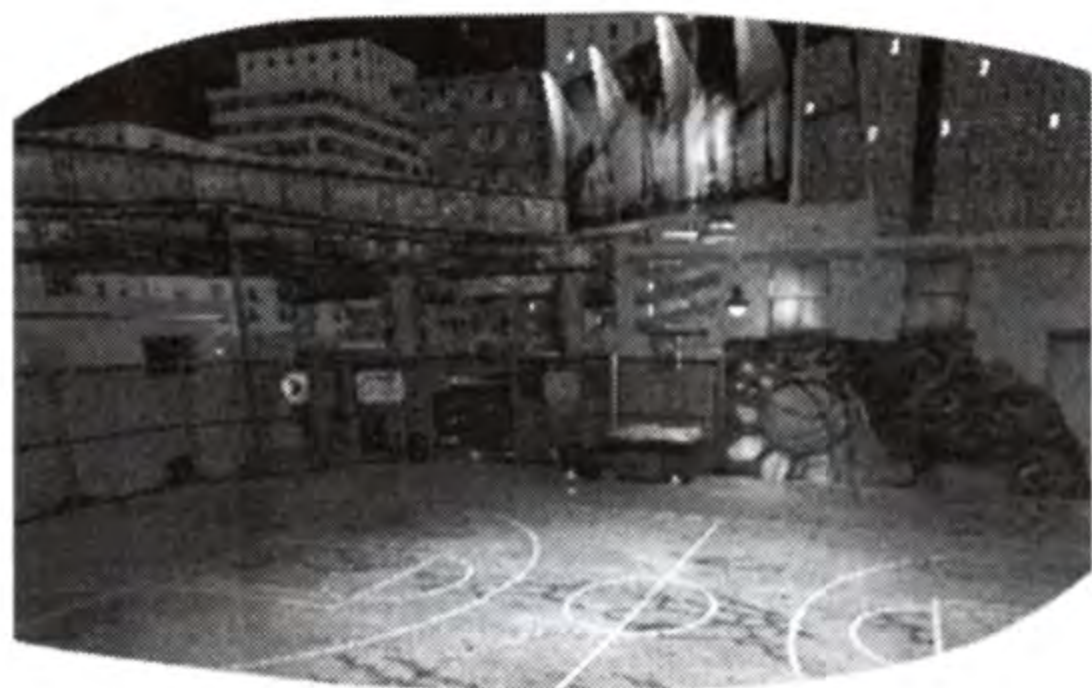
Competition: Average to Tough

South
BEACH



Located right on the beach itself, this sandy court is packed all day long throughout the summer. This is a place to see and be seen, with sun-bathing beauties lining the sand and tourists sitting on the restaurant patios across the avenue. The best ballers don't show up until late afternoon, when the intense heat has died down a bit. Games are played well into the evening, with overhead spotlights illuminating the court surface. Better stay focused at South Beach. Get caught checkin' the scenery and the competition will run you off the court.

BROAD STREET



Location: Philadelphia, Pennsylvania

Climate: Moderate **Competition:** Very Tough **Local Legend:** Bonafide

BROAD
STREET

This urban court is located near the Temple University campus in downtown Philadelphia. Local kids come down every night to hang out and watch the games. The court surface and surroundings are a little run down, and there are definitely nicer courts in the city, but the best ball is played here. It's not for the faint of heart. Games can get very physical, and trash talk is dished out in a steady stream. If you're gonna talk the talk, make sure you've got the game to back it up.



