

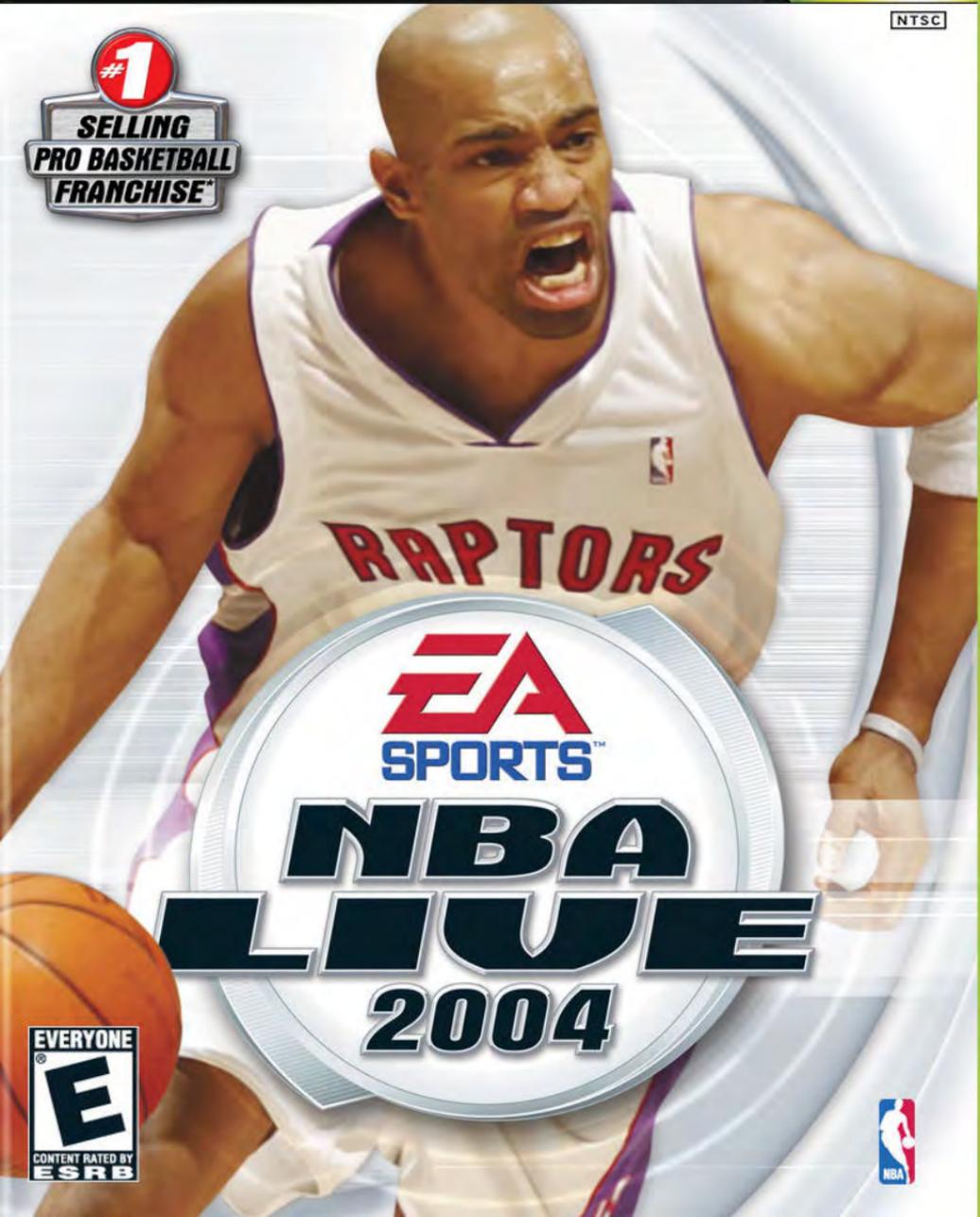
XBOX

<http://www.replacementdocs.com>



NTSC

#1
SELLING
PRO BASKETBALL
FRANCHISE*



EA
SPORTS™
NBA
LIVE
2004

EVERYONE
E
CONTENT RATED BY
ESRB



ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox™ video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

