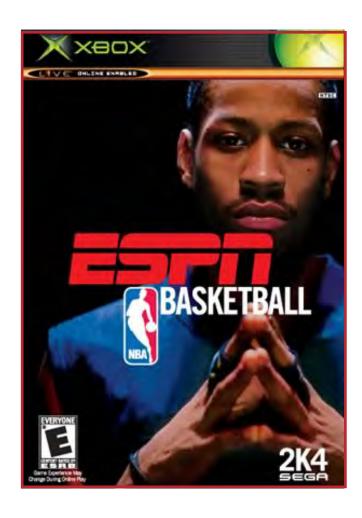# ESPN NBA Basketball
## Enhanced Manual for Xbox

Your complete guide to
ESPN NBA

· How to Play instructions

· Tips and Tricks

· New Features

  ...and more

Additional copies of this manual can be downloaded from http://www.espnvideogames.com/manuals

# ESPN NBA Basketball Instruction Manual - Xbox

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## Do You Have The Love?

The 2003-2004 season is upon us.  Extensive changes to team rosters make for an exciting year of NBA action, with numerous questions to be answered.   Have last year's powerhouse teams added the key players they need to bring home a championship?  Will the widely heralded rookies of the 2003 NBA Draft make an immediate impact in the league?  With ESPN NBA Basketball for the Xbox™ video game system from Microsoft, you can determine the fate of every team and player in the league.

This year's new features include:

. • **ESPN Presentation –** This year's game features new cut scenes and visuals, as well as new studio and color commentary featuring Kevin Frazier, Tom Tolbert, and Bob Fitzgerald.

• **IsoMotion** – Move the **right thumbstick** to unleash lightning-quick crossovers and other devastating moves with this new ball handling system.  On defense, you can now use a special command to beat the ball-handler to a spot and draw the charge.

• **24 / 7 Mode** – Create your own customized player and hit the blacktop to take on challenges from current NBA players or legendary players of the past.  Also, compete in drills to win a variety of unlockables and increase your player's skill levels.  However, don't stay away too long.  Time keeps ticking and if your player doesn't hit the courts for a while, he's bound to get rusty!

• **Multi-Player Franchise Mode –** Do you have more than one favorite team?  Now you can control as many teams as you desire in Franchise Mode.

• **Intuitive Showtime Pass Mechanics -** Your game, your show!  Conquer every defense with a variety of jaw dropping no-look passes, manually controlled alley-oops, and fast-break passes that lead your teammate to the basket.

# MAIN MENU
This is the central menu from which you can access any area of the game.

## QUICK GAME
Select Quick Game from the Main Menu to jump right into a game and experience the action firsthand.

**Team Select**
- Move the **left thumbstick** or **directional pad** left to select the away team and right to select the home team.
- Pull the **right trigger** or **left trigger** to cycle forward or backward through the available teams.
- Pull the **right trigger** and **left trigger** simultaneously if you want to randomly select a team.
- Press **Black** or **White** to cycle through the alternate jerseys that may be available for your selected team.
- Move the **right thumbstick** up or down to select a User Profile.
- To create a user record, click the **right thumbstick button**.  The User Records Screen appears.  Highlight a slot and press **A**.  Select Create and enter a User Name on the Virtual Keyboard.  Press **B** to return to the Team Select Screen.
- Press **Y** to access the Team Options Screen and customize game settings (Difficulty, Game Speed, Quarter Length, Arena, etc).  Press **B** or **BACK** to return to the previous screen.
- Press **A** or **START** to advance to the Player Lineup Screen.

**Player Lineup**
- Press **START** to go directly to the game.
- To alter the game lineup, move the **left thumbstick** or **directional pad** left or right to highlight an option (Adjust Lineup, Scramble Starters, Fantasy Basketball) and press **A** to select it.

Adjusting Lineups:
- To switch two players in the lineup, highlight the first player's name and press **A**.  A check mark will appear next to his name.
- Highlight the other player and press **A**.  The two players will switch positions.
- Press **B** to return to the Player Lineup Screen.
- Press **START** to load the game.

