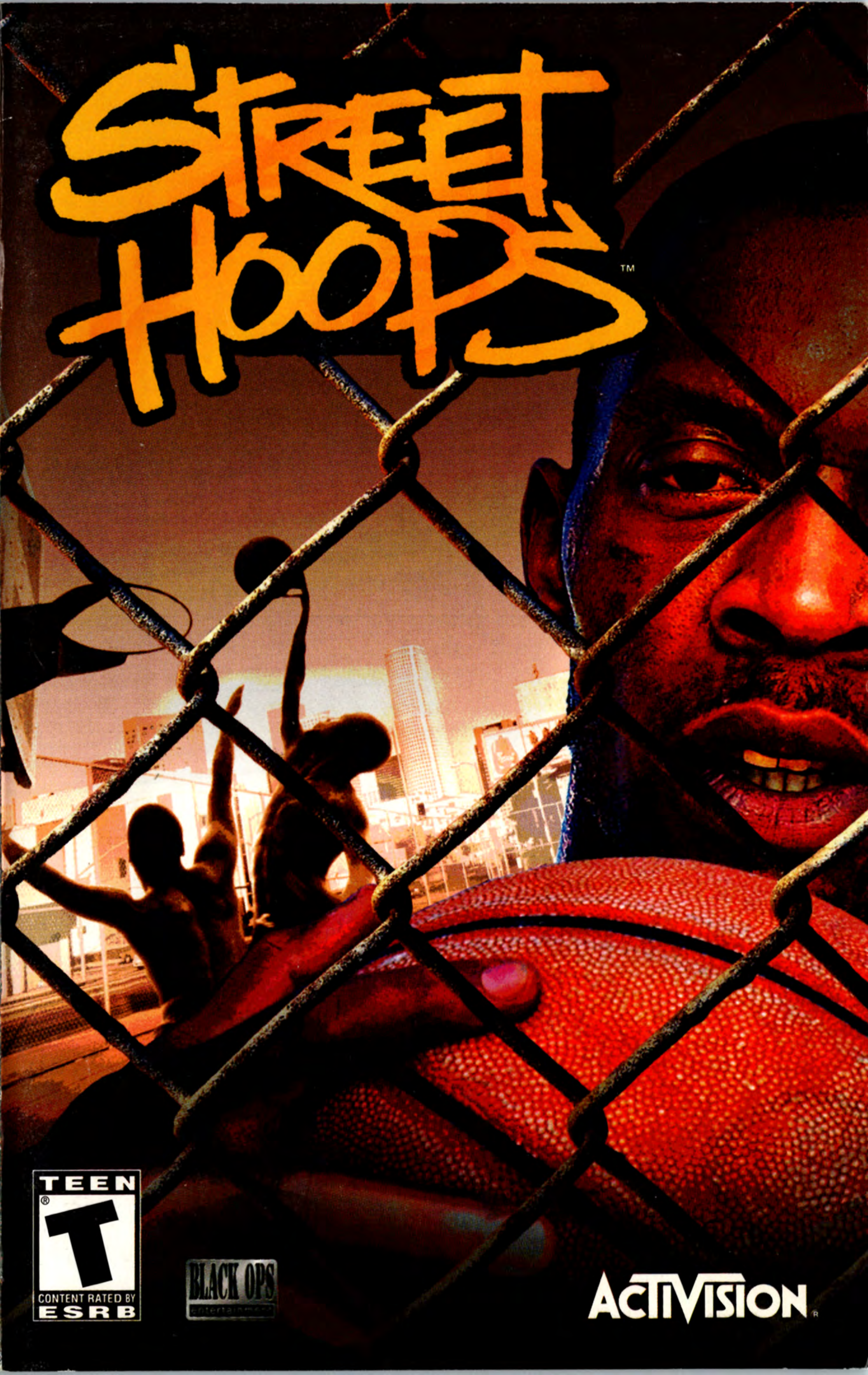


STREET HOOPS™



TEEN
T
CONTENT RATED BY
ESRB

BLACK OPS
entertainment

ACTIVISION®

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.

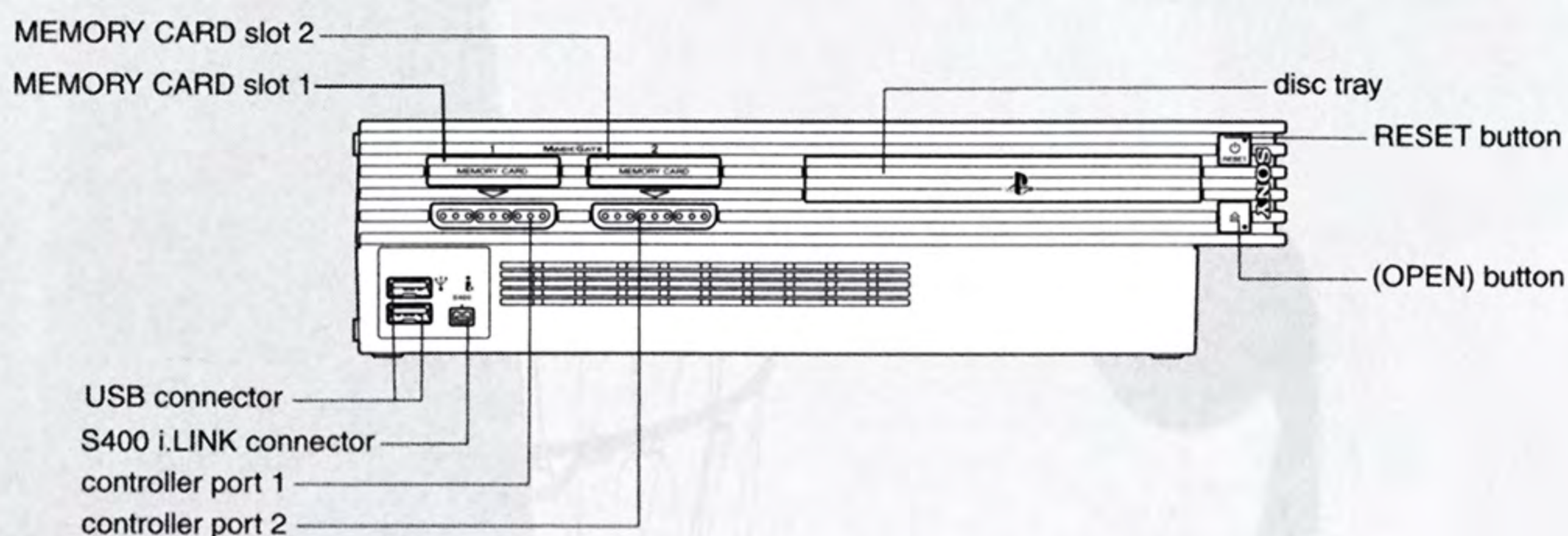
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

CONTENTS

Getting Started	2
Controller Settings	3
Street Hoops Introduction	6
Main Menu	6
Game Modes	7
Create Baller	10
Game Settings	11
On-Screen Display	14
Pause Menu	15
Street Hoops Stores	15
Store Descriptions	16
Store Menus	16
Full Court Rules	18
Half Court Rules	19
Multiplayer	20
Courts and Teams	21
Players	25
Quick Reference	28
Credits	29
Customer Support	33
Software License Agreement	37

GETTING STARTED



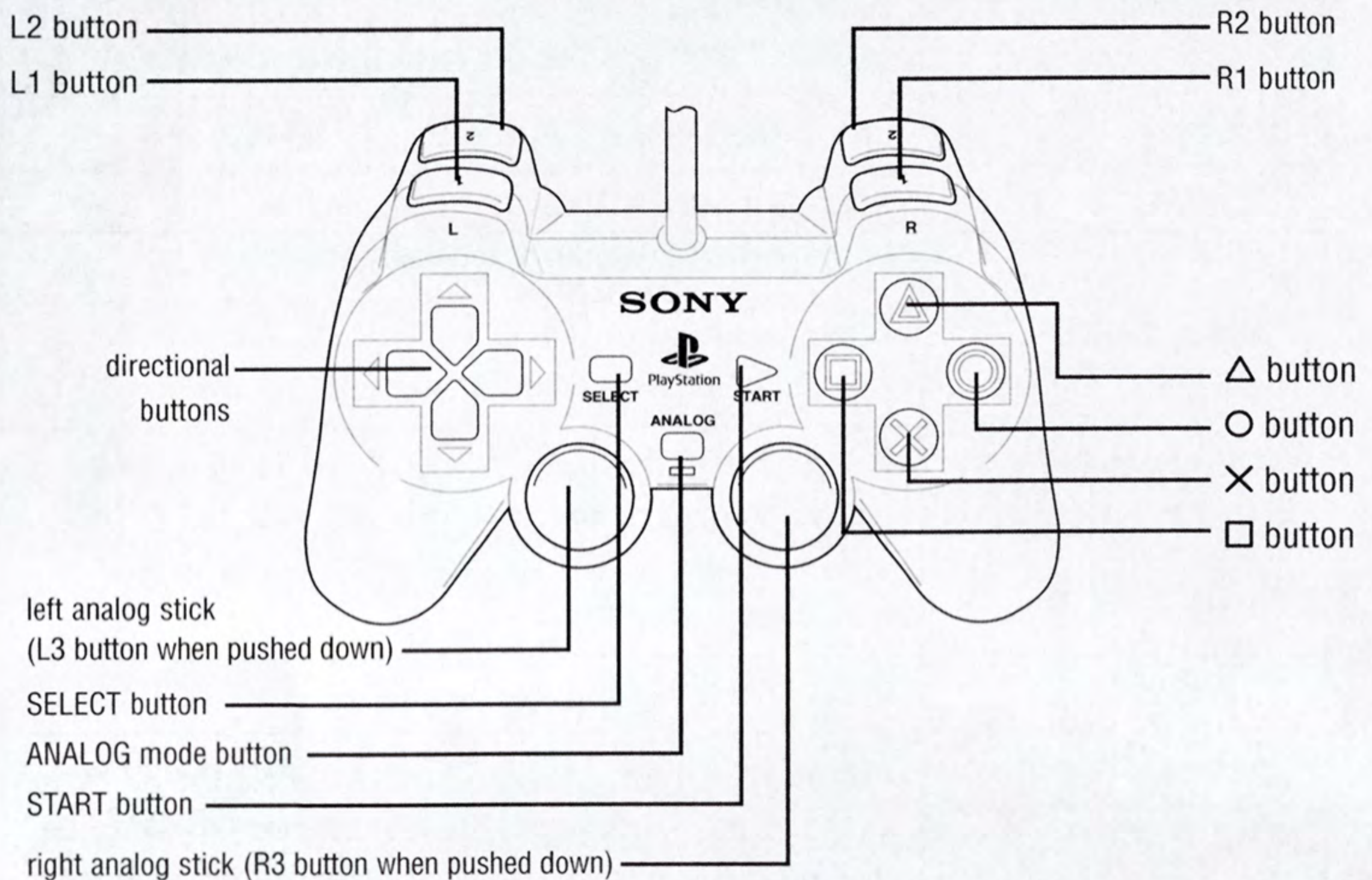
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **Open** button and the disc tray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

Memory Card

Street Hoops requires a memory card (8MB) (for PlayStation®2) to save your games. A saved game's data takes up 250 KB. You can obtain a memory card (8MB) (for PlayStation®2) through the retailer where you purchased your PlayStation®2 game console or this game.

CONTROLLER SETTINGS

DUALSHOCK®2 analog controller Configurations



The explanations in this manual are based on the default settings.

The vibration function can be turned On or Off by selecting **Vibration** in Game Options from the Game Settings menu (see page 11) regardless of whether the mode indicator on the controller is On or Off.

DUALSHOCK®2

Street Hoops supports the DUALSHOCK®2 analog controller.

PS2 In Game Controls/Offense

directional buttons (also left analog stick)	Moves the highlighted player.
× button	Passes the ball. (Hold × button, release performs Give and Go.)
○ button	Shoots the ball. (Tap ○ button for Pump Fake.)
□ button	Performs basic crossover or juke move. (in Nasty Novice Mode, randomizes crossovers.)
Press and Release △ button	Performs a spin move. (Tap △ button for a fake spin move.)
Press and Hold △ button	Backs down in the low post. Used with the directional buttons to back down in the paint. (Release the △ button while in contact with a defender in the key to spin off toward the basket.)
R1 button	Turbo/Hold to make player run faster.
R2 button	Activates "Mad Skillz Moves." Press and hold the R2 button in combination with any of the four buttons (×, ○, □, △) to allow the user to select specific over-the-top crossovers. Moves will change depending upon if the player is moving or stationary.
L1 button	Brings up the pass icons for direct passing.
L2 button	Activates "IN YO FACE" Moves. Press and hold the L2 button in combination with any of the three buttons (×, ○, □) to allow the user to perform specific dunks.
L2 button + △ button	Alley-Oop. Attempt an Alley-Oop when available.

Alley-Oops are not meant to connect 100% of the time. They are based on timing between the ballhandler and a teammate. Whenever the L2 + △ buttons are depressed within the range of the 3 point arc, an Alley-Oop pass is thrown, regardless if it connects or not.

Mad Skillz – If you are using your mad skillz and press forward and the ○ button, the player with the ball will automatically shoot the ball from wherever he is. This, however, does not guarantee a made shot.

A flashing player indicator states that the player is out of turbo. Release turbo to let your player recharge.