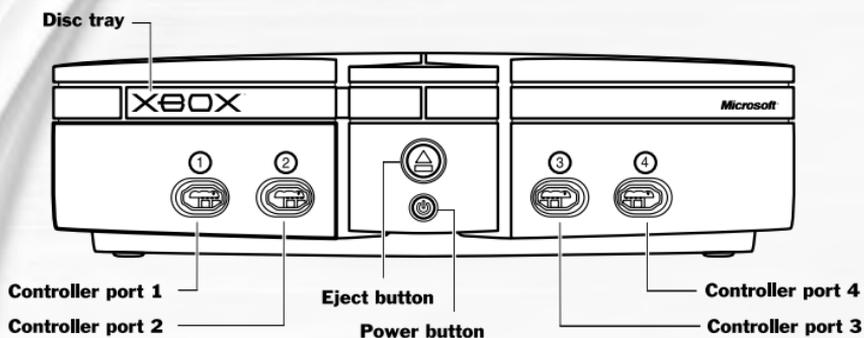
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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USING THE XBOX™ VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
- Press the power button and the status indicator light will light up.
2. Press the eject button and the disc tray will open.
3. Place the *NBA LIVE 2004* disc on the disc tray with the label facing up and close the disc tray.
4. Follow on-screen instructions and refer to this manual for more information about playing *NBA LIVE 2004*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

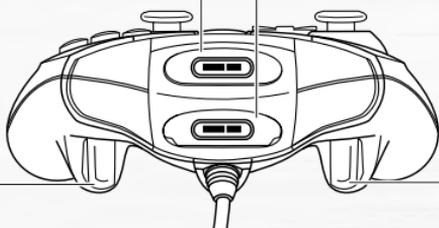
TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX™ CONTROLLER



Expansion slot A — Expansion slot B



Right trigger

Left trigger



Left thumbstick

Y button

X button

B button

A button

BACK button

Black button

White button

START button

Directional pad

Right thumbstick

1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NBA LIVE 2004*.

MENU CONTROLS

Highlight menu item 

Change highlighted item 

Select/Go to next screen 

Cancel/Return to previous screen 

For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

BASIC CONTROLS

Learn the basics of *NBA LIVE 2004* using these controls.

OFFENSE

ACTION	COMMAND
Move player	L
Shoot	B
Pass	A
Dunk/Lay-up	X
Pro-Hop move	Y
Turbo	R (Pull)
EA SPORTS™ Freestyle Control (> p. 20)	R

DEFENSE

ACTION	COMMAND
Move player	L
Switch players	A
Steal	R or X
Take a charge	B
Block/Rebound	Y
Turbo	R (Pull)
EA SPORTS™ Freestyle Control (> p. 20)	R

COMPLETE CONTROL SUMMARY



Take your game to another level with these advanced moves.

OFFENSE

ACTION	COMMAND
Move player	L
Shoot	B (Press and hold to jump then release to shoot; Tap to fake)
Pass (Direction of L chooses receiver)	A (Hold and release to execute a Give-and-Go)
Dunk/Lay-up	X (Double-tap to adjust your shot)
Pro-Hop/Power dribble	Y (Tap for power dribble when player is standing still)
Turbo	R (Pull)
Back down defender/ Protect ball	L (Pull)
Alley-oop pass (When teammate has a clear lane to the basket)	○ (Hold) (Tap for fast break outlet)
Direct pass (To a specific player)	○ + X , A , B , or Y (Tap ○ to pass to closest man to basket)
Call timeout	◀
Pause game	▶
Call an offensive Quick Play™ (> p. 11)	⊕
EA SPORTS™ Freestyle Control (> p. 20)	R
Off-Ball Switch (> p. 10) (to switch to a specific player)	R (Click) + X , A , B , or Y

CALL-FOR-PASS INBOUNDING

ACTION	COMMAND
Move pass receiver	L
Call for pass	A
Direct Player Switch (to a specific player)	○ + X , A , B , or Y
Strategic player switch	⊕ to switch to the best 3-point shooter, the closest man to the basket, the best free-throw shooter, or the best ball handler.

NOTE: To switch to Direct Pass mode while inbounding, press and hold **○**, then press the button of the inbounding player. You can now use Direct Pass Inbounding by pressing and holding **○** again.

DEFENSE

ACTION	COMMAND
Move player	L
Switch players	A
Steal	R or X (To dive for a loose ball on the court, press the X button.)
Take charge	B
Jump to block/Rebound	Y
Turbo	R (Pull)
Direct player switch (To a specific player)	L + X , A , B , or Y
Switch to last man back	O (Tap)
Intentional foul	Left Arrow
Pause game	Right Arrow
Call a defensive Quick Play™ (> p. 11)	+
EA SPORTS™ Freestyle Control (> p. 20)	R

ADDITIONAL LOW POST MOVES

↻ To back your defender down, pull and hold **L** and choose one of the following moves:

ACTION	COMMAND
Slam dunk	Move L toward basket + X when close to basket
Jump hook	Move L toward basket + B when close to basket
Fade away jump shot	Move L away from basket + B
Power dribble	Y
Spin move from back down	Move L in the direction you want to spin and release L

OFFENSE (PLAYER LOCKED)

In Player Lock mode, use the special controls listed below when you don't have the ball.