Scramble Starters:
This selection scrambles the starting rosters for your team with starters from other teams in the league.
- Press **A** to repeatedly scramble the starting roster.
- Press **START** to save your changes and return to the Player Lineup Screen.
- Press **START** again to load the game.

Fantasy Basketball:
This option allows you to perform a fantasy draft and pick your favorite players for your team.

- Press **A** again to begin the Fantasy Draft.  The home team picks first.
- Move the **left thumbstick** or the **directional pad** to highlight the player position you wish to draft for.
- Press **A** to access the list of available players at that position.
- Move the **left thumbstick** or the **directional pad** to highlight the player you wish to draft.
- Click the **right thumbstick button** to view the player's Player Card.
- Press **A** to draft the player.
- When you're done drafting all of your players press **START** to begin the game.


## QUICK CONTROL SUMMARY:

Jump Ball
**X**                                                    Jump to tip the ball to a teammate

Offense
**left thumbstick / directional pad**    Move player
**right thumbstick**                          IsoMotion jukes
**left thumbstick button**                  Call for a pick
**A**                                                    Pass / Tap button for pass fake / Double tap button
                                                           for a lead pass
**B**                                                    Crossover / Hesitation Dribble
**+ right trigger**                             Spin move
**X**                                                    Shoot
**Y**                                                    Display Pass Icons
**Black**                                            Play Menu
**White**                                            Pivot mode
**left trigger**                                  Backdown
**right trigger**                                Turbo
**START**                                          Pause
**BACK**                                           Timeout

Free Throw Shooting
**left trigger** / **right trigger**        Aim shot
**A**                                                    Set power and shoot

Defense
**left thumbstick / directional pad**    Move player
**right thumbstick button**                Call for an intentional foul
**A**                                                    Switch player
**B**                                                    Steal
**X**                                                    Block / Jump
**Y**                                                    Defender Switch Icons
**Black**                                            Play Menu
**White**                                            Call for a double team
**left trigger**                                  Take charge / Box out
**right trigger**                                Turbo
**START**                                          Pause
**BACK**                                           Timeout (during dead ball situations)

## IN-DEPTH CONTROL REFERENCE:

**Jump Ball**
The referee will initiate the tip-off by tossing the ball in the air. When the ball is near the top of its upward travel, press **X** to jump. The winner of the tip-off will start the game with possession of the ball.

**OFFENSE**

**Dribbling**
• To dribble the ball, move the **left thumbstick** or **directional pad** in the direction you want to move.
• To get a speed burst, pull and hold the **right trigger** while moving in any direction. When doing so, you will notice a red bar appear beneath your player indicator. This red bar indicates the amount of speed burst you have left at the moment. When this speed burst indicator bar is depleted, you will no longer able to speed burst for a short while.
• To dribble the ball between your legs repeatedly to put your defender off balance before making your move (known here as a "Hesitation dribble"), press **B** with the **left thumbstick** centered (i.e. not pointed in any direction).
• To perform a crossover / driving move, move the **left thumbstick** towards the basket and press **B**. This move is good for getting past your defender.
• To cancel your crossover / driving move, center the **left thumbstick** and press **B** again. Use this cancel option to avoid an offensive foul if a defender anticipates and blocks off your driving move.
• To perform a crossover / backstep move, move the **left thumbstick** away from the basket and press **B**.
• To perform a spin move while your player is moving, pull and hold the **right trigger** for a speed burst, and press **B**.
• To chain multiple dribble moves together, hold down **B**, then move the **left thumbstick** to perform your desired moves.
• To perform a jab step, hold down the **White** button and move right or left on the **left thumbstick**.
• To perform IsoMotion dribble moves, move the **right thumbstick**:
    • Hard Left – Crossover / Drive left (w/ **left trigger** for spin move)
    • Hard Right – Crossover / Drive right (w/ **left trigger** for spin move)
    • Hard Down – Step-back move
    • Softly Any Direction – Hesitation dribble

**Passing**
• To pass the ball to the nearest player, simply press and hold down **A** momentarily.
• To fake a pass, tap **A** (quickly releasing the button).
• To pass the ball to a teammate of your choice, move the **left thumbstick** or **directional pad** in the direction of the teammate you want to pass to and then press **A**.
• To make your pass lead your teammate to the basket, quickly press **A** twice.
• To throw an alley-oop pass, press **A** and **X** at the same time. If your teammate isn't in position for an alley-oop, the pass will simply lead your teammate to the basket.