Right analog stick will be used to perform one touch passing which will allow the user to pass in the direction of the stick without the pass button being used.

Double Tap the ○ button w/directional button toward hoop	Attempt a lay-up.
SELECT button	Call for pick from closest teammate.
Hold SELECT button > 2 sec. Then press one of the four buttons (×,△,□,○).	Call one of four of your preset plays.
○ button while backing down w/ directional button away from defender	Shoot fadeaway jumpshot from the post. ○ button alone from the backdown performs turnaround jumper. ○ button with up or down on the directional buttons performs a hook shot.
○ then × button	Pass out of jumpshot to avoid having shot blocked.
START button	Brings up Pause Menu
R3 & L3 buttons	Call time out

PS2 In Game Controls/Offense without Ball

directional buttons (also left analog stick)	Moves the highlighted player.
× button	Change highlighted player, control player with ball.
△ button	Rebound a missed shot. (Dive when the ball is loose.)
R1 button	Turbo/Hold to make player run faster.
L1 button	Direct Change. Brings up icons allowing you to change to any other teammate directly.
L2 button + ○ button	Active put-back. If close enough to the basket, the player will attempt a put-back of a missed shot.

PS2 In Game Controls/Defense

directional buttons (also left analog stick)	Moves the highlighted player
X button	Changes to the closest player
O button	Push/Intentional Hand Check
□ button	Steal
△ button	Attempts to Block/Rebound a missed shot. (Dive when the ball is loose.)
R1 button	Turbo/Hold to make your players run faster
R2 button	Defensive side step/face-up.
L1 button	Direct Defense Change. Brings up icons allowing you to change to any other teammate directly.
L2 button	Intentional foul
Hold SELECT button >2 sec. Then press one of the three buttons (X,O,△).	Call one of three defense team styles. X: Tight Man O: Physical △: Loose Man
R3 button	Switch to last player back
L3 button	Taunt opponent
Double-tap SELECT	Call for a double-team

STREET HOOPS INTRODUCTION

Team up with the most infamous players in street ball and try to match their true-to-life signature moves. Play the most notable courts in the nation including New York's "Rucker Park," L.A.'s "Venice Beach Court" and 8 other black top meccas. Create your own custom player and run him through the ranks with three modes of play including *World Tournament*, *Lord of the Court* and *Pick-Up Game*.

MAIN MENU

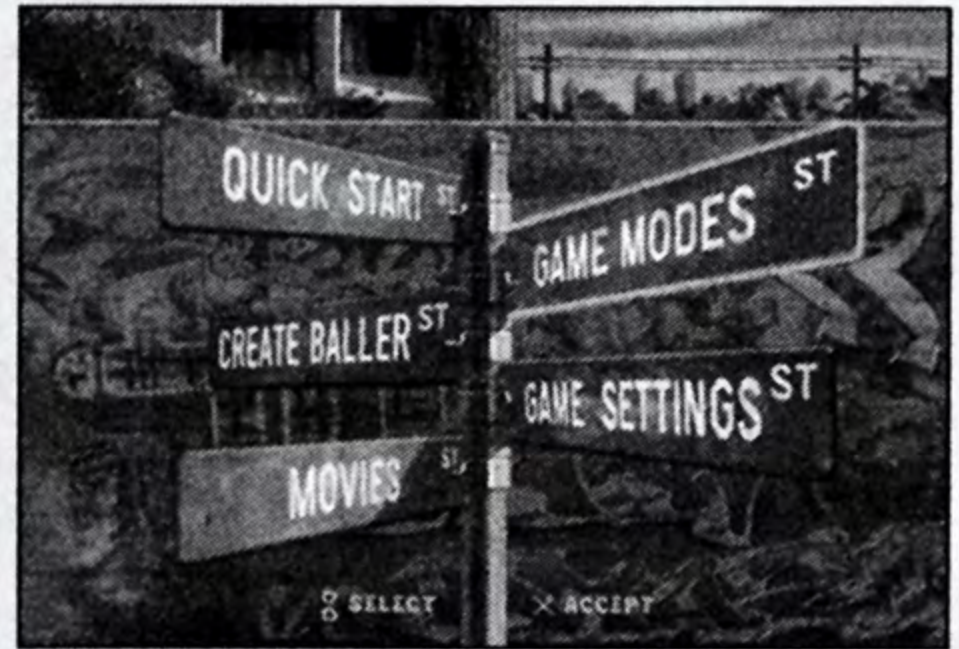
Quick Start – Select **Quick Start** to jump right in to a game of *Street Hoops*. Two button presses and you're in!

Game Modes – Select **Game Modes** to select from *World Tournament*, *Lord of the Court* or *Pick-Up Game (Full Court)* or *Pick-Up Game (Half Court)*.

Create Baller – Select **Create Baller** to create a new baller from scratch. You can select your player's abilities and style.

Game Settings – Select **Game Settings** to change options, view the controller configuration, toggle features On or Off and enter cheats.

Movies – Select **Movies** to see clips of great *Street Hoops* play.



GAME MODES

There are 3 different game modes: *World Tournament*, *Lord of the Court* and *Pick-Up Game (Full Court and Half Court)*. Each of these modes offers a different experience for the user.

World Tournament

In *World Tournament*, travel across the U.S.A. to take on the best team at each court. Along the way, you'll unlock the best street ballers in the land, and gain access to more courts, along with some secret courts. Note: Difficulty levels cannot be adjusted for continued *World Tournament* and *Lord of the Court* games.



- Select **New** or **Continue** to either start a new tournament or continue with your current tournament. Press the **X** button to accept, the **Δ** button to back out.

In *World Tournament*, you can start with any of the available teams. You'll also be able to swap in any one of the street players onto your team at the Select Players screen. You'll get his move set as well. However, you can only choose one when you start. You'll gain access

to the other 7 players and their move sets by beating them throughout the mode. You'll also be able to unlock additional courts and teams. Be advised, winning isn't enough to unlock everything, you'll need to pay cash for the courts and players as well. Nothing's free!

If you don't have enough money to unlock a court, go back to a court that you played on before to try to earn some cash, or go play a pick up game and earn some money there.

Some teams and courts will not be unlocked until you play through World Tournament a few times, so be sure to keep playing in order to find all the teams and courts!

Lord of the Court

In *Lord of the Court*, you play as the Home team and the other teams will come to your house to challenge you. As you defend different courts, you'll unlock movies and even a secret character or two.



- Select **New** or **Continue** to either start a new Lord of the Court or continue with your current Lord of the Court progress. Press the **X** button to accept, the **Δ** button to back out.

Note: *World Tournament* and *Lord of the Court* are 1-player modes with the ability to have other human users play on your team. The earnings from these modes will be saved to the progress for the first user only. Progression through these modes will be by the first user as well. Other human users are teammates from game to game.

Street Hoops also uses an autosave feature, which will automatically save your progress in *World Tournament* and *Lord of the Court* modes. This information will be saved along with the progress for the first user.

Full Court & Half Court Pick-Up

Full Court and *Half Court Pick-Up* allow you to select the court, teams and play mode that you and your opponent will face off at. In this mode, certain courts and players will be locked out until you unlock

them in *World Tournament*. Note: For winning pick-up games, you'll earn \$100 per user.

- Once you have selected a *Pick-Up* Game mode, set the number of players that will face each other. Scroll up or down to choose from 5 on 5, 4 on 4, or 3 on 3 for Full Court play. For *Half Court*, you can select 3 on 3, 2 on 2, or 1 on 1. Press the **X** button to accept, the **△** button to back out.
- Once you have selected the number of players, you may now choose which court to play on. Scroll left or right by pressing the **directional buttons left** or **right**. To see a preview movie of the court, press the **O** button. Press the **X** button to accept, the **△** button to back out.

Select Teams

Once you have chosen a court you may now choose your team. To scroll through the various teams, press the **directional buttons left** or **right**. To switch between the Away or Home team press the **L1** or **R1** buttons. For



World Tournament you will automatically, and always, be the Away team while in *Lord of the Court* you will automatically, and always, be the Home team. In order to see your team's roster and swap players press the **O** button. To select the position, press the **directional buttons up** or **down**. To scroll between the available players, press the **directional buttons left** or **right**.

Note: Your created Baller will appear in the position that you created them for. Once you have found a player you are happy with, press the **□** button to insert them into the lineup. When done, press the **X** button to accept, the **△** button to back out.

Controller Select

Press the **directional buttons left** or **right** to select the Home or Away teams controller. From this screen, select what move set to assign to a player. Press the **directional buttons up** or **down** to select the position. Next, press the **L1** or **R1** buttons to choose a move set for that position. Note: The Special move sets of the

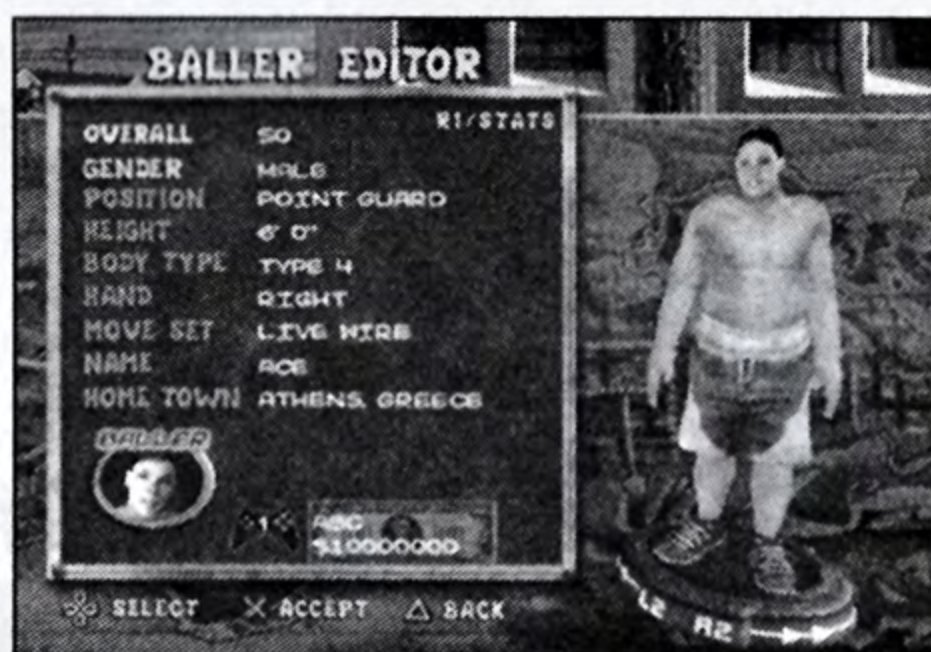
Special players will not be available until they are unlocked and purchased in *World Tournament* mode. Press the button to switch between Novice Mode and Normal Mode where you will have the ultimate control of the moves you use. Press the button to accept, the button to back out.



Note: Novice Mode allows you to randomize and perform all crossover and flashy dribble moves for that move set by pressing the X button while on offense.

CREATE BALLER

Customize a player that meets your criteria. Is he tall? Big? A she? Whatever. They all have strengths and weaknesses. Select **Create Baller** from the Main Menu.



Note: Activision Customer Support cannot troubleshoot user-made ballers.

Street Hoops Create Baller allows you to create and customize a player to place on a team and play with. The following characteristics can be customized:

- Gender – **Male**, Female
- Position – **Point Guard**, Shooting Guard, Small Forward, Power Forward, Center
- Height – From 5'5" to 7'6" by increments of 1"; default **6'0"**
- Body Type – Four types for men, 2 types for women
- Hand – **Right**, Left
- Move Set – Choose between available move sets for your baller
- Name
- Hometown
- Face

Press the **R1** button to adjust the following player attributes to make the exact player you want. All attributes cost money (\$\$\$).

- 2 Point
- 3 Point
- Dunks
- Blocks
- Steals
- Dribbles
- Speed
- Juice
- Power
- Boards
- Agility

Depending on how much money you've won, you can outfit your player with duds, jewelry, and tattoos. Go to Footaction USA® to outfit your player in the latest attire. Certain items of clothing and shoes may not be available until you gain enough cash. Collect more money to upgrade or change attributes.

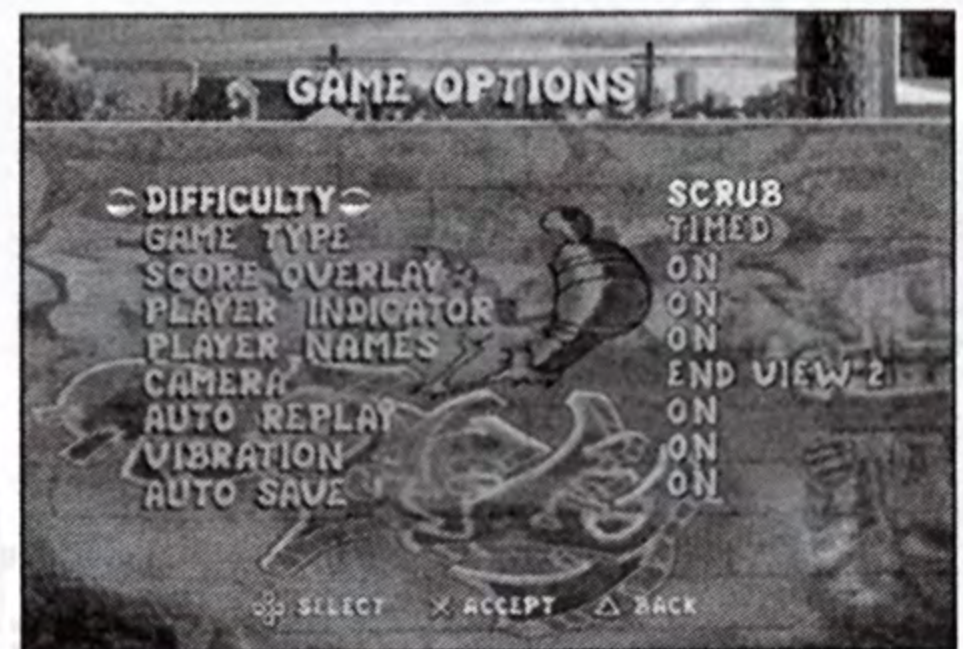
Increasing ratings will cost money as well.