❖ These controls also work in Off-Ball Switch mode (p. 10).

ACTION	COMMAND
Make computer ball handler shoot	B or X
Call for pass from the computer ball handler	A
Call for Dunk/Lay-up	X
Set screen	L (Pull) + move L

FREE THROWS

Use the T-Meter™ to aim when shooting free throws.

➡ Press **A**, **X**, or **B** when the cursor is in the center of the meter for best accuracy



Aim right/left



Set the distance

SETTING UP THE GAME

Life on the hardcourt begins from the *NBA LIVE 2004* Main menu.

❖ When you first load *NBA LIVE 2004*, you must select your favorite team.

MAIN MENU

Start to play right now

➤ *Play Now—Starting An Exhibition Game* below)

Get the scoop on EA SPORTS Freestyle Control ➤ *EA SPORTS Freestyle Control* on p. 20)

Take full control of a team and league rosters ➤ *Team Management* on p. 23)

Load or save your game, or adjust your controller configurations ➤ *Options* on p. 25)



Play more advanced game modes (*Game Modes* on ➤ p. 15)

Load profiles, change settings, and more. ➤ *My NBA LIVE* on p. 21)

EA SPORTS Extras: Get a Season Preview and view game credits

NOTE: Default options are listed in **bold** in this manual.

PLAY NOW—STARTING AN EXHIBITION GAME

Go straight to the court in an Exhibition game between any two teams.

TO START A PLAY NOW GAME:

➤ From the Main menu, highlight **PLAY NOW** and press **A**. The Select Teams screen appears.

SELECT TEAMS SCREEN

Select the teams for the next game.

Away team

Team rating

Press **O** to access the Help menu

Press **B** to go back to the Main menu



Home team

User Controlled team (Player 1)

Pull **L** to access the User Profiles screen ➤ p. 14)

SELECTING THE TEAMS

- ➔ To select a team to control, press **⊕** **←** to move the controller icon under the desired team.
- ➔ To play with another team, press **⊕** **↑** to scroll through available teams.
- ➔ Keep track of your individual stats in a User Profile. To create a User Profile, pull **L**. For more information, ➤ *User Profiles* on p. 14.
- ➔ To adjust your starting lineup, press **Y**. For more information, ➤ *Roster Management* on p. 23.
- ➔ Press **▶** to advance to the Select Jerseys screen (➤ below).

SELECT JERSEYS SCREEN



To choose a different jersey, press **⊕** **←**

Press the **X** button to navigate the home and away teams

- ➔ Press **▶** to go to the Quick Settings screen.

QUICK SETTINGS SCREEN

Set the basic settings for the upcoming game.

SKILL LEVEL

Set your skill level to **ROOKIE**, **STARTER**, **ALL-STAR**, or **SUPERSTAR**.

QUARTER LENGTH

Set the quarter length from 2 to **12** minutes.

ARENA SELECT

Choose the arena in which to play the game.

CAMERA VIEW

Choose one of five camera views: **CENTER COURT**, **SIDELINE**, **BASELINE LOW**, **PRESS BOX**, or **BASELINE HIGH**.

- ➔ Pull **L** to access the Settings screen (➤ p. 12)
- ➔ Press **▶** to begin the game.

ON THE COURT

Run the show on the *NBA LIVE 2004* court.

GAME SCREEN

If your player is off-screen, an arrow the same color as your control indicator points toward him from the edge of the screen. Move and hold the **L** in the opposite direction of the arrow to bring the player on-screen.



PLAYER ICONS

During gameplay, players are represented with an icon indicating their skill specialty. Use these players to your advantage.

ICON	FEATURE/NAME
Shoe with wings	Big dunker
Lock	Tight D
3 Ball	3 Point Shooter
Hand	Shot Blocker

OFF-BALL SWITCH

New for *NBA LIVE 2004*, you can take control of any offensive player on your team on the court.

- To enter Off-Ball Switch mode, click the **R**. To switch to a different player, click the **R** and press **X**, **A**, **B**, or **Y**.
- To get your player to set a screen in Off-Ball Switch mode, pull **L**.