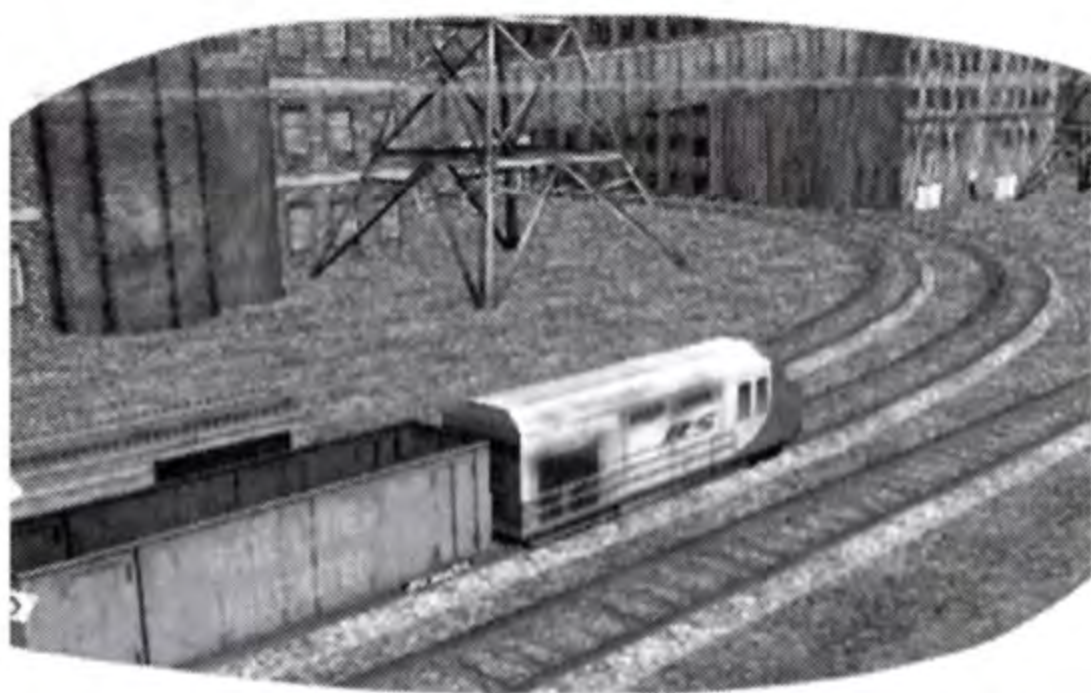
ROUTE 66

Location: Northern Arizona **Climate:** Hot **Competition:** Extremely Tough



Roughly 20 steps off the famous Route 66, located in the middle of the Arizona desert, lies this dusty old basketball court with hoops constructed of stone and iron. Out on the court the only scenery and signs of civilization you'll find are the surrounding mountains and nearby motel. But on weeknights in the early evening, the only scenery people care about here is on the court, where elite players migrate from all around to get their run on. The ball here is serious, and the competition fierce, so be prepared to leave it all on the court.

THE YARD



Location: Detroit, Michigan **Climate:** Moderate **Competition:** Tough **Local:** **Legend:** Drake Evans

Y the Yard

This court is located in the industrial zone of the Motor City, next to what was once a YMCA. Freight trains pass by like clockwork, delivering goods to the nearby auto factories. Hardcore ballers run all day long at The Yard on weekends, though the crowds never get too big. Be sure to check your pride at the gate on the way in, 'cause trust me...your feelings will get hurt.



THE CAGE



Location: Manhattan, New York City

Climate: Moderate **Competition:**

Fierce **Local Legend:** Skip to my Lou, The Goods, Starbury



The basketball hub of New York City, The Cage is the place to be—this is the streetball capital of the world. Thousands of people walk by the court on any given day, and there's always a crowd watching the games being played. This is the ultimate stage for showmanship, where the game is as much about embarrassing the competition as it is about winning. The subway entrance located just a few feet from the court provides easy access to the entire metro area. Players from the five New York City boroughs come to showcase their skills here. You better come ready to play 'cause it will get physical, guaranteed.

VENICE BEACH

Location: Venice, California **Climate:** Hot **Competition:** Very Hard **Local Legend:** Donovan Jones



This West Coast streetball haven is located in sunny Venice, between the boardwalk and the beautiful sandy beaches of Southern California. Local players run from sunrise to sunset, and around dusk is when things get serious. That's when the elite *STREET* ballers come to play, and when people settle on the bleachers to watch. If you want to ball at Venice Beach, just remember winning isn't all that matters...It's just as important to look good doing it.



THE LOOP



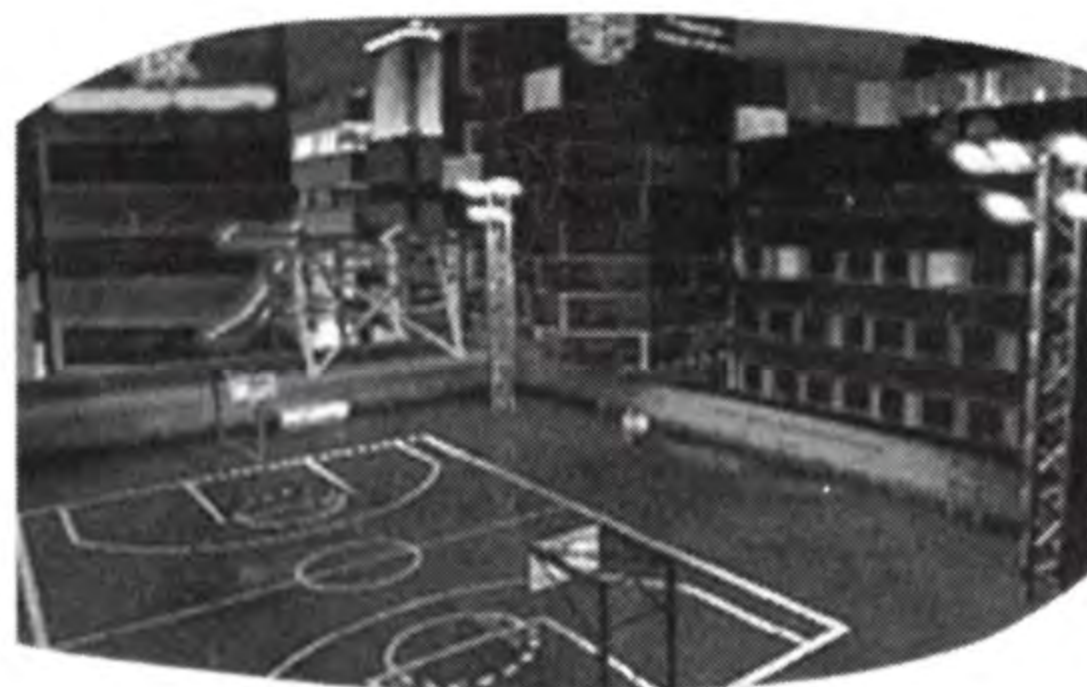
Location: Chicago, Illinois **Climate:** Windy **Competition:** Above Average



Located off the lake just outside downtown Chicago, this court and the surrounding park are a local favorite. Every weekend people come down to sit by the fountain and watch the games played through the afternoon. The ballers here put on quite a show, driving the ball up and down the court for rim-rocking slams and butter-smooth lay-ups. If you want to play at The Loop, be sure to bring your whole game, 'cause you're gonna need it.