GAME SETTINGS

Game Options Screen

Difficulty

- Scrub – Default
- Balla – Medium
- G.O.A.T (Greatest of All Time) – Hardest. Able to unlock special secrets not available in the other two difficulty levels.



Game Type – Play **timed** games or to a set score

Score Overlay – **ON/OFF**

Player Indicator – **ON/OFF**

Player Names – **ON/OFF**

Camera – Select your preferred camera angle; End View 1, **End View 2**, Side 1, Side 2, Classic, Close Up, TV Style, Smack Cam

Auto Replay – **ON/OFF**

Vibration – **ON/OFF**

Auto Save – **ON/OFF**

Game Rules

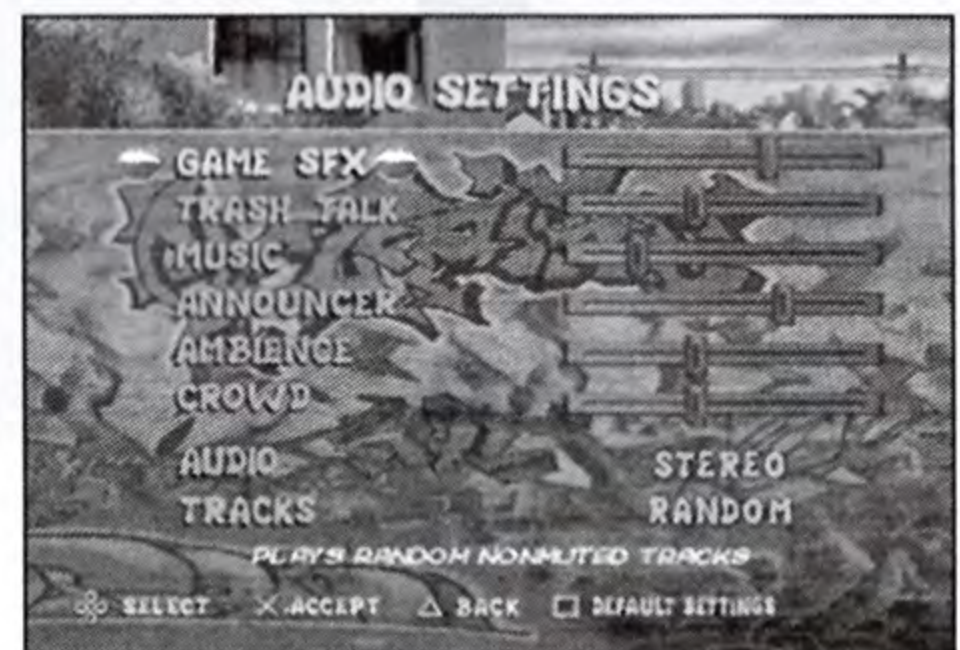
- *Half Length* - 5/10/15/20 minutes
- *Score Limit* - 7/11/21/32
- *Backcourt* - ON/OFF
- *30 sec. shot clock* - ON/OFF
- *10 sec. over half court* - ON/OFF
- *5 sec. inbounding* - ON/OFF
- *3 sec. in the key* - ON/OFF
- *Goaltending* - ON/OFF
- *Fouls* - ON/OFF



In *World Tournament* and *Lord of the Court* modes, 30 sec. shot clock, 5 sec. inbounding, 30 sec. in the key and Goaltending will be locked to ON.

Audio Settings

- Game SFX - Adjust volume level of sound effects.
- Trash Talk - Adjust volume level of trash talk.
- Music - Adjust volume level of music.
- Announcer - Adjust volume level of the announcers.
- Ambience - Adjust volume level of game ambience.
- Crowd - Adjust volume level of crowd noise.
- Audio - Mono, **Stereo**, Dolby Pro Logic II, DTS
- Tracks - Select a given song to play or a random cycle of songs.



Controls

See the controller layout and the different tutorial movies to learn how to play the game.

Offense with the Ball - Controller layout of offense.

Offense without the Ball - Controller layout of offense without the ball.

Defense - Controller layout of defense.

Training Videos - Learn how to play the game with the movie tutorials.

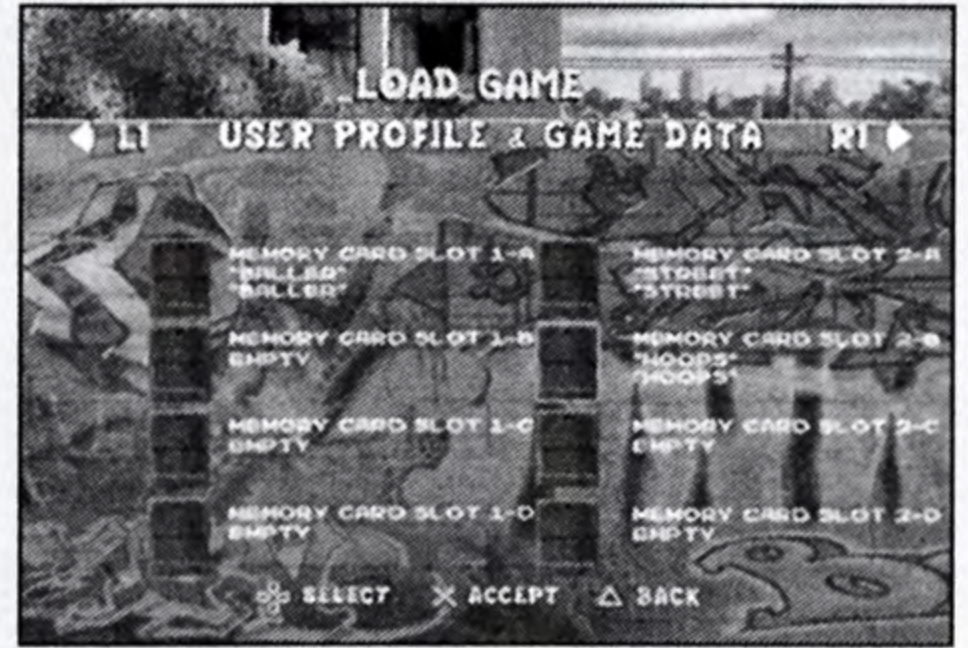
- Basic Offense
- Basic Defense
- Advanced Offense
- Shooting the rock
- Advanced Defense

Save/Load

Load, Save, and Delete your game files.

Load – Scroll left or right by pressing the **L1** or **R1** buttons to load:

- User Profile – Created Ballers, teams, money
- Game Data – Game settings, wins, losses
- User profile and Game Data



Save – Scroll left or right by pressing the **L1** or **R1** buttons to save:

- User Profile – Created Ballers, teams, money
- Game Data – Game settings, wins, losses
- User profile and Game Data

Delete – Scroll left or right by pressing the **L1** or **R1** buttons to delete:

- User Profile – Created Ballers, teams, money
- Game Data – Game settings, wins, losses

Note: Please see below for the exact information that is saved to each file, deleting a file will erase all information in that file.

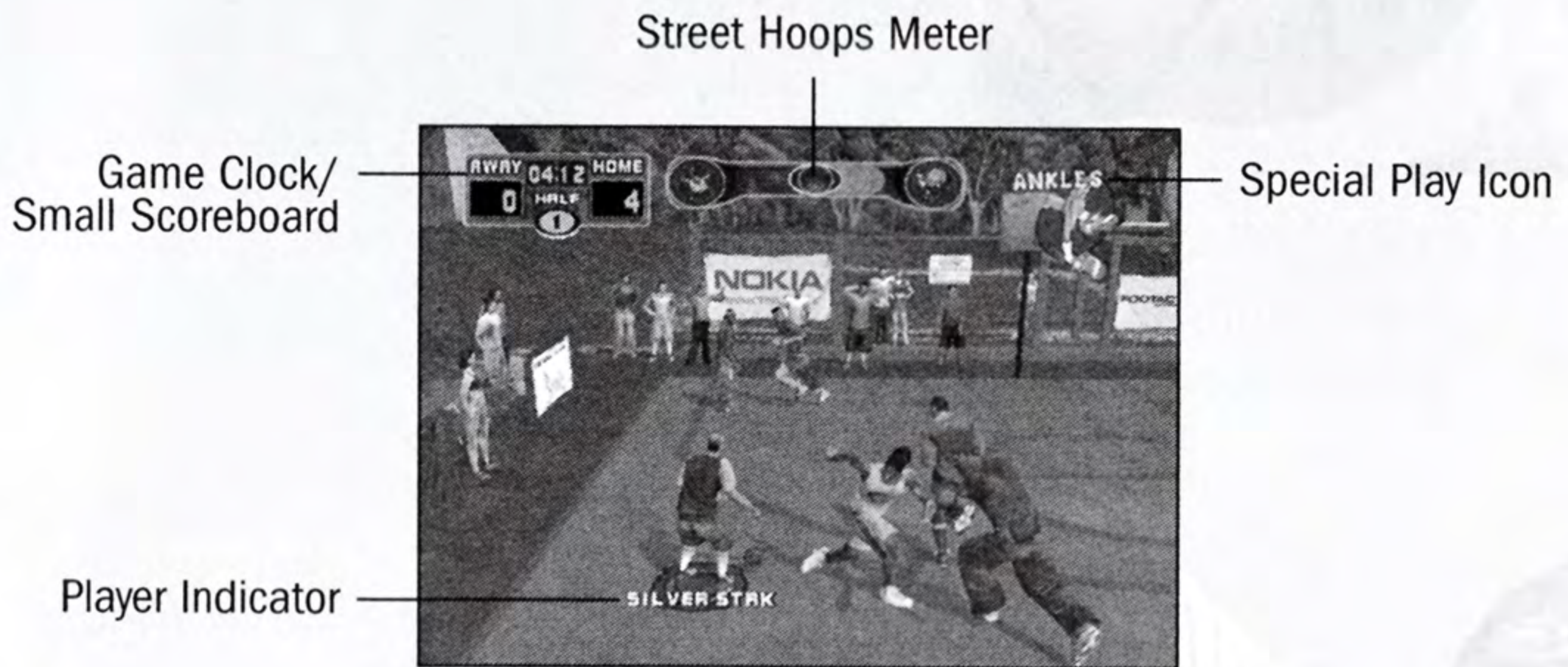
- User Profile – Contains Created Baller info, Team Money, Apparel and Purchased Item info
- Game Data – Contains unlocked courts, unlocked players, unlocked purchased players, unlocked movies, World Tournament progress, Lord of the Court progress, game options, game settings, audio settings, (including muted tracks).

When loading saved user profiles for *Pick-Up Game* modes, all accumulated apparel, footwear, jewelry, tattoos and hairstyles will not be set to a specific team until the user enters one of the stores (Footaction USA®, Tattoo Parlor, Pawn Shop or Barber Shop). This will assign the accumulated gear to the user's team only.

Cheats

Enter the various cheat codes you receive from in game or Sprite®.

ON-SCREEN DISPLAY



Player Indicator - Indicates the user-controlled player.

Game Clock/Small Scoreboard- Appears at all times.

Scoreboard - Appears after two baskets and after free throws.

Shot Clock - Appears when there are 10 seconds left on the shot clock.

Street Hoops Meter - *How it works:*

The Street Hoops Meter takes account of the way you are playing and rewards a team for playing flashy. When it fills up, your team will be able to make more shots, have unlimited turbo and play more aggressively. It fills up/goes down with each action on the court: scoring points, breaking ankles with flashy moves and even through turnovers.

- X2, X3 refers to the multiplier when moves are pulled together in succession

The Special Play icons:

- **Ankles** - perform an Ankle Breaker move and make the defender fall
- **Bomb** - when you successfully make a 3-pointer
- **Posterized** - when you dunk on someone
- **Strip** - when you steal the ball from the other team
- **Swat** - block a shot
- **Teabag** - dunk all over someone when there is contact

PAUSE MENU

Resume Game – Select Resume Game when you get back from the fridge to start playing again.

Camera – Switch through the eight different camera modes in the game for a new view.

Instant Replay – The **directional buttons** rotate the camera **left** and **right** and **up** and **down** (only in Free Cam angle).



- Δ button – move camera up
- \times button – move camera down
- \square button – zoom in
- \circ button – zoom out
- right analog stick – Move camera position
- left analog stick – Play replay forward or backward
- L1 button – Change camera view
- L2 button – Hold down while playing (left analog stick) for slow motion
- R1 button – Play replay
- R2 button – Hold down while playing (left analog stick) for fast forward
- R3 button – Change from focus on player to focus on any part of the court
- SELECT button – Hide/show camera icon
- START button – Exit

Statistics – Check out the Stats screen to see how you and your team are doing.

Controller Select – Switch between teams. Note: Cannot change teams in World Tournament or Lord of the Court.