• Icon passing is the most precise method of passing. To perform an icon pass, first press **Y** to call up button icons over the heads of your teammates. Then, simply press the corresponding button to immediately send the pass to the teammate of your choice. The **A** button icon corresponds to the Point Guard, the **B** button icon corresponds to the Shooting Guard, the **X** button icon corresponds to the Small Forward, the **Y** button icon corresponds to the Power Forward, and the **right trigger** icon corresponds to the Center. The drawback to icon passing is that it takes a little longer to execute.

ESPN Tip: By default, you always control the ball-handler on offense.  When you pass the ball, you assume control of the recipient of the pass.  This is known as "Ball Handler Auto Switch".  If you're playing with the Ball Handler Auto Switch option OFF, and you're controlling an offensive player without the ball, the following controls apply:

| | |
|---|---|
| **A** | Switch to player closest to the basket |
| **B** | Set pick |
| **X** | Tell teammate to shoot |
| **Y** | Call for a pass |
| **left trigger** | Post up |

ESPN Tip: Analog passing is the fastest way to pass to an open man. While controlling the ball-handler, move the **right thumbstick** in the direction that you want to pass and your player will automatically pass to a teammate in that direction.

Note: Analog passing is a custom controller configuration. To enable it, you must switch your Control Config to "Alternate Control B" in the Options Menu.

**Shooting**
• To shoot a jump shot, press **X** and release the button at the top of your jump.  The closer your release is to the top of your jump, the higher your accuracy will be.
• To fade away from the basket during your jump shot, move and hold the **left thumbstick** away from the basket prior to releasing **X**.
• To attempt a layup or a dunk, dribble close to the basket and then press **X** while moving the **left thumbstick** towards the basket.  Keep in mind that using turbo (**right trigger**) will increase the range of your lay-ups and dunks.
• During your layup or dunk attempt, if a defender leaps into your path and you want to change your shot to prevent it from being blocked, release the **X** button and press it again before your player releases the ball.
• To perform a pump fake, quickly tap **X**. The player will make a quick shooting motion to fake out the defender, but will hold onto the ball.
• To pass out of a shot, press **X** to shoot and, without letting go of the **X** button, quickly press **A** to pass while in the middle of your jump. Your player will now pass while in midair.

**Posting Up**
• To post up on a defender, first start by pulling and holding the **left trigger**. Your ball handler will turn his back to the basket and use his body to protect the ball. Keep holding the **left trigger** and move the **left thumbstick** or **directional pad** towards the defender. As soon as you make contact with the defender, your ball handler will post him up.

• With strong post players, you may be able to get closer to the basket by backing the defender in towards the basket. To do this, move the **left thumbstick** or **directional pad** in the direction of the basket while you hold down the **left trigger**. However, be careful of the 5 Second Back to Basket Rule: If you spend more than 5 seconds posting up, you will be called for a penalty and turn the ball over to the defense.

**Scoring with the Post Up**
• One way to score from the post is by shooting a jumper. To shoot a jumper, pull and hold the **left trigger**, then, while holding the **left trigger**, move the **left thumbstick** or **directional pad** to the right (to spin right), left (to spin left), up (to lean into the defender), or down (to fade away from the defender), and press **X** to shoot.
• The Drop Step move is the most effective way to score from the post. To perform a drop step, first post up your defender by pulling and holding the **left trigger**. At any time during your post up (with the **left trigger** still held down), move the **left thumbstick** or **directional pad** in the direction you want to drop step to and then release the **left trigger**. Your player will drop step and spin towards the basket in the direction you selected. If the move is successful, you will get past your defender for a dunk or a layup.