YAKATOMI PLAZA

Location: Los Angeles, California
Climate: Warm **Competition:** Fierce
Local Legend: Takashi Sato



If you're afraid of heights then this court is not for you. Yakatomi Plaza is located high above the ground in Japantown in downtown LA. Sitting on a rooftop, surrounded on all sides by neon lights and concrete high-rises, this is a corporate court unlike any other. During business hours, the court is restricted to employee use only, but on Friday nights the lights go down and the real battles begin. Private access ensures that only the best ballers make it up to the roof, and onlookers are limited. Local legends and pro players show up every week to fight it out on the tar.



FORT POINT

Location: San Francisco, California **Climate:** Moderate
Competition: Tough as Nails

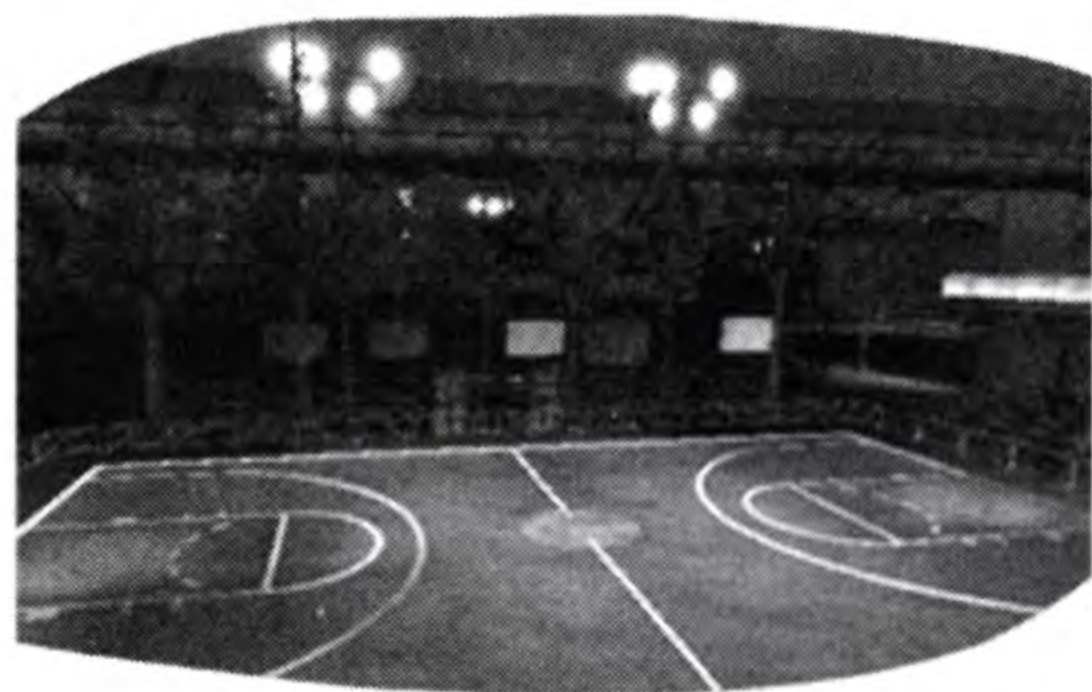


FORT POINT



Sitting in the shadow of the Golden Gate Bridge, Fort Point is home for the Bay Area's baddest ballers. During the week it's pretty quiet, but once the weekend hits, things really heat up. Ankle breaking crossovers, ego-crippling swat-blocks—Bay Area players put all their skills on display at the Point. In this foggy city, you better bring your A game or don't bring any game at all.

RUCKER PARK



Location: Harlem, New York City
Climate: Moderate **Competition:** Best in the City
Local Legend: Stretch



Located at 155th Street in Harlem, this legendary court has showcased the talents of the greatest players ever to pick up a basketball. With a long and distinguished basketball history, this is easily the most famous streetball court in the world. The city's best players run here, and you'll find a dedicated community representing the heart and soul of the game. Games run day and night, but the best competition shows up in the annual tournaments that showcase *STREET* Legends and pro players alike. This run is only for the serious ballers—part-time ballers need not apply.



MAIN MENU OPTIONS

From the Main menu, you can do more than just play the game. Enroll in Joe "The Show's" *STREET* School and get your learn on, create yourself a new super baller for the blacktop, or check out the rewards you earned with your winning ways on the court. You can also change your game options or view High Scores.