Game Rules – Select Game Rules to change the default options.

Audio Settings – Select Audio Settings to change volumes, tracks, etc.

Quit Game – Sissy!

STREET HOOPS STORES

Press the **directional buttons left** or **right** to select from the various stores. To move to the Tattoo Parlor, Pawn Shop–Jewelry Store, Check

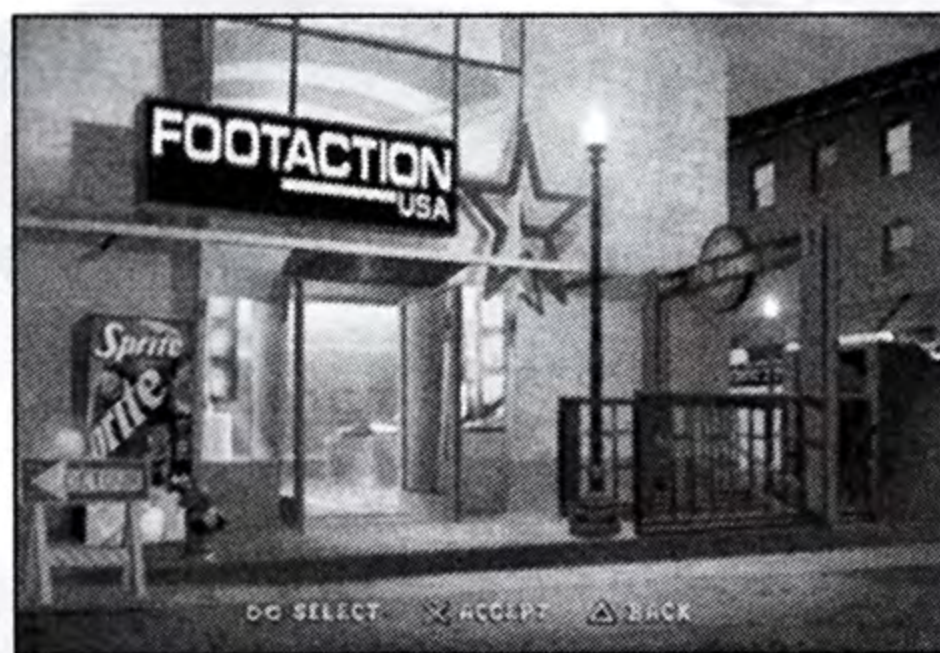
Cashing Store (to place bets), and the Barber Shop on the next screen, press the **directional buttons** to the **left**. To select a store to go into, highlight that store and then press the **X** button. Press the **△** button to back out.

Store Descriptions

Footaction USA®

Go here to pick up the latest gear for your players. You can choose items from 16 apparel lines: And 1, Dada, D-UP, Ecko, Enyce, 57 Fake, Fila, Goat

Gear, P Miller, Pure Playaz, Rocawear, Sean John, Snoop Dogg Clothing, Southpole, Triple Five Soul, and Varcity. You can also select various accessories such as sunglasses, arm and wristbands, socks, and headgear.



Tattoo Parlor

Go here to purchase tattoos for your players.

Pawn Shop/Jewelry Store

If you can afford it then come here to outfit your team. You can equip them with necklaces, watches, and ear studs. Or if you're broke, go here to sell back your jewelry.

Check Cashing/Bookie

Go here to place bets on your team to earn your additional cash.

Barber Shop

Customize your player's looks even further by selecting a new hairstyle for them.

Store Menus

Tattoo Parlor, Jewelry Store, Barber Shop.

To select a player, move the **directional buttons** **up** or **down**. To rotate the player, press and hold the **L2** or **R2** buttons. In the Tattoo Parlor, preview how a tattoo will look by pressing the **O** button to remove a player's shirt. Press the **X** button to purchase the desired good. In the Pawnshop, you can sell your current jewelry for half the price you paid for it.

Check Cashing/Bookie

Press the **directional buttons up** or **down** to scroll through the different categories that you can bet on for the upcoming game. Press the **directional buttons left** or **right** to increase/decrease the amount of money bet or use the **R1/R2** buttons to increase your bet by larger amounts or the **L1/L2** buttons to decrease your bet by larger amounts. Press the **X** button to confirm your bet. Press the **Δ** button to completely exit the bookie. Note: Once you make a bet, you can't take it back!

Footaction

Press the **directional buttons left** or **right**, once inside the Footaction store, in order to select from the various Clothing lines. Press the **X** button to proceed to the Changing Room.

To select a player to dress, move the **directional buttons left** or **right** and then press the **□** button to highlight them. To select your entire team, press the **R2** button.

Once you've chosen your player(s), press the **X** button to bring up the clothing options. Move the **directional buttons left** or **right** to scroll through the various clothing items.



Shirts – Choose anything from T-shirts to long sleeve sweaters or have your team be simply skins.



Pants – Choose from shorts to long sweatpants.



Shoes – Choose from the different footwear designs.



Headwear – Beanies and caps.



Accessories – Choose sunglasses, arm and wristbands, long or short socks.

After you have settled on a clothing item press the **X** button and then press the **directional buttons up** or **down** to choose from the various colors of that particular item. Once you have settled on your

selection, press the **X** button to choose and then press the **X** button again to accept it. You can get a better look by pressing the **R2** or **L2** buttons to rotate the currently highlighted player. Press the **△** button to go back to the previous screen\selections when ready. Once you are completely finished with your choices, press the **△** button to completely exit the store.

Once you are finished customizing your players look, press the **△** button to back out and continue to the game. To start your game, select the **Subway** station and you are on your way.

FULL COURT RULES

The following rules are in force for full court games and can be toggled On and Off. (The defaults are highlighted.)

- Score Limit (for scored games only) (7, 11, **21**, 32)
- Half Length (**5**, 10, 15, 20 minutes)
- Backcourt ON/**OFF**
- 30 second shot clock (**ON**/OFF)
- 10 second over half court (**ON**/OFF)
- 5 second in-bounding (**ON**/OFF)
- 3 seconds in the key (**ON**/OFF)
- Goaltending (**ON**/OFF)
- Fouls (ON/**OFF**)

These Rules Can't be Changed

- There will be no substitutes.
- There will be no technical fouls.
- Players will not be able to foul out. If a player receives three fouls, he will remain in the game and the fouled team will shoot one free throw and get the ball back for each subsequent foul.
- Each team will have three time outs per half. No 20-second time outs. (Time out is called by pressing the **R3+L3** buttons together.)
- After 3 team fouls, opposing team enters the bonus situation where all fouls are two free throws.

- Scoring will be one point for a free throw, two for any other shot inside the three point line and three points from anywhere beyond the three point line.

Game Periods

- 20 min half/40 minute game/5 minute OT
- 15 min half/30 minute game/4 minute OT
- 10 min half/20 minute game/3 minute OT
- 5 min half/10 minute game/2 minute OT

HALF COURT RULES

The following rules are in force for half court games and can be toggled On and Off. (The defaults are highlighted.)

- Score Limit (7, 11, **21**, 32)
- 3 seconds in the key (**ON**/OFF)
- Goaltending (**ON**/OFF)
- Traveling (**ON**/OFF)
- Fouls (ON/**OFF**)

These Rules Can't be Changed

- Ball is always checked in after every score (ball handed to in-bounding team from defensive team).
- Always in-bounded from the half-court line.
- No shot clock or game clock.
- All games must be won by two points.
- Visitor shoots for the ball from the free throw line to determine first possession. If visitor makes the shot he takes the ball out. If he misses, the home team is awarded the ball.
- If a team hits a shot, the ball goes to the other team.
- All change of possessions must be cleared to the 3-point line.
- Scoring: 1 point for each basket inside 3 pt. line; 2 points for each basket outside the line.

MULTIPLAYER

Quick Start (1 to 8 players)

This is the quickest way to get into a game. Select which team to control for play on a random court. You can play one quick game with the selected teams.

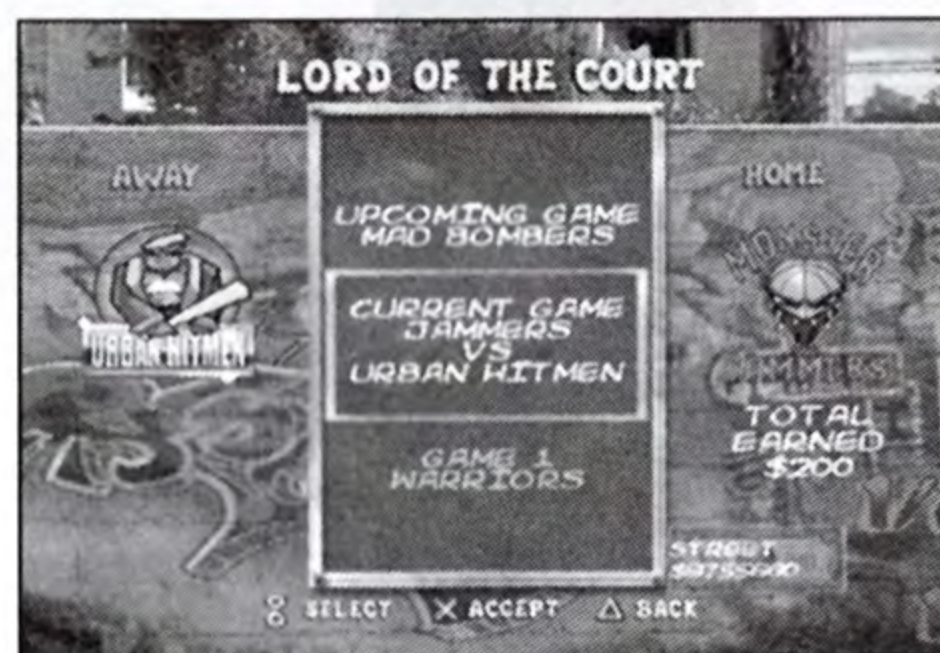
World Tournament (1 to 5 players)

(up to 5 people Co-Op vs. the CPU team) Go all over to well-known courts to battle the world's best Street Hoops players. Win at all venues and capture the title of "Best Street Baller in the World." Defeat World Tournament and unlock new courts. As you progress, you can unlock special characters, their moves and courts.



Lord of the Court (1 to 5 players)

(up to 5 people co-op vs. the CPU team) You have to defend your home court against every team that comes in and tries to defeat you. Complete this mode and start to unlock unlockable movies and secret characters.



Pick-Up Game – Full Court (1 to 8 players)

One-to-eight players can pick teams and a court and battle for one game. You can mix and match your team by selecting from the pool of available players.

Pick-Up Game – Half Court (1 to 6 players)

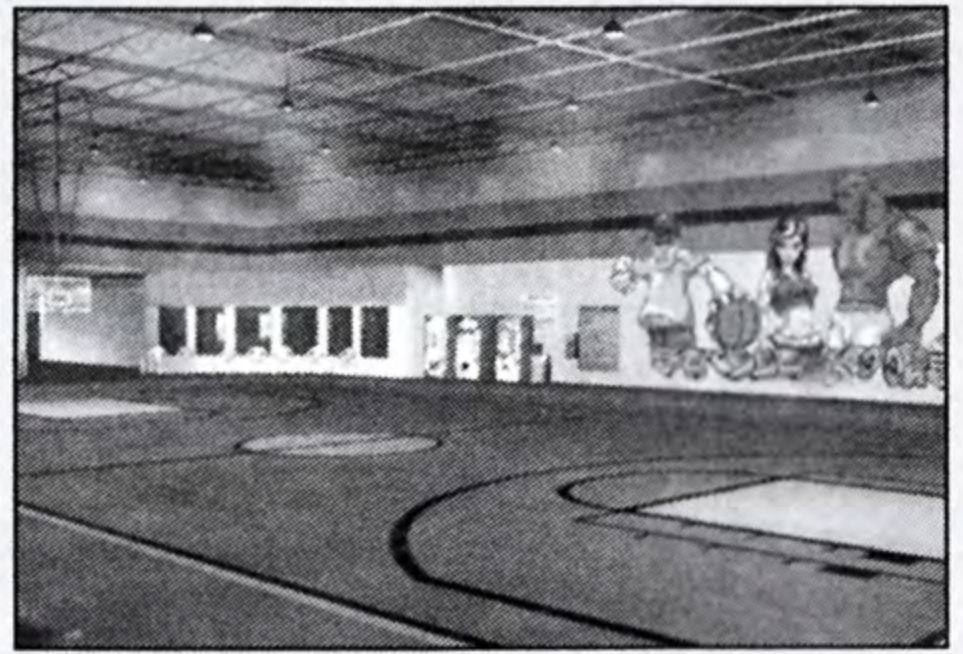
Play Half Court basketball with different rules from the full court game. The maximum players are 3 on 3. Play a one game match only.