QUICK PLAYS

You can direct traffic on the court with one button using the Quick Play feature.



Current Play



- ❖ On offense, press to run Isolation, Post Up, Pick-and-Roll, or Basket Cut.
- ❖ On defense, press to run Man to Man, Zone, Double Team, and Full Court Press defenses.

PAUSE MENU

➤ To access the Pause menu, press during a game.

RESUME GAME

Return to the current game.

HOME/AWAY TIMEOUT

Call one of six timeouts per game for each team.

SUBSTITUTIONS

Substitute players (► *Team Management* on p. 23).

SELECT CONTROLLER

Switch the user-controlled teams mid-game.

SETTINGS

Adjust your in-game settings (► *Settings* on p. 12).

STATS CENTRAL

View stats, Task List, and the Shot Display for the current game.

INSTANT REPLAY

View the most recent action of the game.

QUIT GAME

Abort the current game and return to the Main menu.

SETTINGS

NOTE: Many settings are self-explanatory. Those requiring explanation are described here.

RULES

- FOUL OUT** Adjust the number of fouls allowed for each player. The NBA rule is **6**.
- SHOT CLOCK** When **ON**, you must take a shot before the 24-second clock expires.
- OUT OF BOUNDS** When **ON**, the ball is turned over if it goes out of bounds.
- BACKCOURT VIOLATION** When **ON**, it is a violation to move the ball to the backcourt after it crosses the midcourt line.
- TRAVELING** When **ON**, it is a violation to take more than two steps without dribbling.
- GOALTENDING** When **ON**, it is a violation to block a shot attempt after the ball begins to descend toward the basket.
- DEFENSIVE 3 SECONDS** When **ON**, any defensive player entering the lane must guard an opponent within three seconds.
- 3 IN THE KEY** When **ON**, offensive players are not allowed to stand in the key for more than three seconds at a time.
- 5 SECOND INBOUNDING** When **ON**, you must inbound the ball within five seconds.
- 8 SECOND HALF COURT** When **ON**, you have eight seconds to advance the ball over the half court.

PREFERENCES

- AUTOMATIC REPLAYS** Set the frequency at which plays are replayed.
- PLAYER INDICATOR** Set player indicators to **NAME**, **POSITION**, **NUMBER**, **POSITION NO.**, **USER NAME**, or **NONE**.
- FRONT END CUT SEQUENCES** When **ON**, animated sequences are displayed in Dynasty Mode.



GAMEPLAY SETTINGS

Change the global gameplay settings or user and CPU abilities.

NOTE: Most of the sliders and rules in the Gameplay Settings screen are self-explanatory. The others are described below.

GLOBAL SLIDERS

GAME SPEED

Set the overall speed of the game.

BOUNDARY FORCE FIELD

Change the strength of the force field around the court. The boundary force field helps to prevent players from accidentally stepping out of bounds.

INJURY FREQUENCY

Change the frequency of injuries.

FATIGUE EFFECT

Change how much fatigue factors into performance in the game.

USER/CPU SLIDERS

The following adjustments affect user- or CPU-controlled players.

FREESTYLE EFFECTIVENESS

Adjust the effectiveness of using EA SPORTS™ Freestyle Control (► p. 20) moves.

SUBSTITUTION FREQUENCY

Set the frequency of substitution for CPU or user players.

ON-BALL DEFENSE ASSIST

Set the amount of defensive positioning assistance for your current defender on the ball.

FAKEOUT DISCIPLINE

Change user or CPU player ability to read and not react to fakes.

ADJUSTED SHOT PERCENTAGE

Set the shooter's ability when he is attempting an adjusted lay-up.

IN-GAME SETTINGS

❖ Some of these settings also appear in the Quick Settings Screen (► p. 9).

GAME STYLE

Choose **SIMULATION** or **ACTION** style. Simulation style plays more like a real NBA game.

CPU ASSISTANCE

When set to **YES**, trailing teams have a better chance of coming back. The default is **NO**.

SHOT CONTROL

Set shot control to **USER** or **CPU**.

STAMINA BAR

When **ON**, a bar indicates a player's current stamina.

PLAYBOOK

Set your strategies and defensive matchups.

- ❖ The Playbook is only accessible through the Pause menu (► p. 11).

DEFENSIVE MATCHUPS

- ❖ You can only adjust defensive matchups for user-controlled teams.