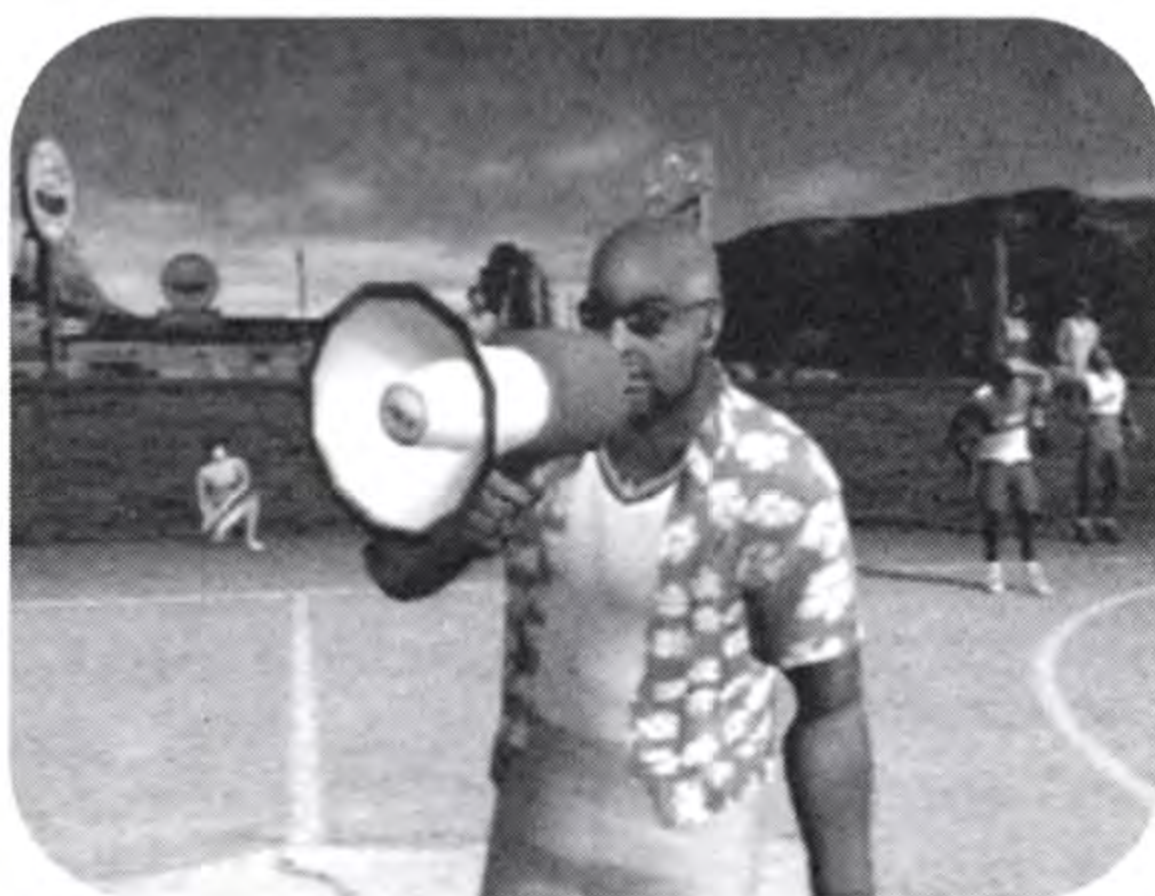
STREET SCHOOL

Get your learn on, Playa. Joe "The Show" teaches you the skills of the game as you polish your fundamentals.

- ☐ During gameplay, Joe takes you through the game, one lesson at a time. "The Show" teaches everything from the basics to some of the more advanced moves in *NBA STREET*.
- ☐ Before moving on to the next lesson, you gotta complete the task at hand. If you don't get it done the first time, don't worry, Joe will run the drill again until you get it right.
- ☐ Once all 15 lessons are complete, you graduate from *STREET* School with some mad skills.