COURTS AND TEAMS

Run N' Shoot (Atlanta, GA)

“Run N' Shoot” *Available at beginning*

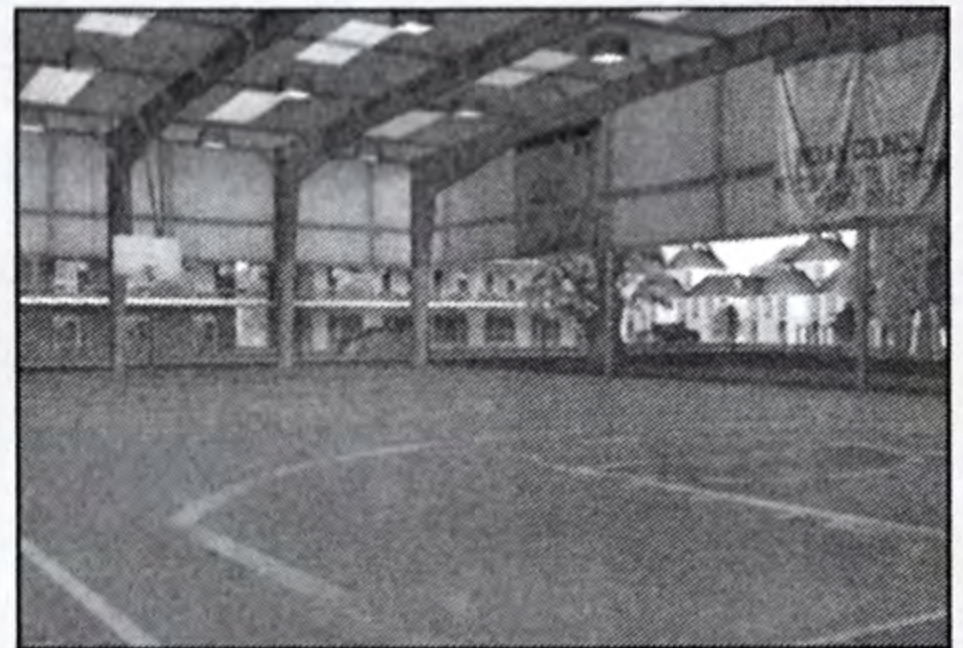
This court offers the best competition in the city of Atlanta. Be ready to argue any foul called, because people come for the show as well as the game. The play is charged and rough; if you don't want to get dirty, don't play.



Shakespeare Park (New Orleans)

“Shakespeare Park” *Available at beginning*

By far the best court in New Orleans, Shakespeare Park is also the only covered outdoor court in the city. The iron roof keeps the court dry in winter and the players cool in the summer. The competition is average to above, but rough play has caused only minor bruises and bloody noses.



Farmer's Park (French Lick, IN)

“Farmer's Park” *Available at beginning*

The level of play at this court varies from day to day. Normally it's a laid back placeto practice jump shots. Occasionally, on the weekends some of the area high schoolers and local college talent come by and the games can get more heated. Not much trash talking done here. Just



jumpers in your face. The pace of the game is a little slower and less flashy than in other places, but the fundamentals are strong. Here the farmer's sons practice strong shooting and ball handling skills. If you play here, don't be lulled by the lack of flashy dunks, these guys can strip you and fire off a three pointer all in one move.

Madison Square Recreation Facility (Baltimore, MD) **“The Dome”** *Unlock in WT mode*

The level of play here is very good. Kids of all ages come to learn and develop their game. League play is as intense and energetic as pro play. Definitely not for the weak at heart. Bring your “A” game.

During the Midnight tournament, top teams made up of collegiate age players can take on real pros.



11th and Lombard Courts (Philadelphia, PA) **“11th and Lombard”** *Unlock in WT mode*

If you come here, be ready to play with talent and guts. The skill level of the regulars at this court is pretty high. There are collegiate as well as street players testing each other’s moves here all the time. If you want to play with the big dogs, be prepared for the not so random

shoulder and elbow in your face. Getting the ball and making your break to the hoop is what counts, not the bruise you got for getting stripped.



Jackson Park Courts (Chicago, IL) **“Jackson Park”** *Unlock in WT mode*

The competition here can be grueling, even for a visiting pro. Star players in the pros have been humbled by the cream of this court. Here the name of the game is “Win.” The play is fast-paced and physical. The attitude is as intense as the game. Ballers here talk as big (and sometimes bigger) than they play.



Mosswood Park (Oakland, CA)

“The Moss” *Unlock in WT mode*

The game here is hardcore. If you can't make the grade, the court regulars will tear you a new one. The best games run in the late afternoon, so if you're a beginner, go practice early in the day before the big dogs blow in for the show.



West 4th Street (NYC)

“The Cage” *Unlock in WT mode*

The most famous park in the world. Best in the City; don't go if you can't play. You'll most likely get a nickname your first time down. If you're lame, you will get goofed on from the players or the people that crowd the fence. Very physical, flashy play with lots of trash talking at all times.



Venice Beach Courts (Venice, CA)

“Venice Courts” *Unlock in WT mode*

This is one sure-fire place to find a pick-up basketball game while the sun is shining. The first court, lined by bleachers, is reserved for full-court games and the action is intense, theatrical and definitely entertaining. The facility also has four half-courts featuring non-stop 3-on-3 games.



If you're in the mood to shoot some hoop and make the scene at the same time, you can't do any better. The courts are on a first-come-first-served call-it when you get there system, so bring some friends and be prepared to take on teams ranging from local playground legends to beach bums.

You can see the pro big boys out for some fun, and don't be surprised if you end up playing with some Hollywood names as well.

Rucker Park (NYC)

“The Rucker” *Unlock in WT mode*

Known by many as the number one street ball court in the U.S, the level of play at The Rucker is very high. The best players in the East play here. Many pro players come to test their skills. There's a lot of contact inside the paint and trash talking goes on regularly. Crowds gather from all over the city when a tournament is going on at Rucker. Hot dog moves and one on one confrontations are part of the game here. Timid players need not come out.



PLAYERS

AO

Height: 6'3"

Weight: 170 lbs.

Shoe Size: 10.5

Position: Point Guard/Shooting Guard

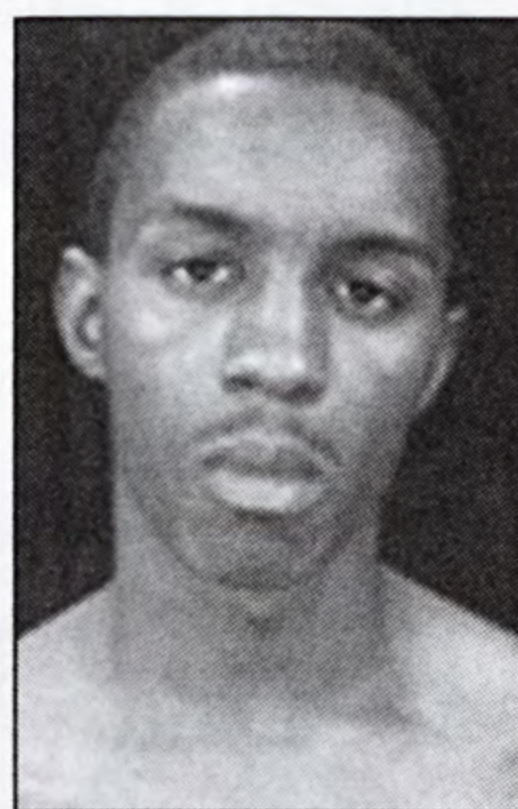
Playing Style: "Pass or shoot, I'm as smooth as silk."

Hometown: Philly, PA

Favorite Court: 11th & Lombard (Philly)

Favorite #: 13

Last Words: **Never complain, never explain.**



Booger

Height: 5'10"

Weight: 145 lbs.

Shoe Size: 9.5

Position: Point Guard

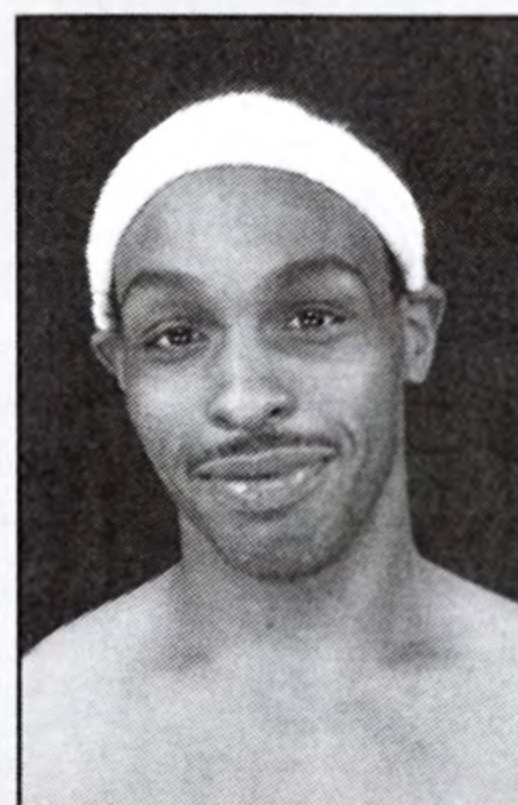
Playing Style: "I'll drop dimes that no one's seen."

Hometown: Brooklyn, NY

Favorite Court: The Cage

Favorite #: 14

Last Words: **Play ball 'til I can't ball no more.**



Future

Height: 5'11"

Weight: 160 lbs.

Shoe Size: 11

Position: Point Guard

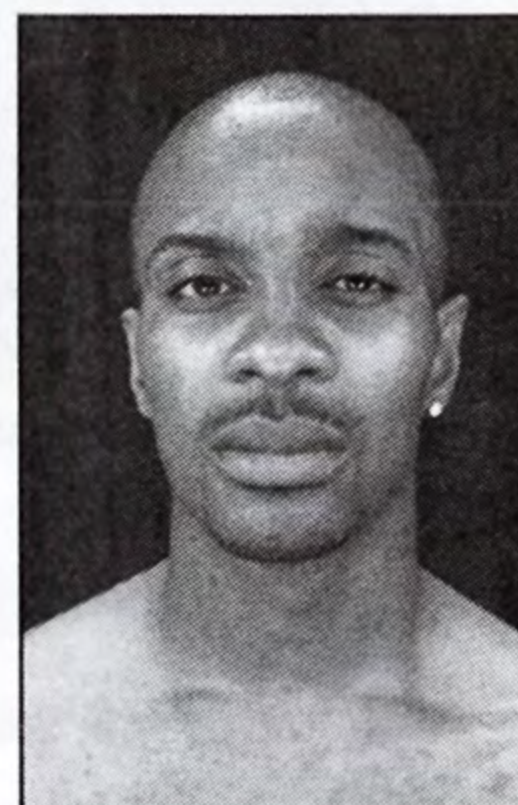
Playing Style: "Dance and Dribble, I'll do both out on the court."

Hometown: Bronx, NY

Favorite Court: Rucker Park

Favorite #: 15

Last Words: **I've got moves that won't be seen for the next 20 years.**



1/2 Man 1/2 Amazing

Height: 6'6"

Weight: 195 lbs.

Shoe Size: 14

Position: Power Forward/Center

Playing Style: "Big man who can do it all."

Hometown: Brooklyn, NY

Favorite Court: Rucker Park

Favorite #: 10

Last Words: **Never be intimidated by anyone! Dunk on bigger and taller guys, bang with oversized opponents and hold your own. Don't worry about my name, worry about my game!**



Headache

Height: 6'3"

Weight: 180 lbs.

Shoe Size: 11.5

Position: Point Guard/Shooting Guard

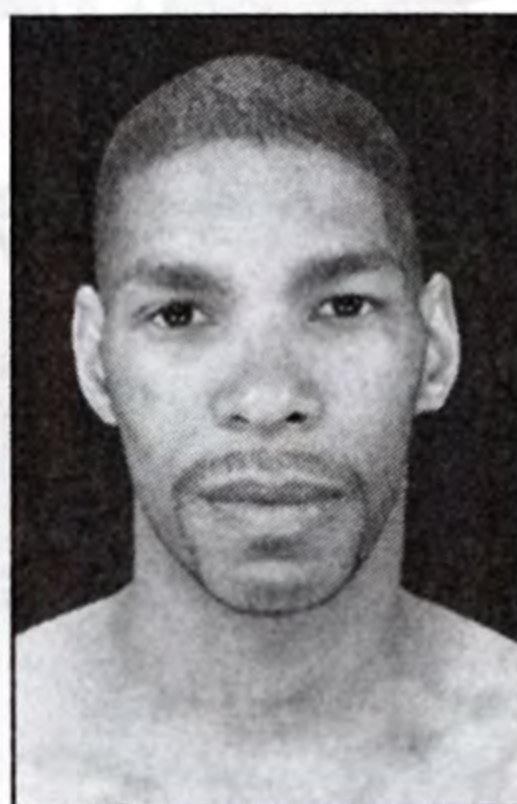
Playing Style: "I'll embarrass you, slice you and dice you and let you know about it."

Hometown: Harlem, NY

Favorite Court: Rucker Park

Favorite #: 13

Last Words: **I want to play at the highest level and give back to the community...be successful on and off the court.**



Hot Sauce

Height: 6'1"

Weight: 160 lbs.

Shoe Size: 10.5

Position: Point Guard

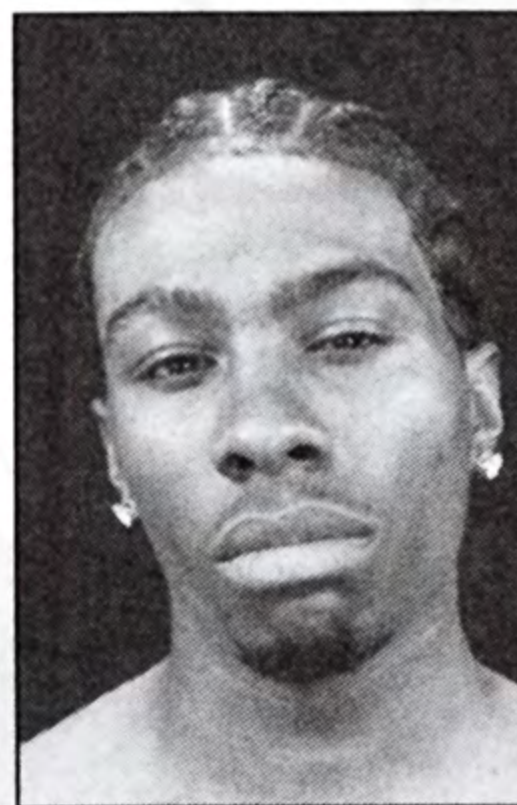
Playing Style: "Just *try* and get the ball from me. I dare you. You won't win."