TO SET THE DEFENSIVE MATCHUPS:

1. Press **X** to move to the opponent's lineup.
2. Press **⬆** to highlight the player to assign. Press **A**.
3. Press **⬆** again and move the player to match him up with a player from your team. Press **A**. The players swap places in the lineup.

TEAM STRATEGY

Assign different strategies and in-game notifications.

USER PROFILES

Set up a user profile to keep track of your stats, settings, and more.

- ➔ To access the User Profiles screen, pull **L** in the Select Teams screen.

USER PROFILES SCREEN

USER PROFILES	Select a user profile to play with.
CREATE NEW PROFILE	Create and enter a new profile name.
PLAYER LOCK	Set to a specific position or choose UNLOCKED to rotate between all positions.
SKILL LEVEL	Set your skill level to DEFAULT (your skill level is determined by the skill level set in Game Settings), ROOKIE , STARTER , ALL-STAR , or SUPERSTAR .
SHOT CONTROL	Set shot control to DEFAULT (shot control is determined by the skill level set in Game Settings), CPU , or USER .
VIBRATION	Toggle vibration mode ON/OFF .
CONFIGURE CONTROLLER	Select the controller configuration that best suits your playing style. For more information, ► <i>Configure Controller</i> on p. 25.

TO CREATE A USER PROFILE:

1. From the User Profiles screen, press **⬆** to highlight **CREATE NEW PROFILE** and press the **A** button.
2. Enter your profile name and then press the **A** button again.
 - ➔ When creating a name, press **⬆** to scroll through the alphabet. Press **⬅** to move to/ from the next available space.
3. Adjust all your profile options and then press **▶** to accept the settings.

GAME MODES



You can play a variety of game modes, including Individual Practice where you can develop your EA SPORTS™ Freestyle Control moves.

SEASON

SEASON SETUP SCREEN



When a team is highlighted, press **↑** to highlight a team in the division

Press the **A** button to toggle the highlighted team to either CPU or USER control

Press **←** to change divisions

Set up a custom or default NBA type of league

Set the length of your season

Choose a random or NBA type schedule

Press the **X** button to navigate the screen

SEASON SETUP SCREEN OPTIONS

DIVISION

Toggle between the **PACIFIC**, **MIDWEST**, **CENTRAL**, and **ATLANTIC** divisions.

LEAGUE TYPE

Set the League Type to **CUSTOM** to rearrange the divisions and set the season length to **SHORT**, **MEDIUM**, or **LONG**.

SEASON LENGTH

Play 28, 56, or **82 GAMES** in your season.

SCHEDULE TYPE

When set to **NBA**, the season schedule is set based on the real 2003-2004 NBA season.

FANTASY DRAFT

When set to **YES**, teams create custom rosters by drafting players from the pool of active NBA players (► *Fantasy Draft* on p. 16).

SIMULATION INJURIES INJURY NOTIFY

When set to **YES**, injuries can occur in simulated games.

When set to **YES**, you are notified of injuries to your players.

SIM QUARTER LENGTH PLAYOFF LENGTH

Set the simulated quarter length from 2 to **12** minutes.

Set the Playoff format. The default is **7** games in each series.

SWITCH TEAMS

When set to **YES**, you are allowed to change user-controlled teams midseason.

MODIFY CPU ROSTERS

When set to **YES**, you are able to change the rosters of CPU-controlled teams.

TRADE RESTRICTIONS

When set to **YES**, the CPU checks for unfair trades involving its own teams.

TRADE DEADLINE

When set to **YES**, all trades must take place before the deadline.

CPU INITIATED TRADES

When set to **YES**, the computer makes trade offers to the user.

FANTASY DRAFT

When you choose to hold a fantasy draft, all active NBA players are placed in a draft pool. Each team builds its roster in a 12-round Fantasy Draft.

TO RUN A FANTASY DRAFT:

1. To reorder the draft positions, highlight the name of the team to move, and press **A**. Press **⊕** to highlight a new slot. Press **A** again to relocate the team.
 - ❖ To randomize the draft order, pull **R**.
2. Press **▶** to begin the draft.
3. To draft a player, press **⊕** to highlight a player, and press **A**.
4. After you select a player, he is added to your team roster.
 - ⌚ To simulate the rest of the draft, press **▶** when it's your turn to draft.

SEASON CENTRAL SCREEN



GM'S DESK

Review your team's stats, matchups, standings and news from around the NBA.

- ❖ For more information, [▶ Task List](#) on p. 24.

DYNASTY MODE™

You can build a Dynasty from the ground up and then manage it over several seasons. Starting from your first Training Camp, you can hire specialist coaches to improve individual and team abilities and then see the results from season to season.