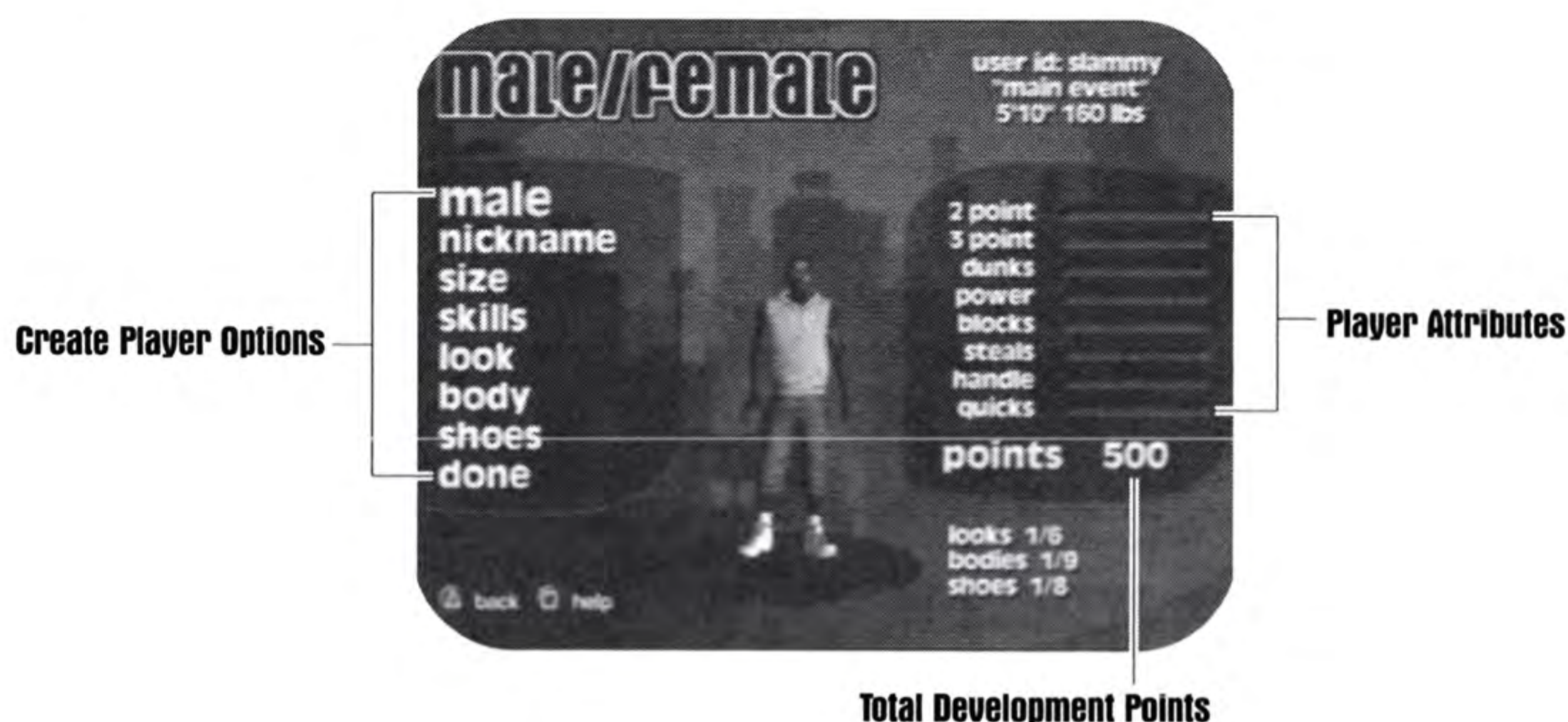
NOTE: For more information on gameplay, ➤ *On the Blacktop* on p. 14.



CREATE PLAYER



Who's in the game now, Kid? When you're ready to add some personalized flavor to the game, create a baller of your own by using your development points.



Creating a player uses up your development points quick so the more points you have, the better your created player will be.

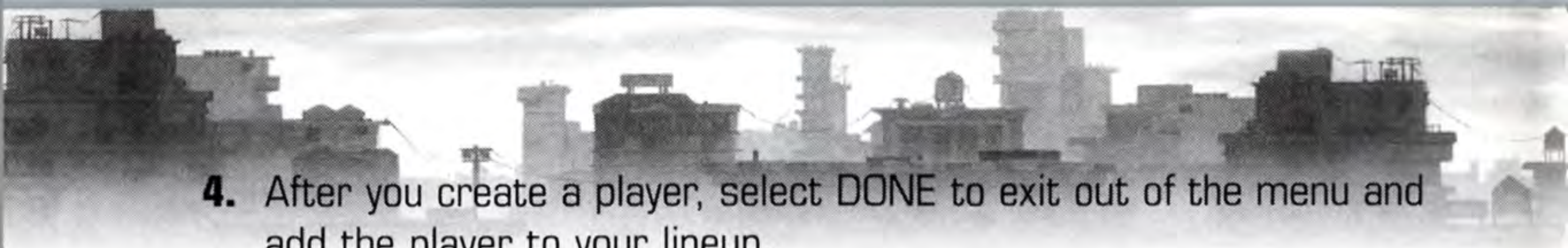


NOTE: Picking a gender (Male/Female), a Nickname, your Look, a Body style, and a pair of Shoes doesn't cost any development points. However, picking a player Size and their Skills does.

To create a player:

1. From the Main menu, highlight Create Player and press the **✖** button. The user ID screen appears.
 2. Select your User ID and press the **✖** button. The User Profile screen appears. Press the **✖** button again to continue. You can also create a new User ID (► p. 9).
 3. From the Create Player Screen, highlight an option you wish to change and press the **✖** button. When your changes are made, press the **✖** button to return to the Create Player screen.
- ☐ When changing a player option, press the D-Button to toggle the choices. Once you find something you like, press the **✖** button.



- 
4. After you create a player, select **DONE** to exit out of the menu and add the player to your lineup.



NOTE: The development point cost for increasing Size and Skills rises as you build each attribute. The taller and heavier a player gets, the more development points it costs for each incremental increase. Likewise the better a player becomes in a skill, the more it costs for each incremental increase of that skill.

REWARDS

Keep track of all unlocked rewards.

General

The number of development points you receive varies based on the number of Trick Points scored. The more Trick Points you score in the game, the more development points you receive as a reward for winning.



NOTE: When playing in the **City Circuit** you have to choose between picking up a player from an NBA team, or taking the points. In **Hold the Court**, you get the points awarded automatically at the end of the game for winning.

City Circuit

Winning allows you to unlock NBA players and *STREET* Legends. Each time you beat an NBA team you can pick any one of the players to join your team, OR you can choose to use development points for your created player instead.

Hold the Court

Beat the win streak or Trick Point milestone for each court to unlock new items for your created player (includes Create Player Shoes, Looks, and Clothes). Create Player development points are also awarded—it all depends on how many Trick Points you earn.



OPTIONS



COMMENTATOR

Take control of Joe "The Show." Here, you can turn the volume of his megaphone up or down.