Hometown: Atlanta, GA

Favorite Court: Run & Shoot (Atlanta)

Favorite #: 3

Last Words: **I'm not from NY, I'm from the Dirty South and I don't play the radio.**



Main Event

Height: 6'4"

Weight: 225 lbs.

Shoe Size: 14

Position: Power Forward/Small Forward

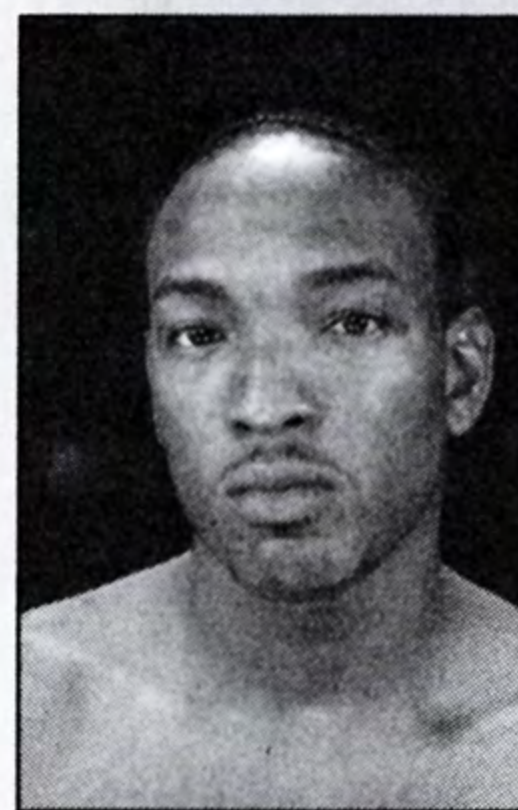
Playing Style: "Best dunker you've never seen."

Hometown: Linden, NJ

Favorite Court: Rucker Park

Favorite #: 4

Last Words: **Ball 4 Life**



Speedy

Height: 6'0"

Weight: 171 lbs.

Shoe Size: 10

Position: Point Guard/Shooting Guard

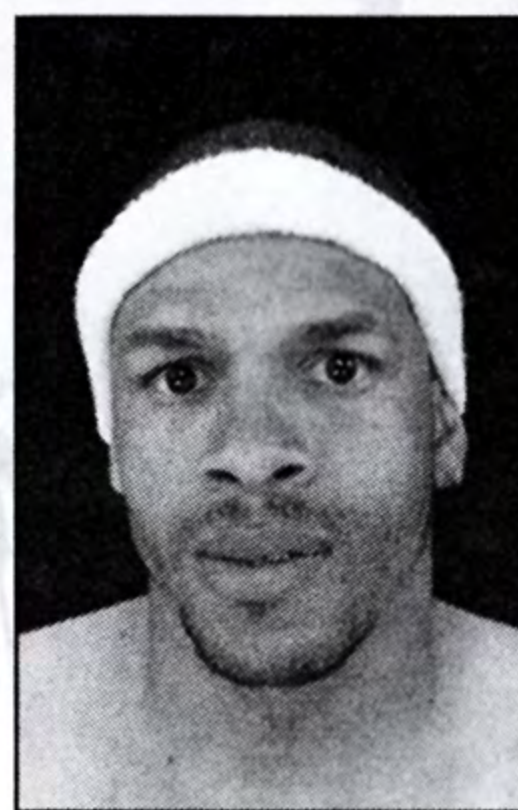
Playing Style: "All around guard; score, pass, defend, whatever..."

Hometown: Queens, NY

Favorite Court: Rucker Park

Favorite #: 4

Last Words: **It's simple, I make everyone around me better.**

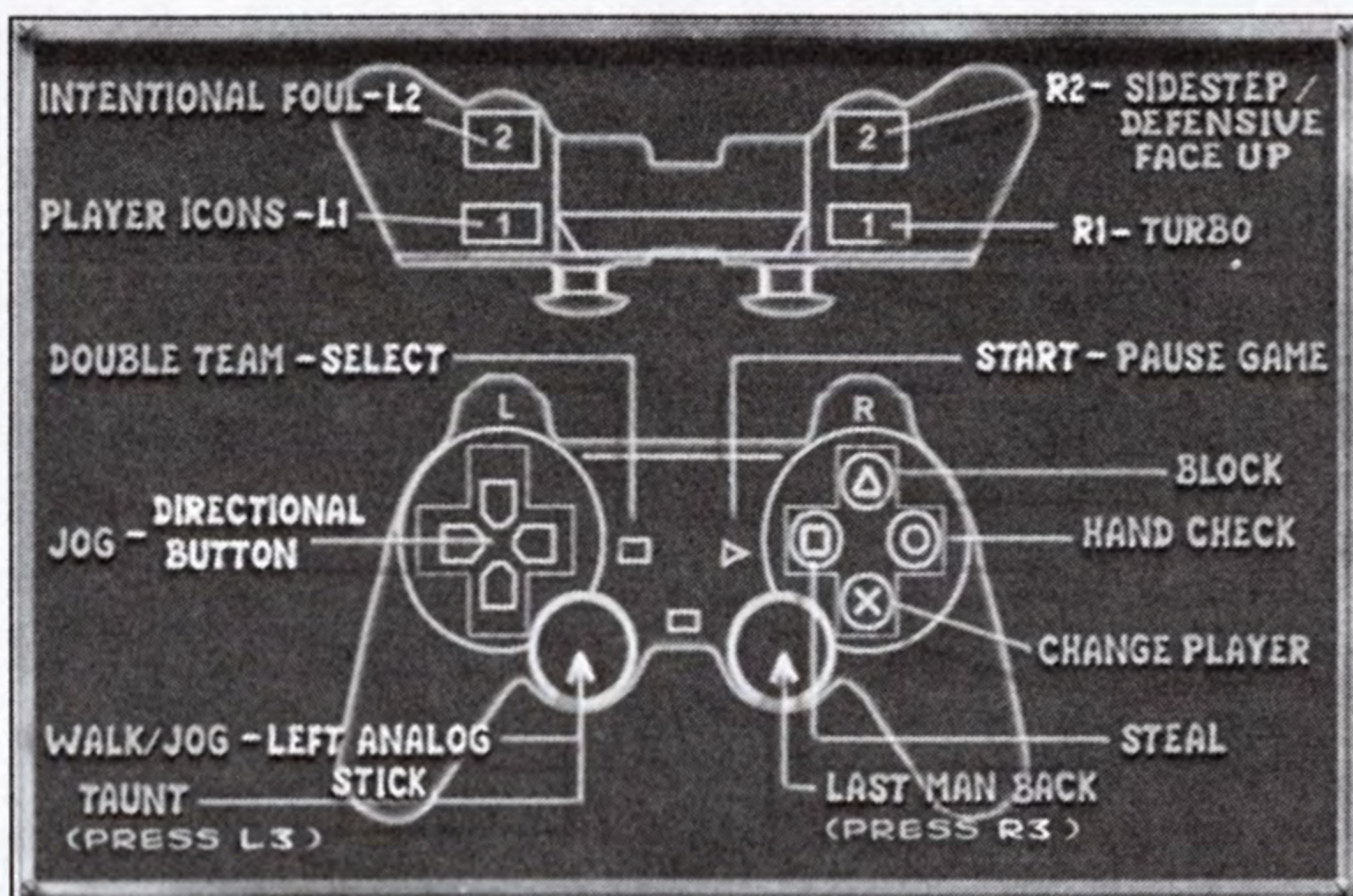


Live Wire / G-Man / 50/50

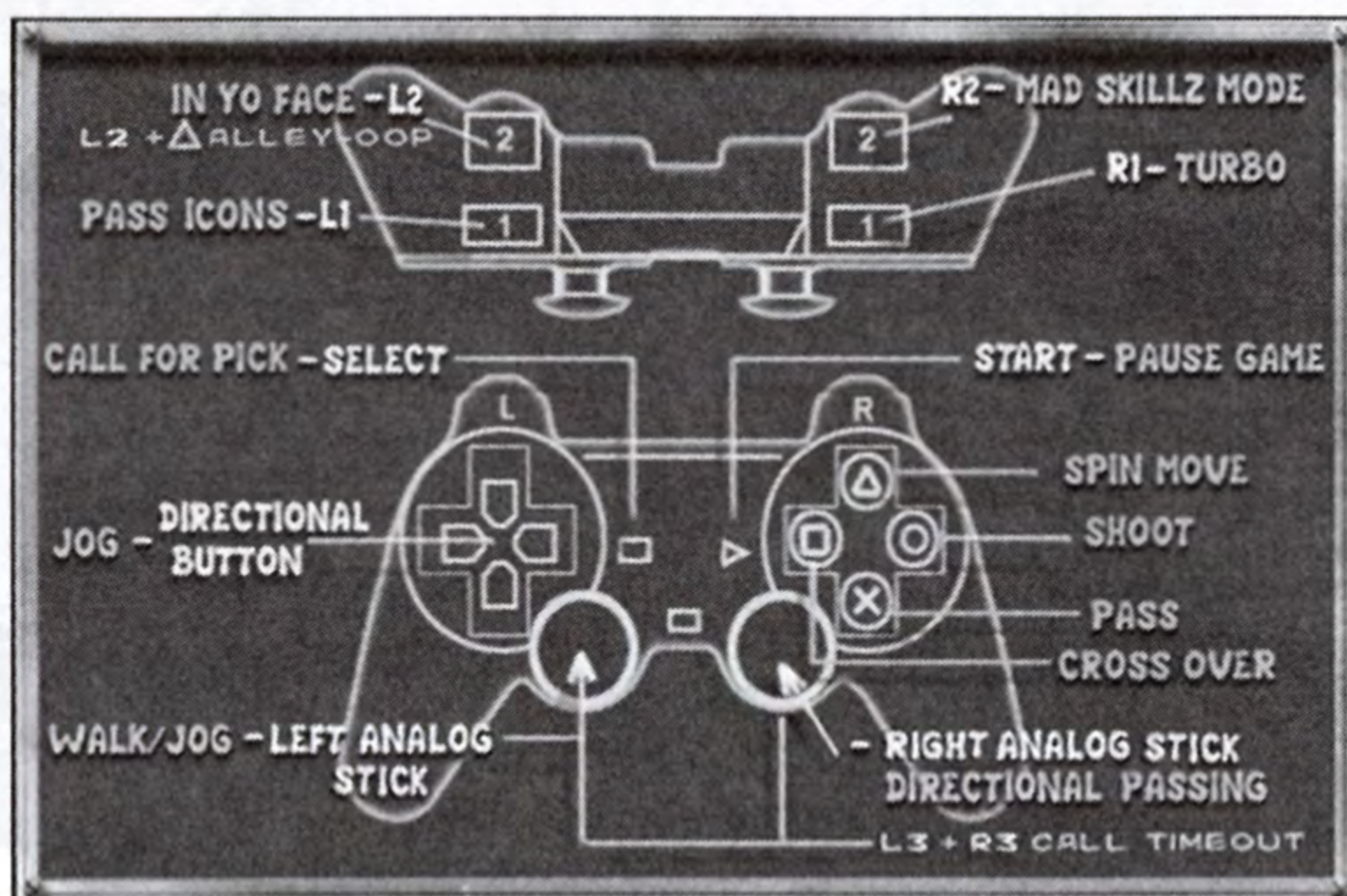
These three ballers are straight from the street and make their living hoopin' on the daily. You'll start with the moves from these street legends and they are no slouches with their handles and skills. As you progress through World Tournament, you can unlock the other players to create your dream lineup.