SELECT DYNASTY TEAM SCREEN

Select the team with which to build your Dynasty.

- ⌚ To select a different team, press **⊕** **←**.
- ⌚ To use the highlighted team, press **▶**. The Dynasty Settings screen appears.



DYNASTY SETTINGS SCREEN

- SEASON LENGTH** Play 28, 56, or **82 GAMES** in your season.
- SCHEDULE TYPE** When set to **NBA**, the season schedule is set based on the real 2003-2004 NBA season.
- SIM QUARTER LENGTH** Set the simulated quarter length from 2 to **12** minutes.
- PLAYOFF LENGTH** Set the Playoff format. The default is **7** games in each series.
- SIMULATION INJURIES** When set to **YES**, injuries can occur in simulated games.
- INJURY NOTIFY** When set to **YES**, you are notified of injuries to your team's players.
- CPU INITIATED TRADES** When set to **YES**, the computer makes trade offers to the user.
- FANTASY DRAFT** When set to **YES**, teams create a custom roster by drafting players from the entire pool of active NBA players. For more information, ► *Fantasy Draft* on p. 15.
- GM EVALUATION** When set to **YES**, you are judged on your performance as the GM of your franchise.

TRAINING CAMP

In Training Camp, you can improve your players' abilities before the season starts.

➡ To begin Training Camp, press **⬆** to highlight ENTER TRAINING CAMP. Press **A**.

After Training Camp is over, you can review the results.

➡ To see the results for the player in a different category, press **⬅**.

➡ To check out a different player, press **X**. Then, press **⬆** to highlight a different player.

DYNASTY CENTRAL SCREEN

Control all aspects of your Dynasty.

DYNASTY DEVELOPMENT

In the Dynasty Development area, you can hire coaches to work on specific aspects of your team's development. Hiring specialists costs Dynasty points.

❖ Dynasty points are awarded for accomplishing feats in the task list displayed after each game, season, and playoffs. For more information, ► *Task List* on p. 24.

➡ To hire a coach, select DYNASTY EXTRAS and press **X**. Press **⬆** to highlight the type of coach needed. Then, press **⬅** to select the number of games for which to hire the coach. To complete the hire, press **A**.

OFFSEASON SCREEN

Before you start the next season, you can take steps in the off-season to improve your Dynasty's roster.

IMPORT DRAFT CLASS

Before a new season begins, you can import an entire draft class from *NCAA® March Madness™ 2004* to *NBA LIVE 2004* via your MU or hard disk.

TO IMPORT A DRAFT CLASS:

1. After the NBA Finals have been played, select IMPORT DRAFT CLASS from the overlay at the end of the season.
2. Load the desired Draft Class file from your MU or hard disk. The players are imported to *NBA LIVE 2004* and the off-season begins.

TEAM ROSTER

Begin the offseason by reviewing your current team roster. Find out who is under contract and who is a free agent.

RETIRING PLAYERS

View the list of players who have decided to hang it up.

DRAFT LOTTERY

The 13 teams that failed to make the playoffs the previous season are thrown into a draft lottery. Teams with worse records have a better chance of receiving the number one pick in the lottery.

RE-SIGN PLAYERS

RE-SIGN YOUR FREE AGENTS.

1. Press **⬆** to highlight the player to re-sign.
 2. To change the number of years of the contract, press **X** to highlight the contract length area. Press **⬅** to adjust the contract length.
 3. Press **A** to re-sign him.
- When you're finished re-signing players, press **▶** to return to the Off Season screen.

ROOKIE DRAFT

Fill your roster spots with rookies who are coming into the NBA this year.

- To draft a rookie, press **⬆** to highlight a player from the player pool. Press **A** to add him to your squad.

SIGN FREE AGENTS

Add free agents to your team.

- To sign a free agent, press **⬆** to select a player. Press **A** to sign the player.

TRADE PLAYERS

- For information on trading players, ➤ *Roster Management* on p. 23.

PLAYOFFS

Skip the regular season and participate in the Playoffs.



Current Playoff settings

Conference Playoff Tree

1. Press **⊕** **←** to select a conference.
2. Press **X** to navigate to the team list. Press **⊕** **↓** to highlight a team.
➔ To select a different team, press **⊕** **←**.
➔ To toggle human or CPU control of the team, press **A**.
3. Press **X** to highlight the options on the right side of the screen. Press **⊕** **↓** to highlight a setting, and press **⊕** **←** to change it.
4. To begin the playoffs that you've configured, press **▶**.