**Free-throw shooting**
When you shoot a free throw, a Free Throw Overlay will appear with a moving dot that sets the distance for your shot, and two aiming brackets on either side that serve to center your shot.  To shoot a free throw, pull the **left trigger** and **right trigger** to bring together the aiming brackets in the center of the Free Throw Overlay.  When the aiming brackets are correctly aligned, they will light up.  Press **A** when the Distance Dot is centered in the Free Throw Overlay to shoot the ball.  Also, remember that you don't have all day to shoot the free throw. After a certain amount of time (15 seconds with Rookie or Pro difficulties, 10 seconds with All Star or Super Star, 5 seconds with Hall of Fame difficulty) if you haven't shot the free throw, your player will automatically shoot the ball wherever the brackets and the Distance Dot are pointed. If you're having trouble shooting free throws, go to Practice: Free Throws to hone your skills.

Note: Hall of Fame difficulty is an unlockable item in the game, and is not initially available.

**CALLING PLAYS**
Each team has four user-called plays in its offensive playbook and ten plays in its defensive playbook.  Four offensive or defensive plays can be accessed during gameplay via the in-game Play Call Menu. If you'd like to customize the four plays currently in use, select Coaching from the Pause Menu, and select Playbooks (you can also set your Playbooks in the Manage Roster section of Options Mode).
• To bring up the Play Menu during gameplay, press the **Black** button. Then press the corresponding button to run a specific play.

**Other Calls**
• Can't get free from a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, click the **left thumbstick button** while in control of the ball. Your nearest teammate will run up and set a pick for you.
• To call an intentional foul while on defense, click the **right thumbstick button**. The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls

are useful in end of game situations where you're team is behind and you want to stop the opposing team from running out the clock.

• To call for a double team on the ball-handler when on defense, press the **White** button.

### DEFENSE

### Stealing

• To attempt to pick the ball handler's dribble, press **B**. Be careful not to overuse the steal button or to lunge for a steal attempt when you're not in proper position. The referee will call a reach-in foul if you overuse the steal and the offense can burn you if you lunge and get too far out of position.

• To steal a pass, press **X** when the pass is on the way. If you time it right, your defensive player will intercept the pass in midair.

• For situations where you want to steal a pass but your closest defender is still too far away, you can try a lunging pass steal. While running towards the passing lane, pull and hold the **right trigger** for a speed boost and then press **X**. Your defender will lunge for the steal. Be careful though, if you miss the steal your defender will be out of position and unable to defend his man.

### Drawing a Charge

The number of offensive charging fouls that a defender draws isn't an official statistic in the NBA, but it probably should be. By using your player's quick feet to establish position, you can stop your opposition's aggressive moves to the basket and cause them to commit a turnover.

• To jump in front of an offensive player and attempt to draw a charge, pull the **left trigger**.

• Also, if your player is stationary and in position outside the charge circle when an offensive player barrels into him, the referees should generally call a charge.

### Blocking Shots

• To block a shot, press **X** as the ball handler begins his shot.

• To power up your shot block, pull and hold the **right trigger** and then press **X**.

### Rebounding

• A fundamental part of good rebounding is boxing out your opponent. To box out an opponent after a shot attempt, position your rebounder close to the basket and pull and hold the **left trigger**. By doing so, your player will extend his arms to the side in an effort to keep any nearby opponents behind him.

• To jump for a rebound, press **X** once the ball has bounced off the rim.

• Once you have possession of the rebound, a useful strategy is to perform a clear out move. In order to clear out the opponents around you, jump and gain possession of the rebound and just as your player is landing from his jump, tap **B** repeatedly. As you tap **B**, your player will swing his elbows in an effort to clear out. The clear out move is a very useful move when rebounding because it minimizes the chance of the ball being stolen from you.

• You can also press **X** to dive for loose balls.

### Switching Defenders

• While on defense, press **A** to switch to the player closest to the ball.

• To switch to a specific defender, you can use the Player Icons (this works like Icon Passing).  First, press **Y** to call up button icons over the heads of your teammates. Then, simply press the button that corresponds to the player you wish to control.

• It's often useful to be able to switch to the defender who is the closest to your basket (for example, when the other team is attempting a fast break).  Press **Y** to bring up the Player Icons, and then pull the **left trigger** to switch to the defender closest to the basket.