QUICK REFERENCE

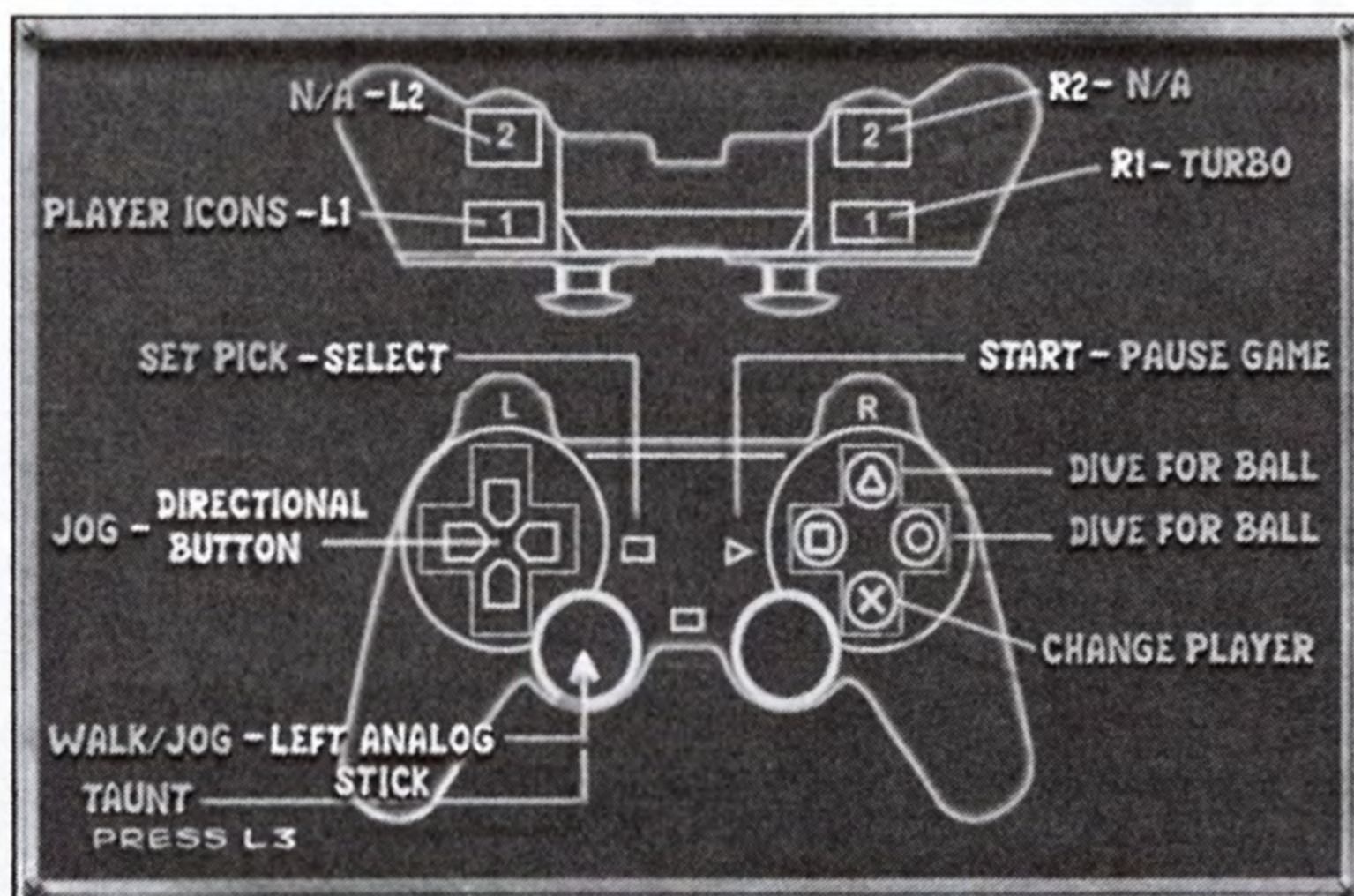
Defense



Offense With Ball



Offense Without Ball



CREDITS

DEVELOPED BY BLACK OPS ENTERTAINMENT, LLC

Project Director /Lead Game

Programmer

Jose Villeta

Executive Producer

John Botti

Producer/Designer/Test Lead

Tracy "Tre" Johnson

Game Programmers

David Tsuchiyama

David Tseng

Alexandra Getty

Matthew C. Harmon

Front End Programmer

Anthony Deluca

Game/Audio Programmer

Frank Aguirre

Tools Programmer

Rudi Kammerer

Additional Game Programming

Anthony Carotenuto

Jim Gooding

Lead Artist

James J. Ho

2D Artist

Marcus Lull

3D Artists

Jake Geiger

Christy Arnold

Carlo Surla

Additional Art

John Rheume

Lead Animator

Sam Ware

Animator

Erik Van Pelt

Line Producer

Jessica Budin

**Basketball Consultant/
Athlete Relations**

Syrus "Sy" Yarbrough

Tester

Benjamin "Boss Player" Krotin

**24-hr Video Edit Team/
Location Photographers**

John Botti

Manuela de Sousa

SPECIAL THANKS TO:

Will "Perimeter Man" Botti

Rita Mines

Christine Nielsen

Beth Sanborn/John Sheen

Will Woodard

ACTIVISION STUDIOS

SENIOR PRODUCER

Adam Goldberg

ASSOCIATE

PRODUCER/ADDITIONAL GAME

DESIGN

Chuck Park

PRODUCTION COORDINATORS

John Sweeney

Lindsey Hayes

DIRECTOR OF TECHNOLOGY

David Brickhill

ART DIRECTORS

David Dalzell

Robert DePalma

ARTISTS

Franz Boehm

James Mayeda

PLAYERS

Philip Champion "Hot Sauce"

Waliyy Dixon "Main Event"

Tim Gittens "Headache"

Anthony Heyward Jr.

"1/2 Man 1/2 Amazing"

Malloy Nesmith "Future"

Aaron Owens "AO"

Ed Smith "Booger"

James Williams "Speedy"

ANNOUNCERS:

Set Free

Big Boy

Written by:

Richard Beresh

BASKETBALL CONSULTANT

Mark Edwards

ACTIVISION, INC.

EXECUTIVE VP,

WORLDWIDE STUDIOS

Larry Goldberg

SENIOR VP & COO

WORLDWIDE STUDIOS

Russ Gubler

VICE PRESIDENT, NA STUDIOS

Dave Stohl

**QUALITY ASSURANCE/
CUSTOMER SUPPORT**

PROJECT LEAD

John "Ballgame" Rosser

SENIOR PROJECT LEAD

Ben DeGuzman

MANAGER, CONSOLE TESTING

Joe " ZerO DisciplinE" Favazza

MANAGER, NIGHT SHIFT

Jeremy Gage

FLOOR LEAD

Ian Moreno

TEST TEAM

Michael "Kruption" Jackson

Paul Fortin

Derek Faraci

Hans Wakelin

Elliot "Stonewall" Jackson

Adam "Turbo" Tortolano

Danny Taylor

Vyente Ruffin

Matt McPherson

Jef Sedivy

Frank So

Steve Penate

Todd Amann

Kerry Marshall

Kop Tavommas

CUSTOMER SUPPORT MANAGER

Bob McPherson

CUSTOMER SUPPORT LEADS

Rob Lim

Gary Bolduc

Mike Hill

CS/QA SPECIAL THANKS

Jim Summers

Jason Wong

Tim Vanlaw

Nadine Theuzillot

Sam Nouriani

Ed Clune

Marilena Rixford

Indra Gunawan

Marco Scataglioni

Todd Komesu

Willie Bolton

Chad Siedhoff

Jennifer Vitiello

Sarah Pepin

Nick Favazza

Omari Valentine

Sheryl Carrillo

Jason "Dark Fox" Potter

Henry "Mistah Aytch" Villanueva

Jeremy Richards

**ACTIVISION MARKETING,
LEGAL, CREATIVE SERVICES,
PR AND BUSINESS
DEVELOPMENT**

EXECUTIVE VP, WORLDWIDE

PUBLISHING

Kathy Vrabeck

**VICE PRESIDENT, GLOBAL BRAND
MANAGEMENT**

Will Kassoy

DIRECTOR, GLOBAL BRAND MANAGEMENT
David Pokress

ASSOCIATE BRAND MANAGER
Ted Chi

SR. VP & GENERAL COUNSEL
George Rose

SENIOR COUNSEL
Rob Pfau

VP, CREATIVE SERVICES
Denise Walsh

MANAGER, CREATIVE SERVICES
Jill Barry

PROJECT COORDINATOR, CREATIVE SERVICES
Shelby Yates

VP, CORP COMMUNICATIONS
Maryanne Lataif

DIRECTOR, CORP COMMUNICATIONS
Michelle Nino

SENIOR PUBLICIST
Mike Mantarro

DIRECTOR, BUSINESS DEVELOPMENT & LICENSING
David Anderson

IN-GAME LICENSING MANAGER
Paula Cuneo

LICENSING ASSISTANT
Patricia Nicolai

ACTIVISION UK

SENIOR VP INTERNATIONAL
Scott Dodkins

DIRECTOR OF MARKETING UK & ROE:
Sarah Ewing

SENIOR BRAND MANAGER UK & ROE - ACTION SPORTS
Tim Woodley

BRAND MANAGER UK & ROE - ACTION SPORTS
Katy Moxham

HEAD OF PUBLISHING SERVICES
Nathalie Dove

LOCALISATION PROJECT MANAGER
Mark Nutt

CREATIVE SERVICES MANAGER
Jackie Whale

ACTIVISION FRANCE

MARKETING DIRECTOR
Bernard Sizey

BRAND MANAGER
Guillaume Lairan

PR MANAGER
Diane De Domecy

SALES MANAGER
Antoine Seux

ACTIVISION GERMANY MARKETING DIRECTOR
Achim Kasper

BRAND MANAGER
Stephan Ricken

ACTIVISION SPECIAL THANKS

Chris Archer
Christian Astillero
Gene Bahng
Byron Beede
Brian Bright
Chip Bumgardner
Bryant Bustamante
Kelly Byrd
Shawn Capistrano
Maria Cardenas
Irwin Chen
Michael Chiang
Blaine Christine
Brian Clarke
Megan Clarry
Warren Colter
Michelle Corrigan
Jim Desmond
John Dilullo
Stacey Drellishak
Michael Fletcher
Lisa Fusco
Aaron Gray
Jay Gordon
Eric Grossman
Michael Hand
Chris Hewish
Neysa Jackson
Todd Jefferson
Ricjuane Jenkins
Andre Kinniebrew
Eric Koch
Chris Langlois
Michael Larson
Fritzie Leao
Eric Lewis
Cirroco Lofton
Kragen Lum
Jeff Matshushita
Gary Medina
Peter Muravez
Chris Ovitz
Adrian Parker
Brian Pass
Jeff Poffenbarger
Matt Powers
Patrick Pratt
Joe Shackelford
Jairo Silva
Ron Skotarczak
Jesse Smith
Trey Smith
Willie Smith
Stacy Sooter

Paul Stewart
Murali Tegulapalle
Phil Terzian
Carolina Trujillo
Marc Tumdorf
Mike Ward
Trey Watkins
Melissa Webster
Derek Williams
Marc Williams
Nicole Willick
Charlee Winston
B Real
BoBo
DJ Muggs
Master P
Lil' Romeo
Silkk the Shocker
Xzibit
Dennis Rodman

TOMMY TALLARICO STUDIOS, INC

Audio Director
Tommy Tallarico

Sound Design
Joey Kuras

MOTION CAPTURE PROVIDED BY HOUSE OF MOVES (LOS ANGELES, CA)

Executive in Charge of Production, Motion Capture
Tom Tolles

Executive Producer, Motion Capture
Jarrod Phillips

Chief Technology Officer, House of Moves
Taylor Wilson

Motion Capture Associate Producer
Kathleen McMullen

Motion Capture Production Manager
Chris Bellaci

Motion Capture Director
James Scanlon

Senior Motion Capture Artist
Dennis "DJ" Hauk

Motion Capture Artist
Jennifer Becherer

Motion Capture Artist
Justin Buettner

Motion Capture Artist
Josh Ochoa

Motion Capture Artist
Amy Taylor

Motion Capture Artist
Humphrey Oliveri

Motion Capture Technician
Johnny Ravenna

**CYBER SCANNING SERVICES
PROVIDED BY**

Cyber/FX
Dick Cavdek

VIDEO EDITING
EVOLUTION ENGINE
Mitch Lawin
Colin O'Neil

**CYBERSCANNING & MOTION
CAPTURE PRODUCTION CREW**

Director
Jose Villeta

Assistant Director
Tracy "Tre" Johnson

Producer
John Botti

Line Producer
Jessica Budin

Animation QA
Sam Ware

Athlete Relations
Syrus "Sy" Yarbrough

Grip & Electric
Leonard La Rossa

Behind the Scenes Videography
Manuela de Sousa

Photography
David Sessions

Hair/Makeup
Becky Soriano
Rosemary Lawrence

Production Assistants
Beth Sanborn
Jeff Ash
Kate Kelly

**ADDITIONAL MOTION
CAPTURE TALENT**

Victor Battle
Sidney Faison
Exree Hipp
Wayne King
Vince "Chico" Langston
Erika Ringor
Justice Smith

SHOP OPERATORS

Derrick Guidry
Jameel Mahmud
John B. Moore
Michelle Trepte

ADDITIONAL VOICE TALENT

Evan Button
Jeremy Evangelista
Aaron Gray
Beth Sanborn
John Sweeney
Will Woodard
Syrus "Sy" Yarbrough

THANKS TO OUR SPONSORS

And 1
Footaction USA
Hoops R Us
NOKIA
SLAM Magazine
Sprite
57 Fake
D-Up Authentic Game Gear
Dada
ECKO Unlimited
Enyce
FILA
G.O.A.T. Gear
P. Miller Collection
Pure Playaz
Rocawear
Sean John
Snoop Dogg Clothing Company
South Pole
Triple 5 Soul
Varcity, USA
Nokia, Connecting People and the
Original Accessories logo are
registered trademarks and/or
trademarks of Nokia corporation
and/or its affiliates.

**SPECIAL THANKS
TO THE COURTS:**

Atlanta - Run N' Shoot
New Orleans - Shakespeare Park
French Lick - Farmer's Park
Baltimore - Madison Square
Recreation Center "The Dome"
Philadelphia - Lombard Court
Chicago - Jackson Park
Oakland - Mosswood Park
New York - West 4th Street
"The Cage"
Los Angeles - Venice Beach
Recreation Center
New York - Rucker Park
San Juan - La Perla
Athens - Acropolis Court
London - Queen's Park
Kinshasa - Tribal Park

DTS is a trademark of
Digital Theatre Systems, Inc.