1 ON 1

Battle 1 on 1 against any of the league's finest players or All-Stars from the past.

1. From the Select Players screen, press **⊕** **←** to choose a team from the team selector.
2. Press **X** to highlight the court selector. Press **⊕** **←** to choose the court on which to play.
3. Press **X** again to highlight the first player in the list. Highlight a player and press **A** to select him. Then, highlight HOME or AWAY and press **A**. The new player is selected for the next game.
4. Repeat to choose a second player.
5. Press **▶** to advance to the Select Controller screen (▶ p. 11).

INDIVIDUAL PRACTICE

Practice the EA SPORTS Freestyle Control moves in Individual Practice.

1. In the Select Player screen, press **X** to highlight the player list. Press **⊕** **↓** to cycle through the current team's players. Press **A** to select the highlighted player.
➔ To change teams, press **⊕** **←** when the team bar is highlighted.
2. Press **▶** to advance to the Select Controller screen (▶ p. 11).

EA SPORTS™ FREESTYLE CONTROL

Every basketball player has his or her own style. EA SPORTS Freestyle Control lets you express your hoops style with fresh moves, freaky handles, and tough D.

➤ To review a tutorial, press   to highlight the desired tutorial. Press  to begin the tutorial.

NOTE: For more information on how to use the EA SPORTS Freestyle Control, visit www.nbalive2004.com.

HOW FREESTYLE WORKS

When you move the EA SPORTS Freestyle Control () in any direction, your player on the court busts a Freestyle move. Making the same shape results in the same move every time.

❖ You can create combinations of Freestyle moves. Use Practice mode to build your own set of moves.

OFFENSE

EA SPORTS Freestyle Control shines on offense, where every player has a unique game.

EA SPORTS Freestyle Control produces moves based on what your player is doing at any point during a game. Different moves are performed depending on which hand your player is using to control the ball.

➤ To perform a spin move, move the   while your player is running.

➤ To perform a cross-over, move the   towards the ball-handler's opposite hand.

❖ EA SPORTS Freestyle Controls really shine when your player receives the ball in half-court offense (the Triple Threat position).

DEFENSE

While your player has fewer Freestyle moves on defense, they can be very effective in stopping your opponent. Take time to master the Freestyle moves for defense.

MY NBA LIVE



In My NBA LIVE, you can buy NBA gear, enter NBA Codes, and more. Be sure to use EA SPORTS™ Bio to unlock rewards in *NBA LIVE 2004*.

NOTE: Most of the settings featured in My NBA LIVE are self-explanatory. The others are listed below.

NBA STORE

In the NBA Store, you can outfit your favorite players with sweet NBA gear and purchase old school uniforms.

- ❖ To purchase items in the NBA Store, you must complete tasks to earn NBA Store points. For more information, ► *Task List* on p. 24.

EA SPORTS™ BIO

EA SPORTS Bio is a new feature designed to reward you for playing EA SPORTS titles. Your EA SPORTS Bio, a file shared between EA SPORTS games via hard disk, is a summary that tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

NOTE: The EA SPORTS Bio file can only be saved to the hard disk.

- ❖ The first time you select EA SPORTS BIO from the My NBA LIVE screen, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level (► below).

EA SPORTS GAMER LEVELS

When you first create your EA SPORTS Bio, you start out as a Level 1 gamer. There are multiple ways that you can earn credit toward a promotion to the next level.

EA SPORTS TITLES PLAYED

Every EA SPORTS title that you add to your EA SPORTS resume gets you more credit toward the next gamer level. Play more products, earn a higher level rating—it's as easy as that.

GAME TIME

And you thought you'd never get recognized or rewarded for all the time you put in on EA SPORTS titles. Finally you get rewarded for all your loyalty and devotion to EA SPORTS. Does it get any better than this? The more time you put in, the faster you rise to the next level.

NUMBER OF GAMES PLAYED

Every game you play and complete gives you credit toward the next level. In addition, winning games gives you additional bonus points toward your level.

REWARDS

When you reach a new level, you may unlock a game-specific reward. Some rewards are bigger than others; it all depends on the level you achieve.

- ❖ A level increase potentially unlocks rewards for all EA SPORTS titles in your Bio, regardless of which title the level was achieved while playing.

EA SPORTS™ BIO CONT.

