



EVERYONE
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CONTENT RATED BY
ESRB

EA
SPORTS
BIG

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 please visit www.esrb.org.

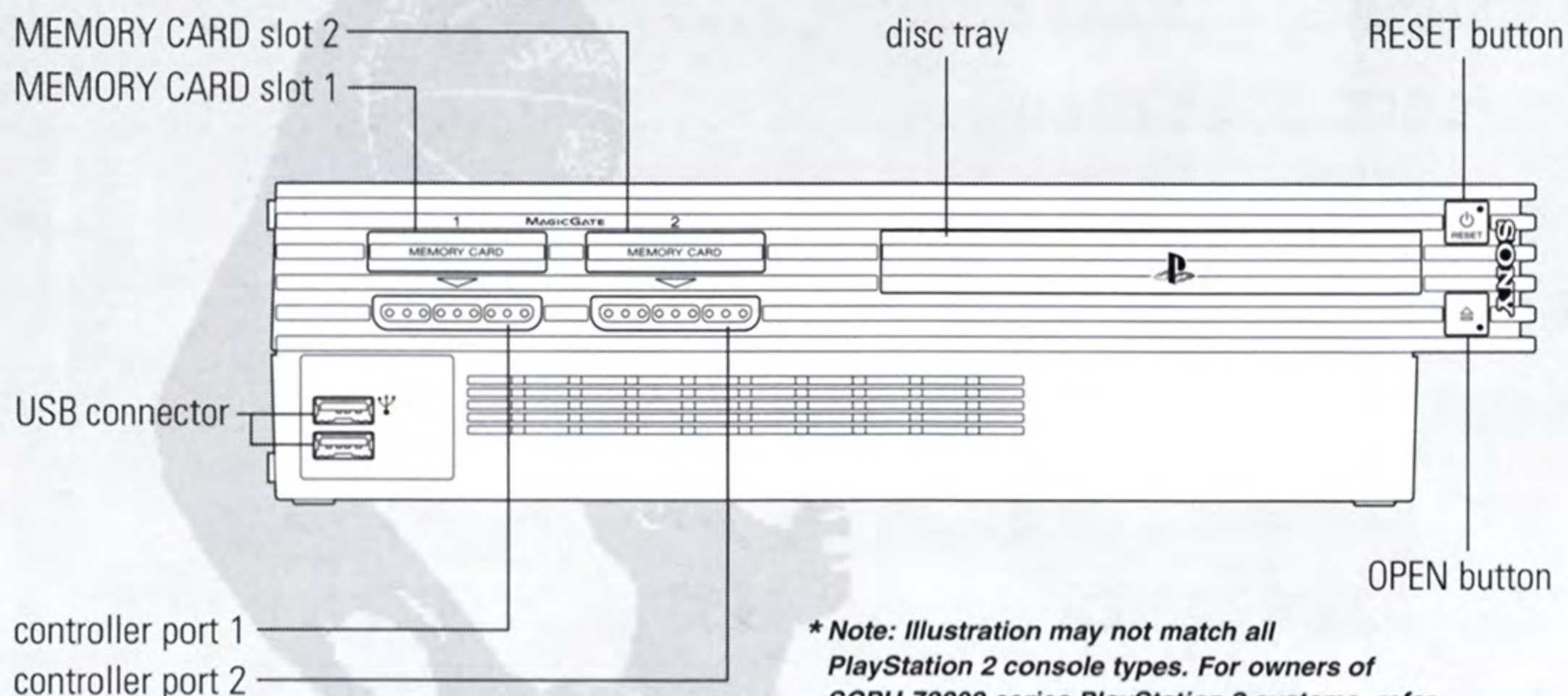
CONTENTS

STARTING THE GAME	2
COMMAND REFERENCE	3
COMPLETE CONTROLS	3
ADVANCED CONTROLS	4
GAME ON	5
ON THE COURT	5
GAME SCREEN	5
OTHER GAME MODES	7
PICK UP GAME	7
STREET CHALLENGE	7
NEW DUNK CONTEST	8
PRACTICE	8
NEW PLAY ONLINE	8
CREATE BALLER	11
CUSTOMIZATION	11
REWARDS	12
SAVING AND LOADING	12
LIMITED 90-DAY WARRANTY	12