Dolby and the double-D symbol are
trademarks of Dolby Laboratories.

MUSIC CREDITS:

"Da Rockwilder"
Performed by Method Man
and Redman
Written by Brett Bouldin,
Eugene Dixon, Earl Edwards, Louis
Freese, Larry Muggerud, Dana
Stinson, Clifford Smith, Reggie
Noble, Bernice Williams
Published by Dayna's Day
Publishing as administered by
Warner-Tamerlane Publishing Corp.

(BMI), Wu-Tang Publishing
as administered by Careers-BMG
Music Publishing, Cypress Phunky
Music as administered by BMG
Songs, Inc., Funky Noble Productions
as administered by Famous Music
Corp., Soul Assassin Music as
administered by Universal Music
Publishing, Conrad Music
(p) 1999 The Island Def Jam
Music Group
Courtesy of Def Jam Records
under license from
Universal Music Enterprises

"Who We Be"
Performed by DMX
Written by Earl Simmons,
Mickey Davis
Published by Dead Game Publishing
as administered by Universal Music
Publishing (ASCAP),
Fifty Four VIII Music (BMI)
(p) 2001 The Island Def
Jam Music Group
Courtesy of Ruff Ryders/Def Jam
Records under license from
Universal Music Enterprises

"Make Em Say Ugh"
Performed by Master P
Written by Craig Derry, Edward
Fletcher, Richard Jones, Jr., Master P,
B. MacDonald, Mia X, Vyshon Miller,
Dwain Mitchell, Sylvia Robinson,
Michael Tyler, Douglas Wimbish
Published by Big P Music, LLC (BMI),
Sugar Hill Music Publishing (BMI)
(p) 1997 No Limit/Priority
Courtesy of No Limit/Priority Records
Under license from EMI-Capitol
Music Special Markets

"Lowrider"
Performed by Cypress Hill
Written by Larry Muggerud, Louis
Freese, Senen Reyes, U. Reyes
Published by Soul Assassins Music
(ASCAP), Latin Connections Music,
Phreakas Ada Funk Music (ASCAP),
Hits From the Bong Music
administered by BMG
Songs, Inc. (ASCAP)
Courtesy of Columbia Records by
arrangement with Sony Music New
Media Licensing

"Front 2 Back"
Performed by Xzibit
Written by Alvin Joiner, Dana Stinson
Published by
Hennessey For Everyone (BMI)/VOCO
Music d/b/a Alexra Music (BMI);
Dayna's Day Publishing as
administered by Warner-

Tamerlane
Publishing Corp. (BMI)
Courtesy of Loud Records by
arrangement with Sony Music New
Media Licensing

"Rollout (My Business)"
Performed by Ludacris
Written by Christopher Brian Bridges
and Tim Mosley
Published by Virginia Beach Music
(ASCAP) as administered by
WB Music Corp.
(ASCAP), EMI April Music, Inc./
Ludacris Music Publishing (ASCAP)
(p) 2001 The Island Def
Jam Music Group
Courtesy of Def Jam South
Recordings under license from
Universal Music Enterprises

"Y'all Don't Wanna"
Performed by Skillz
Written by Donnie Lewis, Tony Cottrell
Published by Forever People Music
(ASCAP), Penskills Music and DJ Hi
Tek Music Publishing (BMI)
as administered by Songs of
Windswept Pacific
Courtesy of Rawkus Entertainment

"Get Up"
Performed by Cocoa Brovaz
Written by Tekomin Williams,
Darrell Yates, Tony Cottrell
Published by Bucktown USA
as administered by Duckdown
Entapizes (ASCAP); Boot Camp Klik
(ASCAP); DJ Hi Tek Music Publishing
(BMI) as administered by
Songs of Windswept Pacific
Courtesy of Rawkus Entertainment

"That Smut"
Performed by Smut Peddlers
Written by Milo Berger, Erik Meltzer,
Christian Palko
Published by Figs. D Music, Inc.
o/b/o itself, Budde Songs, Inc.,
1972unes and Eonic Verbal Tunes
Courtesy of Rawkus Entertainment

"Bottom Feeders"
Performed by Smut Peddlers
Written by Milo Berger, Erik Meltzer,
Christian Palko, RA the Rugged Man
Published by Figs. D Music, Inc.
o/b/o itself, Budde Songs, Inc.,
1972unes and Eonic Verbal Tunes
Courtesy of Rawkus Entertainment

"Extreme Situation"
Performed by Cocoa Brovaz
Written by R. Campbell, Ewart
Dewgarde, Walter Dewgarde, Jr.,
Wayne Henry, Tekomin Williams,
Darrell Yates
Published by Bucktown USA and
Boot Camp Klik (ASCAP)

as administered by Duckdown
Entapizes (ASCAP), Shades of
Brooklyn (ASCAP), Skavenger Music
Courtesy of Rawkus Entertainment

"No Mercy"
Performed by Pharoahe Monch
Written by Troy Jamerson, Eric Murray,
Jamal Grinnage, Alan Maman
Published by Trescadecaphobia
Music (BMI), Blindman's Bluff Music
(BMI), Amaman Music
as administered by
The Royalty Network, Inc.
Courtesy of Rawkus Entertainment

"Down For The Count"
Performed by Talib Kweli and Hi-Tek
Written by Talib Kweli, Tony Cottrell,
Rashia Fisher, Alvin Joiner
Published by Penskills Music and
DJ Hi Tek Music Publishing (BMI)
as administered by
Songs of Windswept Pacific,
Rah Digga Music (ASCAP),
Hennessey For Everyone Music (BMI)
Courtesy of Rawkus Entertainment

"Right Here"
Performed by Pharoahe Monch
Written by Troy Jamerson
and George Spivey
Published by Trescadecaphobia
Music (BMI),
I'm A Play Jason Music (ASCAP)
Courtesy of Rawkus Entertainment

"PA to VA"
Performed by Skillz
Written by Donnie Lewis,
Carlton Mann, Rick Moore
Published by Forever People Music
(ASCAP) and Pretty Ugly Music
Courtesy of Rawkus Entertainment

"Oh No"
Performed by Mos Def and
Pharoahe Monch feat. Nate Dogg
Written by Nathaniel Hale,
Troy Jamerson, Dante Smith,
Dana Stinson
Published by Dayna's Day Publishing
as administered by
Warner-Tamerlane Publishing Corp.
(BMI); Nate Dogg Music (BMI);
Trescadecaphobia Music (BMI);
EMI Blackwood Music, Inc. (BMI);
Medina Sounds Music (BMI)
Courtesy of Rawkus Entertainment

"My Life"
Performed by Kool G Rap
Written by Nathaniel Wilson,
Michael Herard, Victor Padilla
Published by Illville Publishing Inc.
(ASCAP), Ghetto Pro's Music
Courtesy of Rawkus Entertainment

"Planet of the Apes"
Performed by Kool G Rap
Written by Nathaniel Wilson
Published by Illville Publishing Inc.
(ASCAP)
Courtesy of Rawkus Entertainment

"Livin It Up"
Performed by Pharoahe Monch
Written by Troy Jamerson and
Paul Hendricks
Published by Trescadecaphobia
Music (BMI); Baby Paul Muzik (BMI)
as administered by
The Royalty Network, Inc.
Courtesy of Rawkus Entertainment

"Gun Music"
Performed by Talib Kweli
Written by Talib Kweli
and Dorsey Wesley
Published by Penskills Music (BMI);
Dors-D Music Publishing (ASCAP)
Courtesy of Rawkus Entertainment

"Ooohhwee"
Featuring Weebie
Written by Master P
Published by
Master P Music, LLC (BMI)

MUSIC SUPERVISION BY:
Sonic Fusion
Nelson Bae & Lori Lahman
SonicFusion would like to thank the
following for all their help:

A-Blitz
John Anderson
Justin Arcangel
Ron Broitman
Cage
Crazy Sam
Keith D'Arcy
Walter Dewgarde
Dru Friedman
Wayne Henry
Star Hull
Blake Indursky
Jeff Levenberg
Carmen Liu
Frank Liwall
Carlton Mann
Clay Mattson
Oscar Mazzola
Mike McArthur
Stacy McArthur
Rod McGrew
Tracy McNew
Rick Moore
Melissa Munana
Johan Powell
RA the Rugged Man
Mary Beth Roberts
Victor Rodriguez
Jon Rosner
Theo Sedlmayr
Dan Seliger
Carol Sovinski
George Spivey
Jason Swan
Don Terbush
Kevin Zinger

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

KEEP YOUR GEAR JUST AS HOT AS YOUR GAME.

**Real street players know that
it's not all about winning, it's
how you look while you do it.**

**Footaction is your one-spot for the
hottest branded footwear and apparel.**

**From exclusive shoe styles to the latest in urban
gear, Footaction keeps you clean
on and off the court.**

**Check out footaction.com
to find the store nearest you.**

**Footaction-We'll get you in style,
the skills are up to you.**

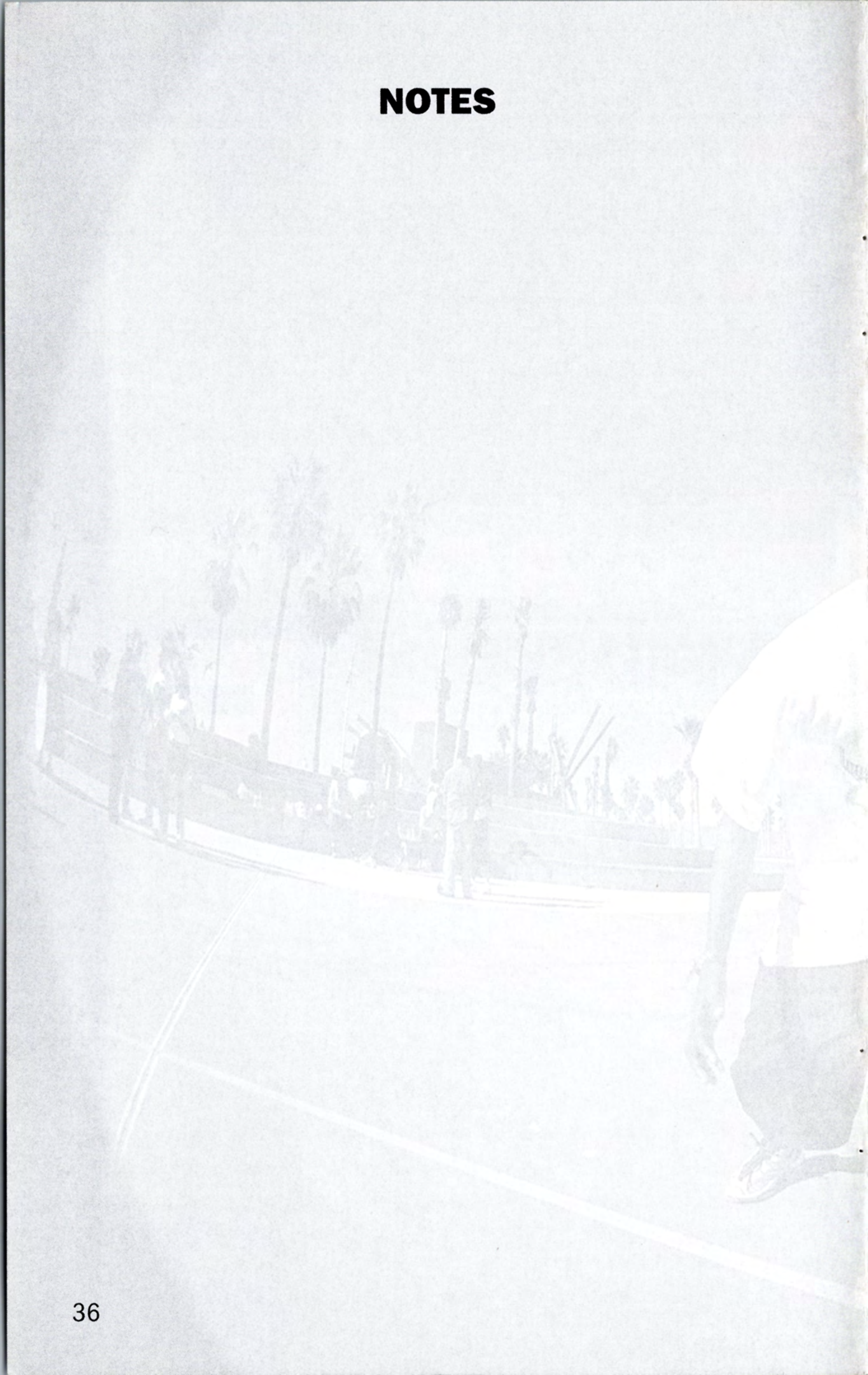
FOOTACTION 
THE STREET STARTS HERE.

AND 1
MIXTAPE
VOLUME **5**

IN STORES NOW

**ALSO LOOK FOR
AND 1 MIX TAPE TOUR 2002
ON DVD/VHS
COMING HOLIDAY '02**

NOTES



Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

AC

Y2 MAN Y2
AMAZING

BOOGER

HEADACHE

MAINEVENT

THE FUTURE

HOTSPACE

STREET

ACTIVISION

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

© 2002 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Developed by Black Ops Entertainment. Activision is a registered trademark and Street Hoops is a trademark of Activision, Inc. and its affiliates. All other trademarks and trade names are the property of their respective owners.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

80031.226.US