## TIPS / TACTICS

### Ability Icons

During the course of a game, you'll probably notice that many players have icons, such as a star, next to their names when they have possession of the ball.  These are the new Ability Icons.  They serve as a quick way to learn about your players' strengths.  The Ability Icons signify the following abilities.

• Shoe – The player is fast.  (Get him the ball on a fast break).

• "3" – The player shoots 3-pointers well.  (Look to get him the ball beyond the arc).

• Crosshairs – The player has a good jumpshot.  (If the defense gives him a little space, have him put up the J).

• Star – The player has a high overall rating, and is probably skilled offensively.  (Put the ball in his hands when the game is on the line).

### Court Focus

The Court Focus Icon is a new addition to the game.  When you're on offense, it shows you scoring opportunities as they appear.  If a player is open for a jumper, or cuts to the basket, or is ready for an alley-oop, a basketball icon will appear beneath the player's feet.  Keep your eyes peeled for this icon and you'll end up with more easy buckets.

## PAUSE MENU

Access the Pause Menu to alter your game options or to take a break.  Press **START** at any time in the game to access the Pause Menu.  Press **B** when you wish to return to the game

### RESUME

Highlight this option and press **A** to return to the game.

### REPLAY

Use Replay to see your highlight reel moves one more time.

| | |
|---|---|
| **left trigger** | Rewind |
| **right trigger** | Fast Forward |
| **A** | Play |
| **B** | Zoom out |
| **Y** | Zoom in |
| **X** | Help menu |
| **left thumbstick** | Pan camera |
| **directional pad** | Move Camera Aiming Bracket |
| **left thumbstick button** | Access Save Replay Screen |

**START**                        Exit Replay Mode

**Save Replay**
This screen lets you save your Replays to an Xbox Memory Unit (MU) or the Xbox Hard Disk.

- Highlight an empty slot and press **A**.
- Enter a save name on the Virtual Keyboard and press **START** to save.

**CHOOSE SIDE**
This screen allows you to change teams or add new users to the game.
- Move the **left thumbstick** left or right to assign your controller to a side.

**OPTIONS**
The Options Menu gives you access to the following options.

⇒ **NBA Rules**
This screen allows you to configure how the referees officiate the game.
- **Shot Clock:** When ON, the offense has 24 seconds to shoot the ball before a turnover is called (which will give the other team the ball).
- **Out of Bounds:** When ON, a turnover is called when a ball carrier steps out of bounds.
- **Backcourt Violation:** When ON, a turnover is called when the ball carrier crosses back to his defended half of the court with the ball.
- **8 Seconds ½ Court:** When ON, a turnover is called if the offense fails to advance the ball past the half court line in under 8 seconds.
- **5 Seconds Inbounding:** When ON, a turnover is called if the offense fails to bring the ball into play in under 5 seconds when inbounding from out of bounds.
- **3 Seconds In Key:** When ON, a turnover is called if any offensive player stands with at least one foot inside the key (the rectangular area underneath the basket) for more than 3 seconds.
- **Defensive 3 Seconds Violation:** When ON, a technical foul is called on the defense if a defensive player stands inside the key for more than 3 seconds.  (Exception: If the defender is guarding an offensive player who is arms length or less distance away from him, the defender may remain inside the key for more than 3 seconds).
- **5 Seconds Back to Basket:** When ON, a turnover is called if the ball carrier, while inside the free-throw line extended (to the sidelines), stands with his back to the basket for more than 5 seconds.
- **Charging / Blocking:** An offensive charging foul is called on an offensive player when he knocks a stationary defender out of position.  A defensive blocking foul is called when a defender collides with an offensive player while the defender is in motion (where the collision was not initiated by the offensive player).  This slider allows you to adjust how often the referees call charging fouls versus blocking fouls.  Move the slider to the left to increase the number of charges.  Move the slider to the right to increase the number of blocking fouls.
- **Reaching Foul:** A reaching foul is called when a defender attempts to steal the ball from the ball carrier, and his body makes contact with the ball carrier above the wrist. Move the slider right or left to increase or decrease the number of reaching fouls called.