SFX

Adjust the volume of the sounds of the game such as sound effects, engine noise, and voices.

MUSIC

Turn up the beats! Or, you can turn the volume of the music down.

DIFFICULTY

Choose the difficulty for your game: **NO GAME** (EASY), **GOT GAME** (MED), and **MAD GAME** (HARD).

AUTO SAVE

When **ON**, the game progress and settings information will be automatically saved to your memory card. Once you have been prompted to create a new file on your memory card, you will no longer have to confirm memory card saves after each game. The game simply automates the process, as long as the memory card hasn't been removed or replaced. The default is set **ON**.



NOTE: Game data will be autosaved to MEMORY CARD slot 1 (unless you only have a memory card in MEMORY CARD slot 2).

VIBRATION

Switch the vibration on your DUALSHOCK 2™ analog controller **ON/OFF**. When **ON**, the controller vibrates during in-game contact.

IN GAME HELP

Turn **ON/OFF** the in-game help. When **ON**, the pregame controller help display appears at the start of gameplay.

DELETE USER ID

Erase a User ID.



ADJUST SCREEN

Allows you to adjust the position of the on-screen graphics to suit your television screen.

DONE

Exit Options menu and return to the Main menu.

HIGH SCORES

Check out the greatest ballers of all time. Is your name on this list, Son? Well why not?

SAVING AND LOADING

In order to save game progress and player rewards, you must create a User ID. Your ID is saved when exiting Create Player, and upon completion of each game. The game saves Game Settings when exiting the Options screen as well.



NOTE: If the settings file does not already exist on the memory card, you will be prompted to decide whether or not you wish to create a new settings file on your memory card.



NOTE: Game Settings information, including High Scores tables and customized Options settings, is loaded at the time of start-up. To ensure that your saved Game Settings are loaded, insert the memory card containing the saved Game Settings in MEMORY CARD slot 1 before turning your PlayStation 2 console ON. A status message appears at the bottom of the screen informing you that the settings are being loaded.



WARNING: If you start up the game without loading a Game Settings file, and later insert a memory card containing saved Game Settings, choosing to save and overwrite this file on the memory card will replace it with the default Game Settings and High Scores information loaded during start-up.