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STARTING THE GAME

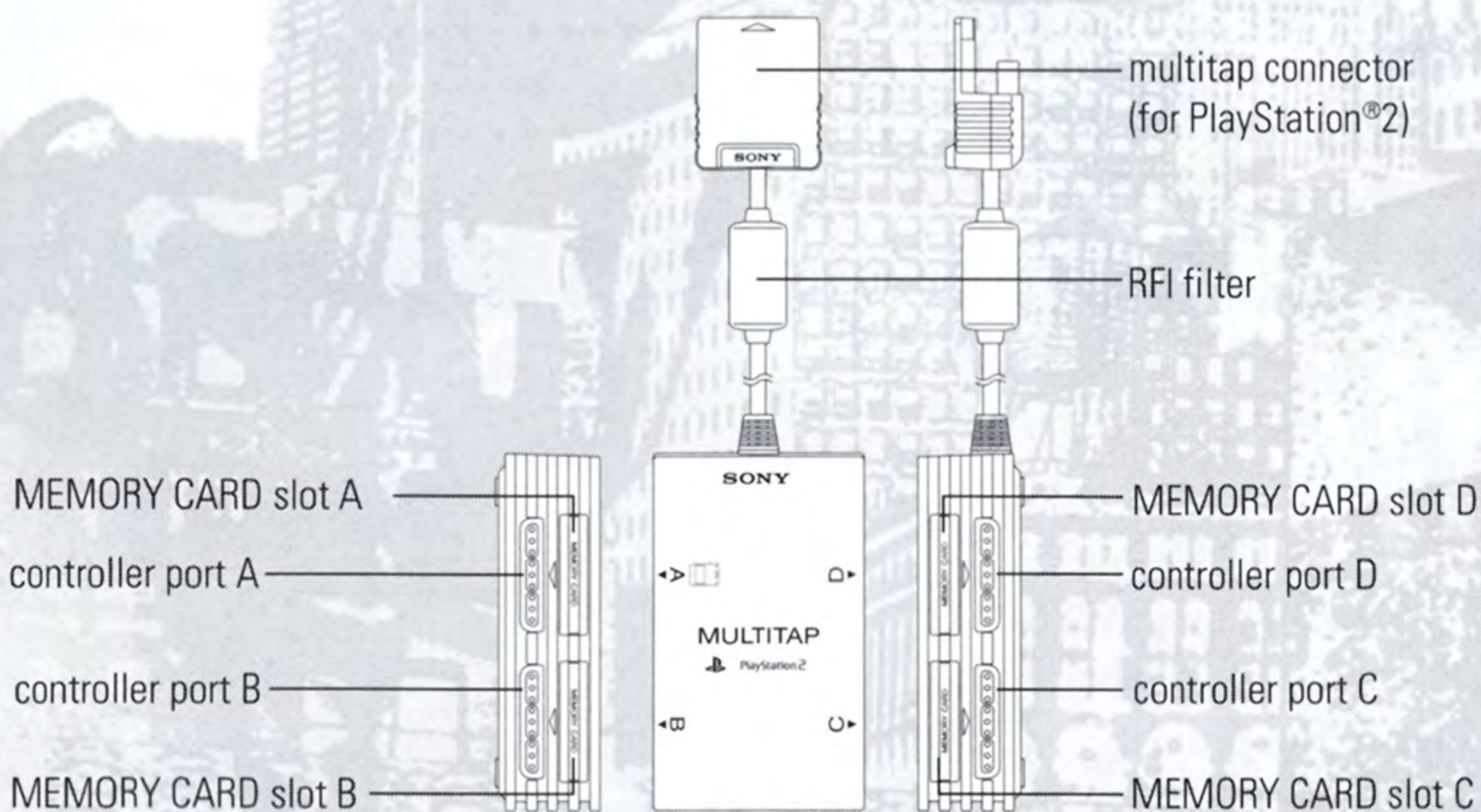
PlayStation®2 computer entertainment system