• **Shooting Foul:** A shooting foul is called when a defender makes contact with the shooter that affects the shot.  Move the slider right or left to increase or decrease the number of shooting fouls called.

• **Goaltending:** A goaltending violation is called when a player makes contact with a shot while it is descending towards the basket or makes contact with the ball while it is over the rim.  Move the slider right or left to increase or decrease the number of goaltending violations called.

⇒ **Gameplay**
This screen allows you to configure the difficulty and control options of your game.

• **Play Mode:** Simulation (Default) or Arcade - Simulation Mode comes the closest to real life basketball.  Arcade Mode gives players unlimited energy, improves player stats (such as dunking), and eliminates injuries.

• **Difficulty:** Rookie, Pro (Default), All Star, Superstar, or Hall Of Fame – Set the game's difficulty to challenge yourself.

• **Game Speed:** Slow, Normal (Default), or Fast – Set the speed of the action.

• **Pass Tag Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform icon passing.

• **Def. Swap Player Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform defensive icon player swapping.

• **Player Fatigue:** On (Default) or Off – When ON, players on the court will get fatigued during the course of a game and may need a breather on the bench.

• **Injuries:** On (Default) or Off – When ON, player injuries may occur.

• **Ball Handler Auto Switch:** On (Default) or Off – When ON, the user always controls the ball carrier when his team has the ball.

• **Def. Auto Guard on Inbounding:** On (Default) or Off – When ON, the user always controls the player defending the inbound pass.

• **Clutch Factor:** On (Default) or Off – When ON, players who have a tendency to hit clutch shots will be more likely to make their shots in the fourth quarter.

• **Freethrow Help:** On or Off (Default) – When ON, you don't need to aim your free throws.  Press **A** to shoot, and your accuracy is determined by your player's free throw rating.

• **Biorhythm:** On (Default) or Off – When ON, players will at times be hot or cold. Sometimes they'll struggle to hit shots and other times they'll make almost every shot they put up.

⇒ **Game Sliders**
The Game Sliders Screen is where you fine-tune the gameplay aspects.

• Press **START** to toggle between the Home Team and the Away Team Sliders.

⇒⇒ **Shooting**
• **Close Shot Percentage:** Affects close shot accuracy.
• **Medium Shot Percentage:** Affects medium distance shot accuracy.
• **3PT Shot Percentage:** Affects 3 pointer accuracy.
• **Dunk Percentage:** Affects dunk accuracy.
• **Layup Percentage:** Affects layup accuracy.

- **Dunk / Layup vs. Shot Tendency:** Affects the AI team's tendency to go inside for a layup or dunk versus their tendency to shoot a jump shot. Move slider to the left for more layups and dunks. Move slider to the right for more jump shots.
- **AI Close Shot Tendency:** Affects the AI team's tendency to shoot close to the basket.
- **AI Medium Shot Tendency:** Affects the AI team's tendency to shoot medium range shots.
- **AI 3PT Shot Tendency:** Affects the AI team's tendency to shoot 3 pointers.
- **AI Dunk / Layup Tendency:** Affects the AI player's tendency to shoot a layup or go for a dunk. Move the slider to the left for more dunks. Move the slider to the right for more layups.

⇒⇒ **Blocking**
- **Jumpshot Block Effectiveness:** Adjusts the success rate of block attempts on jumpshots.
- **Dunk / Layup Block Effectiveness:** Adjusts the success rate of block attempts on dunks and layups.
- **Block Height Maximum:** Adjusts the maximum height at which a player can block a shot.

⇒⇒ **Stealing**
- **Steal Effectiveness:** Adjusts the success rate of steal attempts.

⇒⇒ **Defense**
- **Defensive Sag:** Adjusts how much defenders sag off their men to prevent inside penetration.
- **Defensive Stopping Power:** Adjusts how much a dribbler slows down when colliding with a defender.
- **Pick Success:** Adjusts how often offensive picks succeed in slowing down the defender.
- **Pick Effectiveness:** Adjusts how much a successful pick slows down a defender.