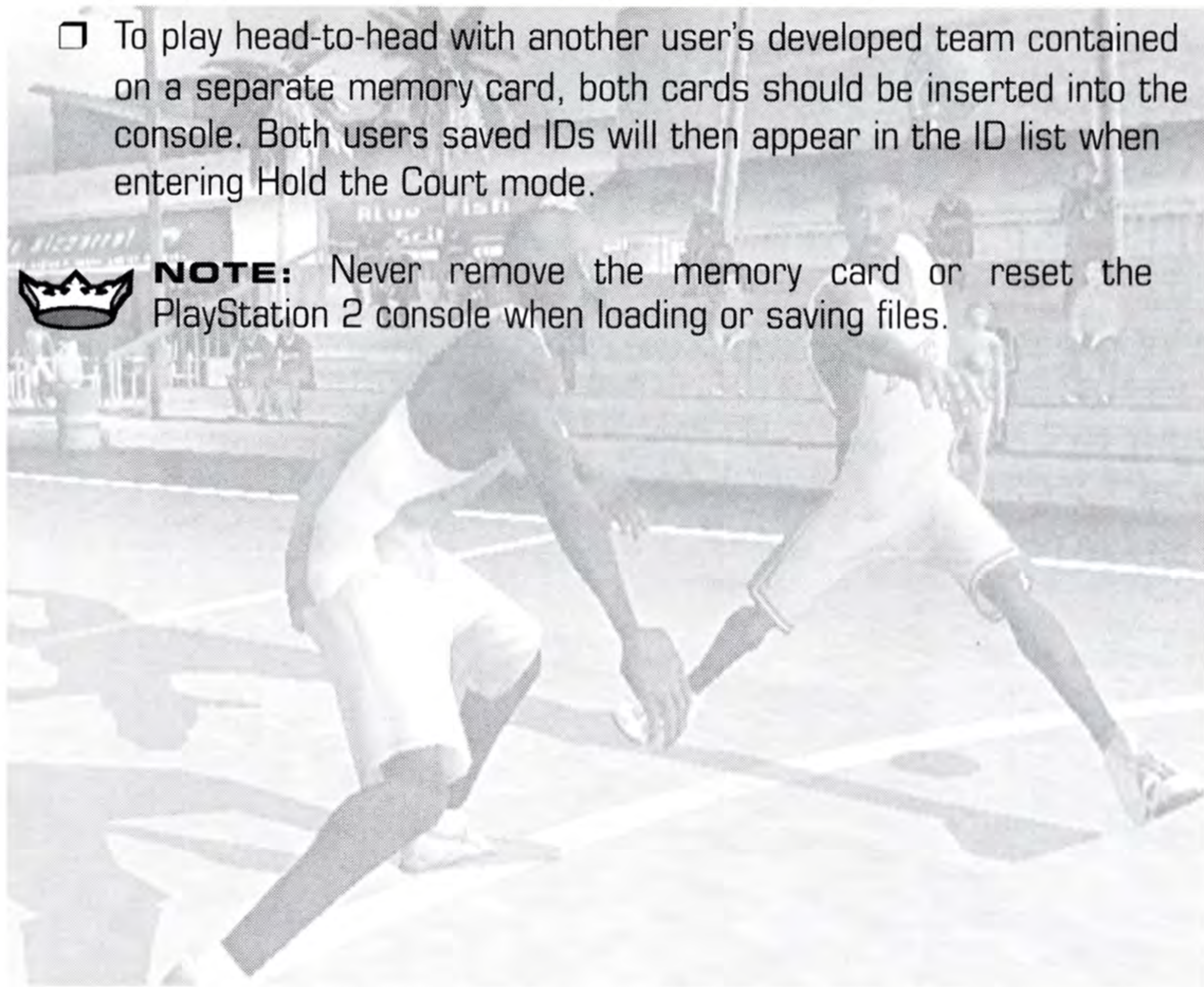




- ❑ *NBA STREET* also features Autosave, which is **ON** by default. This simplifies the process of saving games (► *Autosave* on p. 37).
- ❑ If the game tries to save updated User ID or Settings information to a User ID that already exists on the memory card, it proceeds without confirmation from a user (a message will be displayed on screen informing the user that the information is being saved).
- ❑ If the game is saving a new User ID or Settings file—the ID or Settings file does not already exist on the memory card—you are given a prompt requiring a confirmation that you wish to save to the memory card. If there are two memory card in the PlayStation 2 console, the user can toggle between them by pressing the ● button.
- ❑ Loading is done via User IDs. By selecting a User ID when entering a game mode, Rewards or Create Player, a user is accessing his progress to date and continuing where he left off.
- ❑ To play head-to-head with another user's developed team contained on a separate memory card, both cards should be inserted into the console. Both users saved IDs will then appear in the ID list when entering Hold the Court mode.



NOTE: Never remove the memory card or reset the PlayStation 2 console when loading or saving files.



CREDITS

An EA SPORTS BIG production, developed by NUFX Inc.

NUFX

Producer: Patrick Quinn

Technical Director: Lou Haehn

Associate Producer: Keith Morton

Programmers: Rob Gatson, Ray Graham,
Phillip Kavan, Jeremy Koepke, Son Nguyen,
Gordon Read

Additional Programmers: Nathan Baker, Mitch
Deason, Ed Hellesen, Neil Ryan

Lead Artist: Lisa Clarizio

Artists: Julie Bossinger, Marc Brinkley, Joel
Farrell, Morris Jamlang, Jim Prokop, Tony
Sanders, Kevin Whitfield, Eric Will,
Michael Young, Roger Yuen,

Animation Team: John Calcagno, Su-Shiang Lu

Tools Group: Michael Hardt

Mocap Operators: Corey O'Brien,

Jason Camp, Mark Tanner, Dan Vargas

Lead Mocap Studio Operator: Sandro Licastro

Mocap Studio Operators: Glen Kruger,
Robert Parent, Ryan Wall

Mocap Production Coordinator: Lia Siojo

Technical Consultant: Paul Evans

Mocap Talent: Greg Cutler, Orlando Antigua,
DeShawn Stevenson, Shannon Taylor,
Virgil Hill, Thomas Singleton, Josh Holmes,
Daryl Anselmo

Marketing Product Managers: Otis Perrick,
Richard Seidlitz

Director of EA SPORTS BIG Marketing:
Brian Coleman

VP EAC Marketing: Jeff Karp

STREET Marketing: Glenn Chin, Gaylene Nagel,
Alison Ross

Public Relations: Ben Brinkman

ELECTRONIC ARTS

Producer: Wil Mozell

Lead Designer: Josh Holmes

Art Director: Daryl Anselmo

Assistant Producer: Thomas Singleton

Audio Lead: Jason Ross

Development Director: Simon Andrews

Senior Development Director: Rick Leczynski

Localization Producer: Erica Hendry,
Zoe Quinn

Executive Producers: Rory Armes, Stan Chow

Production Coordinator: Cielle Brayton

Animation Team: Mark Tanner, Mark Fraser

Additional Art: Elton Chan, Tony Cranfield-
Rose, Kay Darby, Darren Sleno

Audio Team: Ron Cote, Bart Gurr, Lori Wilson,
Traz Damji, Marc Jorgensen

Joe "The Show" Jackson: Bob Elliott

Motion Capture Manager: Dave Pierce

Senior Motion Capture Specialists: Bruce Gil,
Stefan Van Niekerk

Motion Capture Specialists: Gordon
Waddington, Anne Geiger-Mann,
Jeff Martens, Vince Ng

Studio Operations: Jon Bruce, Paulette
Doudell, Rosalie Vivanco

EA Legal: Lisa Tensfeldt, Sue Garfield,
Brian Hupp

Package Design: Creative Services EARS

Package Illustration: Sal Melluso, Ali Kojori,
Alan Harrison, Michael Kerbow (Imagic)

Package Project Management: Vyn Arnold

Documentation: Gabe Leon

Documentation Layout: Dan Davis

Web Producer/Developer: Andrew Hecht

Web Designer: John Egan

QA Project Manager: David Ham

SQA Team Lead: Mike McCartney

SQA Senior Testers: Grant Bryson,
Cameron MacKinnon, Ian Ritchie

SQA Testers: Anim Ali, Devon Blanchet,
Chris Dellinger, Connor Dougan,
Brandon Gill, Pax Lyle,
Matthew Maddalozzo, Michael Mahar,
Edward Tam