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

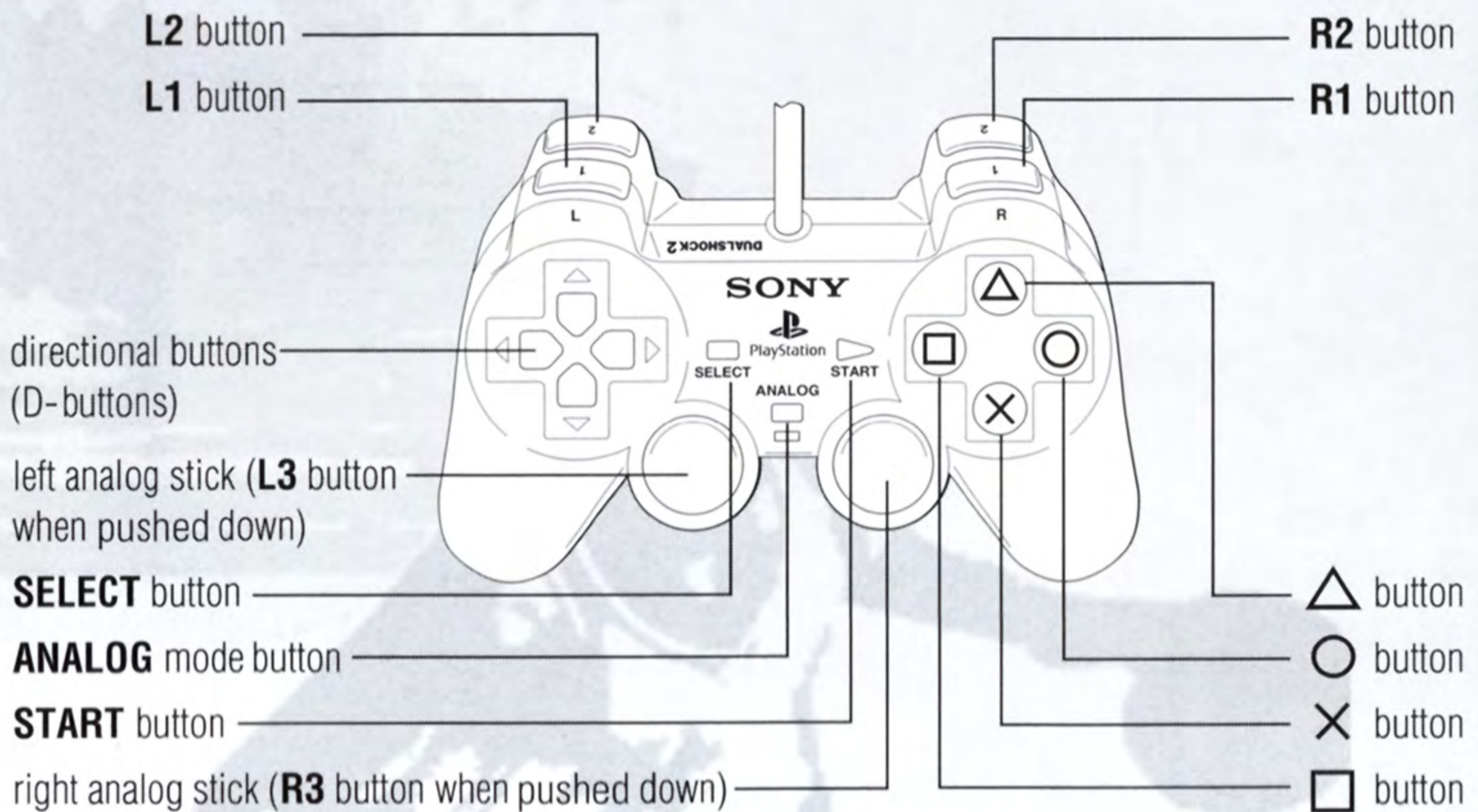
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *NBA STREET V3* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