⇒⇒ **Fastbreak**
- **Offensive Max Speed:** Adjusts how fast offensive players can run during a fast break.
- **Defensive Max Speed:** Adjusts how fast defenders run when the offensive team is on a fast break.

⇒⇒ **Attributes**
- **Steal Rating:** Adjusts players' steal ratings.
- **Block Rating:** Adjusts players' shot block ratings.
- **Speed Rating:** Adjusts how fast players can run.
- **Ball Handling Rating:** Adjusts all players' ball handling ratings.
- **Dunk Rating:** Adjusts all players' dunk ratings.
- **Offensive Double Team Awareness:** Adjusts how well offensive players react to the double team (by passing or shooting the ball).
- **Offensive Awareness Rating:** Adjusts players' overall offensive awareness rating.
- **Defensive Awareness Rating:** Adjusts players' overall defensive awareness rating.
- **Injury Frequency:** Adjusts the frequency with which injuries occur.
- **Injury Effect:** Adjusts how greatly a player's performance will be hindered by an injury.

⇒ **Presentation**

• **Ability Icons:** On (Default) or Off – When ON, certain players will appear with Ability Icons, which show their areas of skill.

• **Turbo Bar:** On (Default) or Off - When players use turbo to increase their speed, they use up some of their turbo energy. With Turbo Bar set to OFF, the level of a player's turbo energy is reflected by the size of the Player Control Circle at their feet. It shrinks as they use up their turbo energy. With Turbo Bar set to ON, a turbo bar appears beneath the player. As they use up their turbo energy, the level of red energy in the bar shrinks.

• **Court Focus:** On (Default) or Off – When ON, a Court Focus Icon will appear alerting the user when a teammate has an opportunity to score.

• **Action Replay:** Off, Occasional (Default), or Frequent – When set to OCCASIONAL or FREQUENT, action replays will occasionally or frequently play after highlight reel plays.

• **Show Ball Trails:** On (Default) or Off – When ON, motion blur appears trailing the ball after blocked shots.

• **Action Replay Color:** Random, Off (Default), Silver, Sepia, Teal, Purple, Orange, Green, Blue, or Yellow – Action replays can tint the background a color to help highlight the ball-handler and the ball. RANDOM picks a different background color at random for each action replay.

• **Action Replay Motion Blur:** On (Default) or Off – When ON, the background will appear blur slightly during action replays to bring attention to the players in the foreground.

• **Free Throw Routines:** On (Default) or Off – When ON, players will perform a quick preparation animation before shooting each free throw.

• **Statistics Overlays:** On (Default) or Off – When ON, statistics overlays will appear onscreen during the game.

• **Ball Holder Text:** Name (Default), Number and Position, or None – This option sets what text will appear beneath the user-controlled player.

• **Vibration:** On (Default) or Off – When ON, the controller will vibrate during certain events in the game, such as dunks, blocks, player collisions, etc.

• **Audio Presentation:** Default, TV Broadcast, In Stands, On Court, Off, or Custom – These options serve as custom settings for the audio sliders below. Each option sets the individual audio sliders differently. If the user changes an audio slider directly, the CUSTOM selection will appear highlighted.

• **Commentary Volume:** Adjusts the volume of Tom Tolbert and Bob Fitzgerald's voices.

• **PA Volume:** Adjusts the volume of the Public Address Announcer's voice.

• **Sound Effects Volume:** Adjusts the volume of the gameplay sound effects.

• **Crowd Volume:** Adjusts the volume of the ambient crowd noise.

• **Player Chatter Volume:** Adjusts the volume of the player's voices.

• **PA Music Volume:** Adjusts the volume of the arena's music.

• **Crowd Chatter Volume:** Adjusts the volume of crowd hecklers' voices.

• **Menu Music Volume:** Adjusts the volume of the menu music.

⇒ **Camera**

This screen is where you can customize the camera settings for your game.

• Pull the **left trigger** or **right trigger** to cycle through the available camera angles.

⇒ **Controller Setup**
This screen allows you to view the offensive button commands for each control setup:
Default and Alternates A, B, C, D, and E.

**COACHING**
The Coach Menu allows you to customize your team strategy.

⇒ **Timeout**
Select this option to call a timeout during a dead ball situation or when your team is in
possession of the ball.