PRODUCT LISTING SCREEN

Your gamer level is based on the number of EA SPORTS titles played, hours logged, and your accomplishments

Number of *all* EA SPORTS titles played



Total combined hours logged for each EA SPORTS title included in your Bio

Press **Y** to delete your entire EA SPORTS Bio

PRODUCT SUMMARY SCREEN

Total time spent playing the selected title

Number of games played for this title



Rewards unlocked or waiting for you in another EA SPORTS title

Toggle Major and Recent Accomplishments

ACCOMPLISHMENTS

In each EA SPORTS game, there are certain accomplishments that you can achieve. These accomplishments vary by title.

- ❖ When you achieve an accomplishment, a prompt appears asking if you want to save this accomplishment to your EA SPORTS Bio.

MAJOR ACCOMPLISHMENTS

This list shows the five highest-ranking accomplishments.

RECENT ACCOMPLISHMENTS

This list shows the most recent accomplishments, sorted by date.

TEAM MANAGEMENT



Take control over your team by managing your rosters.

ROSTER MANAGEMENT

REORDER ROSTERS

1. In the Reorder Rosters screen, select the team whose roster you want to reorder by pressing **⊕ ↔**.
2. To jump to the player pool, press **X**. Press **⊕ ↓** to highlight a player to move. Press **A**.
3. Highlight the second player, and press **A**.
4. Press **▶** to accept the change.

TRADE PLAYERS

1. In the Trade Players screen, select the first team involved in the trade. Then, press **X** to jump to the other team selector. Select the second team in the trade.
2. Press **⊕ ↓** to select a player to trade. Press **A** to place the player on the Trading Block.
3. Press **X** again to jump team rosters. Select the other player to trade.
4. To execute the trade, press **Y**.

SIGN/RELEASE PLAYERS

1. From the Sign/Release Players screen, press **X** to move between the team selector and the Free Agent list.
2. Press **⊕ ↓** to select a player to sign or release. Press **A** to add the player to the team roster or release him to the Free Agent list.

CREATE PLAYER

- From the Create Player screen, highlight one of the Create Player options and press **A**.
- After your player is created, highlight DONE from the Create Player screen and press **A**. Your created player is saved and added to the Free Agent Pool.

EDIT PLAYER

1. From the Edit Player screen, select the team of the player to edit. Then, select the player.
2. Highlight the player category you wish to edit, and press **A**.
 - ❖ For real NBA players, you can only edit Info, Ratings, and Gear options.
3. When finished, highlight DONE and press **A**.

CREATED PLAYERS LIST

View the entire list of created players. You can have up to 25 created players at any time.

RESET ROSTERS

Cancel all trades, signings, and other transactions and reset all team rosters back to their defaults.

STATS CENTRAL

View Player Stats, Team Stats, or User Stats.

TASK LIST

Complete any listed task in a game and earn NBA Store points. Your points are stored in the current User Profile.

- ❖ You can redeem earned points in the NBA Store for cool gear and old school uniforms. For more information, ➤ *NBA Store* on p. 22.
- 🔔 To review tasks for Player, Team, or Season goals, press  ➡.

OPTIONS



Load or save files, and change your options.

- ❖ You can also change your Rules (➤ p. 12), Preferences (➤ p. 12), Gameplay Settings (➤ p. 13), and In-Game Settings (➤ p. 13).

LOAD/SAVE

Save your game, user profiles, settings, and roster files to a memory unit (MU) or hard disk.

NOTE: Never insert or remove a memory unit (MU) when loading or saving files.

TO SAVE A FILE:

1. From the Load/Save menu, press **⬆** to highlight the file type to save. Press **A**.
2. Name your save file, and press **A**. The file is saved to your MU or hard disk.

TO LOAD A FILE:

1. Press **⬆** to highlight the file type to load. Press **A**.
2. Press **⬆** to highlight the file to load, and then press **A**.

TO DELETE A FILE:

1. Press **⬆** to highlight DELETE FILE. Press **A**.
2. Press **⬆** and highlight the file to delete. Press **A**.

CONFIGURE CONTROLLER

Change the configuration to use in the game.

TO CHANGE YOUR CONTROLLER CONFIGURATION:

1. Press **⬅** to choose from three preset controller configurations.
- ❖ You can review the selected controller configuration for ON OFFENSE and ON DEFENSE.
2. Press **▶** to accept the change.

JUKEBOX

In the Jukebox, you can design your own mix of EA SPORTS™ TRAX.

- ➡ To switch the playback order, highlight the first track and press **A**. Then, highlight the second track and press **A**.
- ➡ To toggle playback of a track, highlight it and pull **L**.
- ➡ To accept changes, press **▶**.