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



COMMAND REFERENCE

DUALSHOCK[®]2 analog controller configurations



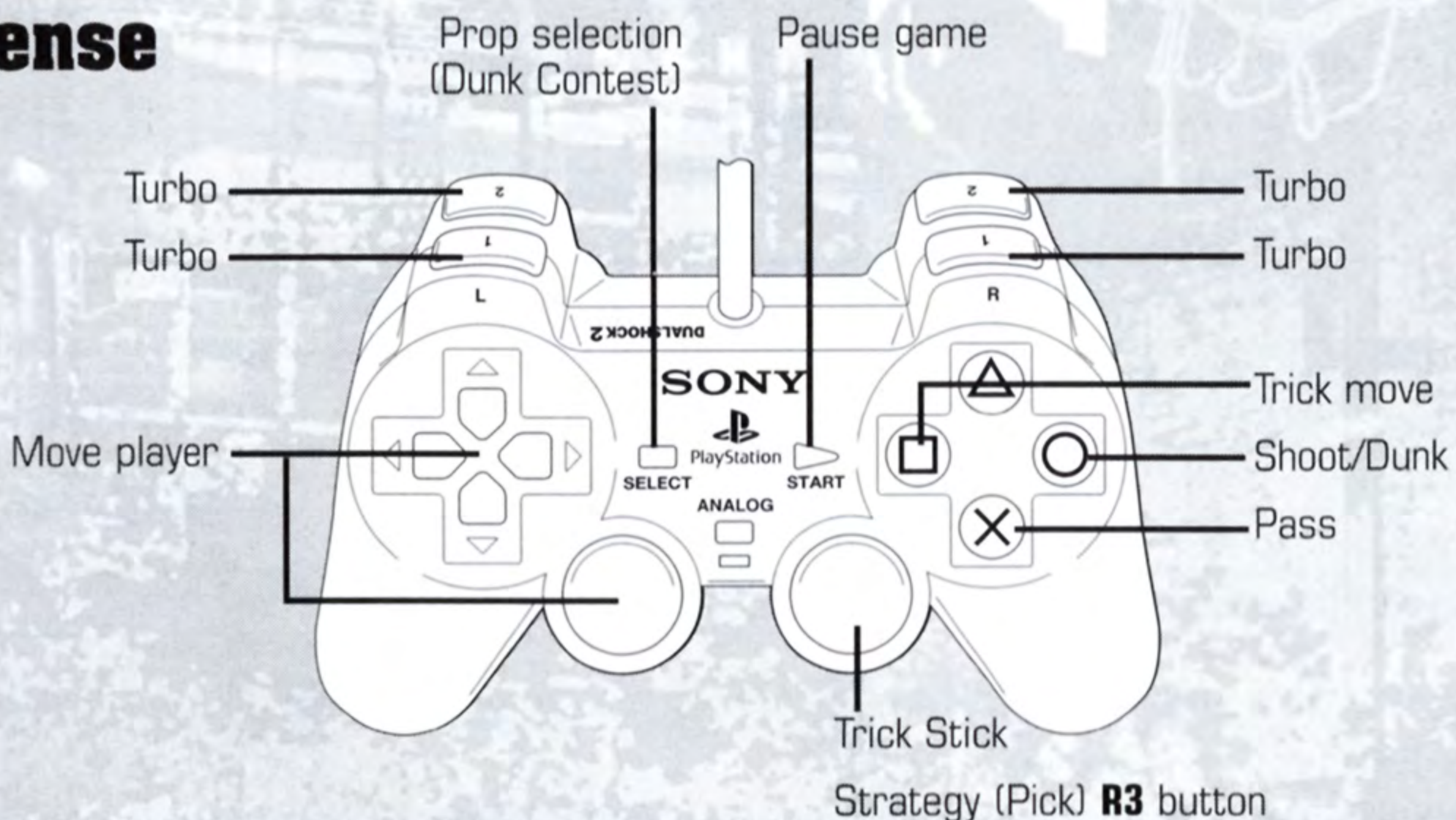
Menu Controls

Highlight menu items	D-button ↑
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	× button
Return to previous screen	△ button