Localisation QA Project Manager (EAC):

Carole Enahoro

Localisation Supervisor (EAC):

Alejandro Huerta Rodas

French Localisation Test Coordinator (EAC):

Davinder Brar

Japanese Localisation Test Coordinator (EAC):

Hiroaki Chiba

EAC/Japan Production Support (EAC):

Kaz Makita

Senior Mastering Lab Technicians:

Peter Petkov, Cary Chao

Mastering Lab Technicians:

Michael Gascoigne, Raphael Erana

EAC Configuration and Technology Lab:

D'arcy Gog, Mark Henderson,
Brian Oberquell, Steve Watson

QA Tools: Jason Feser, Bob Purewal,
Steven Wong

Customer Quality Control: Darryl Jenkins,
Dave Knudson, Andrew Young,
Tony Alexander, Ben Smith,
Anthony Barbagallo

Localisation Manager (France): Christine Jean
Translation Coordinator (France):

Maëlen Lumineau

Translations (France): Stéphane Tachon

Test Coordinator/ Language Testing (France):

Laurent Gibert, Stéphane Tachon

Software Localisation Manager (France):

Sam Yazmadjian

Localisation Project Manager (France):

Sandra Picaper

CQC Supervisor (France): Linda Walker

Localisation Producer (JAPAN):

Fuzuki Ninomiya

QA Leaders (Japan): Yojiro Hamaguchi,
Kimihiro Taniyama

QA Testers (Japan): Keiichi Ishii, Aki Kusano,
Kimihiro Taniyama, Mikio Motohashi

Package / Manual Designers (Japan):

Seiichi Mitani, Teppei Kuwamura

Software Manual Editor (Japan):

Mitsuyoshi Matsuzawa

Japanese Translator (Japan): Fuzuki Ninomiya

Webmaster (Japan): Nami Takada

Public Relations (Japan): Kazuyuki Kumagai

Design Contributions: Don Mattrick,
Frank Gibeau, Glenn Chin, Don Transeth

Art Concept Contributions: Justin Bua

Intro Video: Daryl Anselmo

Animation: Mark Tanner

Additional Animation: Todd Polich,
Brett Pascal

Video Processing: Mark Ricard

Title Track Reconstructed by: Karmically Kool

Title Track Re-written and Produced by:
The Herbaliser, Wil Mozell

Special Thanks: NBA Live team (Hitmen),
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Bobby Womack, Brandon Womack,
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Michelle Ruddock, Greg Allen, Graeme Jahns,
Michele Sands Partridge, Aaron Burns,
Brandon Duisenburg, Ted Murray,
Arlaine, Bryna, Caitlin, Lee, Ronnelle, Robyn.



MUSIC

Music Licensing: Beverly Koeckeritz

Music brought to you by: Ninja Tune

Music Special Thanks: Phillipa Klein, Will Tipper,
Ollie Teeba, Blade, Jake Wherry, No Sleep Nigel

Movename Callouts: 3LW (Naturi, Kiely and
Adrienne)



"Who's the Realist (Blade Version)"

Performed by The Herbaliser featuring Blade

Written by Wherry/Teeba/Blade

(P) 1999

© 1999

From the Single *8 Point Agenda*

"Who's the Realist (Very Mercenary Mix)"

Performed by The Herbaliser

Written by Wherry/ Teeba

(P) 1999

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"Control Centre"

Performed by The Herbaliser

Written by Wherry/Teeba

(P) 1997

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"Wall Crawling Giant Insect Breaks"

Performed by The Herbaliser

Written by Wherry/Teeba/Trout

(P) 1998

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The Blend (No Vocal Edit)"

Performed by The Herbaliser

Written by Wherry/Teeba

(P) 1997

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"The Chase"

Performed by London Funk Allstars

Written by Carter/Turner

(P) 1996

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"Bahian B-Boy"

Performed by Dynamic Syncopation

Written by Morris/Allen

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"The Plan"

Performed by Dynamic Syncopation featuring

Juice Aleem

Written by Morris/Allen/A.R.E.

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"Dynamism"

Performed by Dynamic Syncopation

Written by Morris/Allen

(P) 1999

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"Rock"

Performed by Dynamic Syncopation

Written by Morris/Allen

(P) 1999

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"Dark Lady"

Performed by DJ Food

Written by More/Black/Carpenter

(P) 1994

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"Moody Drawer"

Performed by DJ Food

Written by More/Black

(P) 1993

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"The Educators"

Performed by Up Bustle and Out

Written by Mould/Fell

(P) 2000

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"What's In The Basket"

Performed by London Funk All Stars

Written by Carter

(P) 1995

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"Swingpool"

Performed by 9 Lazy 9

Written by Fraser/Braddell

(P)1995

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EA Warranty Contact Info

Email: warranty@ea.com

Web Page: techsupport.ea.com

Phone: (650) 628-1900

Fax: (650) 628-5999

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, California 94063-9025

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EA Tech Support Contact Info

Email: support@ea.com

Web Page: techsupport.ea.com

FTP Site: ftp.ea.com

Fax: (650) 628-5999



If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435.

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