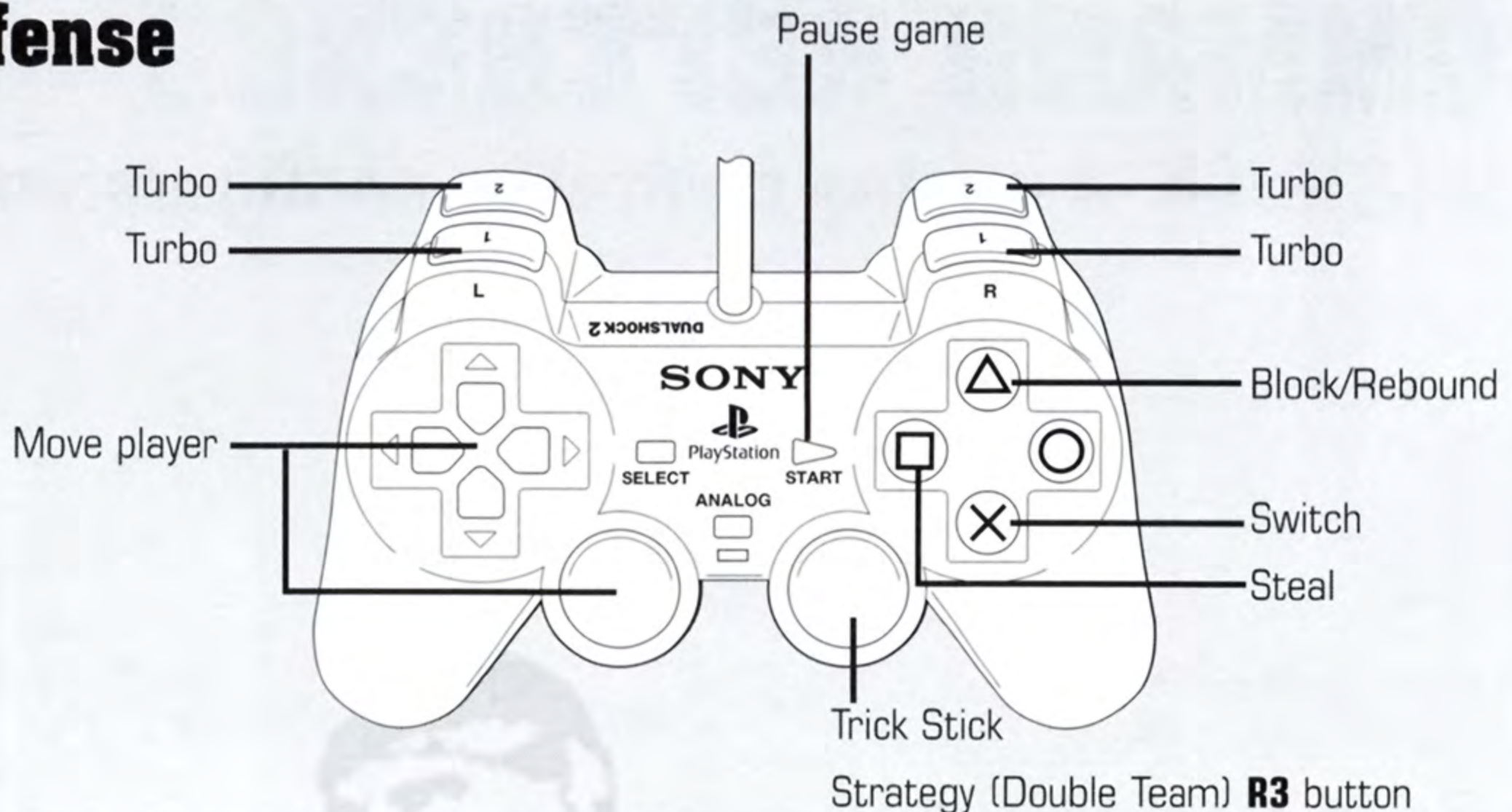
COMPLETE CONTROLS

Put your rep on the line with *NBA STREET V3*. Reach all-new heights by mastering these gameplay controls.

Offense



Defense



Strategy (Double Team) **R3** button

Inside V3

For newcomers or those who need a kick in the pants, check out the Street Tutorials (via the Inside V3 menu) to help get you up to speed. All the cool moves are covered here—the Basics and Advanced plus What's New and Dunk Contest moves.

Advanced Controls

Once you've got a grip on the basics, blow the lid off the joint by busting out more advanced moves. Use the classic controls to break out an old favorite, or take your street rep to even greater heights with the all-new Trick Stick.

NEW Trick Stick

Express yourself with the all-new Trick Stick—an innovative tool that gives you complete control of the rock on the ground or in-flight. While dribbling and during a Gamebreaker dunk, press the right analog stick in any direction to break out a trick move. You can also create different trick combinations by pressing any Turbo button at the same time, or use the V3 controls on defense to perform blocks and steals.

Block	right analog stick ↑, ↖, or ↗
Steal	right analog stick ←, →, ↓, ↙, or ↘

Classic Controls

You have the option to select the *NBA STREET* classic controls from the Controller Layout screen (via Options menu). The following elements remain active while using either the V3 or Classic controls.

Back 2 Papa	⊗ button + two Turbos (when facing basket)
Off the Footay/Bootay	⊗ button + R2 button + L2 button
Off the Chest/Back	⊗ button + R1 button + L2 button
Off the Heezay	⊗ button + R1 button + L1 button
Gamebreaker shot (see p. 5)	⊙ button + two Turbos
Trick counter	⊠ button + two Turbos




NOTE: Whether you're using the Classic or V3 controls, press the ⊠ button to bust out a randomized trick.

NEW Dunk Contest

Rise above the rim with thousands of possible Trick Combos.

Jump	○ button + any Turbo
Mid-air trick	Trick Stick (right analog stick) + any Turbo
Freeball pass	⊗ button + any Turbo

Prop Placement

Add even more style to your dunk by skyin' over a prop. Here's how: activate the spotlight by pressing the  button. Once activated, choose a prop (by pressing the ) then move the spotlight to an area on the court by pressing the left analog stick. Press the  button again to place the prop on the court.

GAME ON

Before you call out the best ballers in Street Challenge or an online game, warm up those high tops by playing a quick 3-on-3 game. Up to six players can take the floor in any game.

Choose Team Screen

Select the Home and Away squads for the upcoming game from the Choose Team screen. All 30 NBA teams are available, plus teams full of NBA Legends and NBA Stars. After the teams are selected, it's go time.

NOTE: After selecting teams in Game On mode, the three best ballers from each squad, plus a court, are selected automatically. If you wish to choose specific players and courts, or adjust the game settings, play a Pick Up Game instead (see. p. 7).

ON THE COURT

Rise above the rim with *NBA STREET V3*.

Game Screen



Gamebreakers

Pulling off sick trick moves, combos, shots, and dunks increases your Gamebreaker meter. Once the meter is full, the screen lights up as you're awarded with a Gamebreaker opportunity. You can rain from long range (behind the arc) or take it to the sky for the three-player Gamebreaker dunk.

Gamebreakers (cont.)

Gamebreakers deduct (-1) point from your opponent. You can increase your point total even more by pulling off mid-air tricks during a Gamebreaker dunk. Depending on the moves you can increase the amount of points you score anywhere from (+2) to (+4), resulting in a maximum 5-point swing.

Combos

You can increase the Gamebreaker meter faster by stringing together different tricks. Tricks, blocks, steals, passes, Alley-oops, and Hookups can all be part of a combo. Every combo requires you to score except for combos of consecutive blocked shots.

Trick Icons

New trick icons are displayed onscreen after every trick is performed during a game. The illuminated arrows indicate which direction was pushed on the Trick Stick—they are color-coded based on the Trick Level. The Trick Level is determined by the number of Turbos pressed while performing the trick.

Trick Book

The trick icons indicate which tricks in your Trick Book have been performed.

NOTE: You can view the Trick Book from the Customization menu.

Perform up to 40 trick moves with the new Trick Stick. Each trick move contains three chapters giving you a total of 120 possible variations.

When you first hit the courts, all Chapter One Trick Stick moves are available. To unlock a Chapter Two trick you must successfully perform the Chapter One trick in a trick combo. Performing Chapter Two tricks unlocks the move from Chapter Three.

Once a new chapter has been unlocked you can select which trick (Chapter One, Two, or Three) is performed during gameplay by activating it in your Trick Book.

The default Trick Book allows you to customize the trick moves for all NBA players, NBA Legends, and Street characters—and a separate Trick Book is available for every created baller (allowing each created baller to have their own set of moves).

Trick Points

Trick moves add to your trick point total. Accumulating trick points will get you Street Point bonuses, which can be used to buy reward items, increase created baller attributes, and more. Use the following trick moves to elevate your game:

Dunks

Show up your opponent with an authoritative slam dunk. The more advanced the dunk, the more trick points you score.

Alley-oops

Look for a teammate who has an open lane to the basket. Assuming he has hops, he will sky over the basket and look for the pass. However, it's up to you to feed him the rock.

Hookups

Hookup a teammate by passing him the ball while performing a dunk of your own. When you're above the rim, look for your teammate jumping above you to complete the move.

NOTE: Repeat Moves—If you continually repeat the same trick moves or combos, the trick points you receive are cut down. Mix it up to score maximum points.

OTHER GAME MODES

Select PLAY IT from the Main menu to access three of the baddest game modes to ever hit the Streets.

Pick Up Game

Pick Up Game mode is similar to Game On (see p. 5). Here you have the option to choose your own players, select your own court, and set your own game settings.

Choose Players Screen/Court Select Screen

After choosing teams, select your players for the upcoming game. Although both squads are stacked with players, you can only choose three ballers per team. Once both lineups are set, select a location from the Choose Court screen. You can hoop it up on 12 authentic courts.

Street Challenge

Build a rep and own the Streets. Tour the country court-by-court and see if you can become an *NBA STREET* legend.

Before the Game

Before you can begin playing Street Challenge mode, you must create a Custom Court (see p. 11) in order to host a game in your hood. You must also have a created baller (see p. 11) to choose as the Street Challenge captain.

NOTE: You can save up to five different Street Challenge games. However, a created baller can only be captain in one Street Challenge game at a time.

As captain of a Street Challenge team, the game revolves around you. You start out as an average baller with no reputation—your rep points are next to none. Working with only a handful of street points, it's up to you to hold the court and make a name for yourself.

You can't take on the best by yourself. Assemble a team to play with by selecting two ballers from a group of players from around your neighborhood. After creating a team name and selecting a logo, the Map screen appears.

The Proving Grounds

Ballers around the nation don't know who you are when you're a newcomer. You can't run on the big-time courts without a reputation, so winning pick-up games wherever you can is the best way to start making some noise.

Progress

After each victory, your reputation increases. As your rep grows, more courts become available for your team to play on, and more opponents start approaching you with unique challenges.

Street Challenges

Besides 3-on-3 games, official Tournaments, Dunk Contests, and Special Events pop up from time-to-time. These events have their own sets of rules so it's up to you to choose which one is best suited for you. Some events on the calendar are only offered once (whether you decide to participate in them or not).

Rival Challenges

As you progress through the ranks you eventually have some tough decisions to make, especially when it comes to your team roster. Frequent bench players are going to want more playing time; others will be dropped from your roster entirely.

Street Challenge (cont.)

With so many potential roster moves, it's only a matter of time before you meet a familiar face playing for an opponent during a Rival Challenge.

There's definitely more at stake in a Rival Challenge. Losing one of these games hurts your rep more than when you lose a regular game. Declining a Rival Challenge does the same.

After the Game

After winning a game, you can steal a player from the losing team and add him to your squad. You can only have five players on your team so if you choose to add a player when your roster is full, you must drop a player from the current lineup. If a defeated opponent's reputation is higher than your captain's reputation it requires street points to recruit him to your team.

Customization

After every game, game stats tell you if you earned any street points for your baller. If so, you're in luck.

Once a game ends, you return to the Proving Grounds. From here, you can go to the Customization menu and edit your baller—assuming you earned enough street points. Be sure to enhance your baller's skills, add new moves, or buy some fresh new gear before playing the next game. After all, the games get tougher as you move on.

NBA STREET League

As your skills improve, you might get an offer to play on an NBA STREET League team. By playing with the biggest studs to ever hit the courts, you will soon be a household name.

In the Street League, all 30 NBA teams compete in a 14-game season with playoffs and a best-of-three Finals series to determine the Street League championship. Being a part of an elite squad earns more street points and increases your rep faster than regular games. So the further you advance, the better off you are.

NEW Dunk Contest

Throw down in the all-new Dunk Contest. In this game mode where creativity and imagination rule, slam and jam over objects like ladders and dumpsters to impress the panel of judges. Up to eight participants can enter a contest at once and the one who scores the highest marks wins. It's going to take more than a Freeball Pass and a mid-air maneuver (via the Trick Stick) to win this high-flyin' event.

Practice

Does practice really make perfect? Yes. Come to the Practice courts to work on your skills. You have the entire court to yourself so make good use of the time.

NEW PLAY ONLINE

The Streets have moved online. Play against the nation's baddest ballers in 3-on-3 show-downs featuring live players, or attract the best players to your hood by hosting games on your created court.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easportsbig.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easportsbig.com.

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A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *NBA STREET V3* online. *NBA STREET V3* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

Playing Online

In order to play *NBA STREET V3* online, you must select Your Network Configuration file or create a new one by following the on-screen instructions. Next, create a new EA Account. If you already have an EA Account saved on a memory card (8MB) (for PlayStation®2), it appears automatically.

After you're logged into the *NBA STREET V3* Server Login screen, create an EA SPORTS Persona (you can have up to four EA SPORTS Personas). Change or create new Persona names from the Persona Names screen.

NOTE: Your Network Configuration file and the EA Login will only be read off of the memory card in MEMORY CARD slot 1.

NOTE: If you have an existing screen name on AOL, AOL Instant Messenger (AIM), CompuServe 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account Name. Visit <http://www.easportsbig.com/online/home.jsp> to register, then return to *NBA STREET V3* and select USE EXISTING EA ACCOUNT. Enter your Account Name and password to log on.

Playing Behind a Firewall

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **21000-21009**, **3658** (peer-to-peer connection); **6000** (VOIP).

Welcome to *NBA STREET V3* Online (Lobby)

Find an opponent based on your skill level, create a baller or court, and set your gameplay options for the games you host.

Game Modes

Play

Take a created baller, build a rep, and earn street points in World Challenge Mode playing 3-on-3, or make your way up the leaderboard by playing tracked games in NBA Challenge mode where players are ranked by their win/loss ratio. You can also play an Exhibition mode game or a Dunk Contest strictly for fun.

Create Baller

Create a baller for online mode (online ballers are saved on the server).

Customization

Create (and upgrade) your home court for online play, or upgrade your created baller's attributes.

Leaderboard

Check out how you rank against the best players online.

News

View all the latest *NBA STREET V3* online news.

Online Settings

Customize the way you want to play online.

Cheating Prevention

The following rules are applied to online games to prevent cheating:

- ⊛ Games can be ranked or unranked.
- ⊛ A user is charged with a loss and a disconnect for exiting a ranked game before it is finished.
- ⊛ Users are penalized for delaying games.

Play Online (cont.)

Player Options

Highlight a player's name and press the **X** button to bring up the player options. From here you can challenge, send or read a private message, block or unblock, add or remove that player to or from your EA Messenger, or provide feedback about the user.

Player Connections

A Connection Bar is displayed next to a player's name in a Lobby room. Green indicates a good connection; yellow, a medium connection; and red, a poor connection.

NOTE: If the Connection Bar is red, ping is greater than 200 milliseconds. (Between 31 and 59 milliseconds = 6 bars; Less than 1 millisecond = 8 full bars).

EA SPORTS BIG™ Talk

EA SPORTS BIG Talk lets you talk to other players. EA SPORTS BIG Talk is activated as soon as you connect to your opponent. The microphone icon represents its status.

NOTE: EA SPORTS BIG Talk supports the Logitech® USB headset

NOTE: During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

- ⊕ Your opponent may not have a USB headset connected to their console.
- ⊕ You and your opponent may have a low quality connection to each other.

NOTE: *NBA STREET V3* supports a USB keyboard for typing messages.

EA™ Messenger

Keep track of your friends, challenge, chat, and offer feedback with the EA Messenger.

To Search/Add a Friend:

Press the **○** button to open the EA Messenger and then press the **○** button again to search for a friend. To add a friend, highlight his name and press the **X** button to bring up the player options, then select ADD to EA Messenger. A Friend Request is sent to him. Once accepted, the friend is automatically added to your EA Messenger.

To Initiate a Challenge or Chat:

Highlight your friend's name and press the **X** button in either the EA Messenger or in one of the chat rooms. You can only challenge or voice chat with one other player at a time. Select END VOICE CHAT from the player options menu to end a voice chat session with another player. Press the **R3** button + the **L3** button in gameplay to mute the other user in Voice Chat.

Single Messages

To send a message to another user, highlight his name and press the **X** button, and then choose SEND MESSAGE.

Blocking/Feedback

You can block any player from corresponding with you in any way. You're also able to leave feedback—positive or negative—for any player. Please note that abusing the feedback system can result in action against your account.

CREATE BALLER

Build your own baller from the ground up and turn him into a Street legend. From choosing the player's height to selecting their clothes, you have total control.

Created Ballers start off with limited skills but you can build them up with each victory. The better you play and the more tricks you pull off, the more street points you earn. After each game, use your new street points and add them to your baller's attributes.

NOTE: To play with your created baller in Pick Up Mode, you must create a team and include your created baller in the lineup.

CUSTOMIZATION

Personalize your game from the Customization menu.

Court Creator

Customize your own court using different location sets, along with surface, rim, and backboard options with the all-new Court Creator. Similar to created players, you can use street points to upgrade your court. In Street Challenge mode, your custom court is your home court.

Shoe Creator

Choose from the freshest authentic brand name models and design your very own pair of kicks for your created baller. Shoe Creator allows you to create and save 10 pairs of your very own customized shoes.

V3 Store

Deck out your players with pre-made items. You can hook them up with jerseys and shoes along with hats, tattoos, and other accessories.

Save Wardrobe

Save your clothing combination for your created ballers. Here, you can save a complete ensemble allowing you to switch from one outfit to another in one simple step.

Buy Skills

Spend your street points to increase your baller's attributes including shots, dunks, handles, and more.

Trick Book

The Trick Book breaks down all the crazy dribble moves and shows you the unlocked tricks. You can customize which trick moves you can perform in-game with the new Trick Stick, or rename any unlocked trick with a smooth name of your own.

Barber Shop

Update the look of your created baller by changing hairstyle or facial hair.

Create Team

Create your own squad of All-Stars and add them to the mix. All unlocked players are available to choose from—you can pick five. Once a team is created, it's added to the Choose Team menu in all game modes except Street Challenge.

NOTE: The Shoe Creator, Save Wardrobe, Renaming Tricks, Barber Shop, and Create Team features are not available online.

REWARDS

After playing a game or dunk contest you can cash out your street points in the Rewards menu to unlock NBA Legends, Street Legends, and Courts. You can also view the High Scores and Trophies Won.

SAVING AND LOADING

Save, load, or delete your game files to and from your memory card.

NOTE: With the exception of Saving and Loading, all other game settings/options listed in the Options menu have been omitted from this game manual. Please follow the on-screen navigation menus for further instructions.

To save, delete, or load a file:

- ⊛ From the Save/Load screen (via the Options menu), highlight SAVE GAME or LOAD GAME and press the ⊗ button.
- ⊛ After selecting LOAD GAME, the game information is loaded from the memory card in MEMORY CARD slot 1.
- ⊛ After selecting SAVE GAME, a pop-up screen appears giving you the option to save or delete game information. If SAVE is selected, the game information will be saved to the memory card in MEMORY CARD slot 1. After selecting DELETE, highlight the file you wish to remove and press the ⊗ button to select an item. Press the ⊗ button again to delete a specific file. The game information will be deleted from the memory card in MEMORY CARD slot 1.

NOTE: *NBA STREET V3* only supports MEMORY CARD slot 1.

NOTE: Never remove the memory card when loading or saving files.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

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

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the

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EA Warranty Contact Info

E-mail and Website: <http://techsupport.ea.com>
Phone: (650) 628-1900
Redwood City, CA 94063-9025

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025

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