⇒ **Substitutions**
By default, substitutions are automatically performed for you when any of your players
get tired.  If you choose to access the Substitutions Screen, substitutions will be set to
Manual.  If you wish to reset them to Auto, go to the Coaching: Setting Screen.
Substitutions will take place at the next dead ball.

• Highlight any player and press **A**.
• Highlight a second player and press **A** to switch them.

⇒ **Matchups**
Sometimes, it doesn't make sense to have each of your players guard the opposing
player who plays the same position as them.  Use this screen to switch your defensive
matchups.

• Highlight any defender and press **A**.
• Highlight a second defender and press **A** to switch their defensive assignments.

⇒ **Pressure**
Specify how closely you want each defender to guard his man: Auto (Default), Loose,
Regular, and Tight.  LOOSE is a good setting when guarding a player who doesn't have
a great outside shot.  TIGHT is good when guarding a player who shoots well from
outside.  REGULAR allows your defender to contest the outside shot and defend against
the drive moderately well.  AUTO automatically decides how closely your defender
should guard his man.

⇒ **Settings**
• **Timeout:** Auto (Default) or Manual – On AUTO, the coach will call timeouts
automatically.
• **Substitution:** Auto (Default) or Manual – On AUTO, the coach will substitute
automatically when the starters get tired.
• **Offense Playcall:** Auto w/ Msg, Auto w/o Msg (Default), Manual w/ Msg, or Manual
w/o Msg – With AUTO, the coach automatically selects a play.  With MANUAL, you
select your team's next play and, without new input, your team will continue to run the
same play.  WITH MESSAGE, the selected play is momentarily displayed in an
onscreen overlay.
• **Defense Play Set:** Functions the same as Offense Playcall, except it controls
defensive play calling.
• **Late Game Fouling:** Auto w/ Msg, Auto w/o Msg (Default), Manual w/ Msg, or Manual
w/o Msg – Late in games, if the opposing team is winning and they try to run 24 seconds

off the game clock with each possession, it often makes sense to intentionally foul them to save time and hope that they miss their free throws.  With AUTO, the coach automatically decides when it's time to perform late game fouling.  With MANUAL, it's left up to you (click the **right thumbstick button** to instruct your players to intentionally foul).  WITH MESSAGE, an overlay appears when your team is instructed to intentionally foul.

• **Game Tempo:** This slider controls how much energy you want your players to expend on the court.  If you max out this slider, your players may make some good hustle plays, but they'll tire out faster and won't be able to play as many minutes before becoming exhausted.

• **Fast Break:** This slider controls how much your players will try to push the break.  The upside to increasing this slider: More easy layups.  The downside: They may take off too early and fail to box their man out, or they may get tired out from all that running.

• **Crash Boards:** This slider controls how aggressively your players go for rebounds. The upside: More second opportunity shots for your team and less for the opposing team.  The downside: Less fast break opportunities for your team and more for the other team.

⇒ **Double Team**

Each team you face will have some players who you consider a threat to score and other players who aren't.  The Double Team Screen allows you to configure if and when you'll double-team any of the opposing players: Auto, Always, In Paint, and Never.  ALWAYS means that the player will be double teamed any time he has the ball.  IN PAINT means that the player will be double-teamed any time he has the ball in the key (good against dominant big men).  NEVER means that the player will never be double-teamed.  AUTO means that the players will decide for themselves when to double-team a player.

⇒ **Playbooks**

The Playbooks Screen is where you pick the plays that will be available to your team in the Play Call Overlay.

• Select OFFENSE or DEFENSE and press **A**.
• Highlight a play you want and press **A**.
• Highlight the button you want to assign to the play and press **A**.

**GAME STATS**

⇒ **Teams**
View a side-by-side comparison of the game's team stats for each team.

⇒ **Home Team**
View each home team player's stats for the game.

⇒ **Away Team**
View each away team player's stats for the game.

⇒ **Shot Chart**
View the shots made and missed by either team or any of the players on either team by quarter, half, or for the whole game.

⇒ **Injuries**
View a list of any players injured during the game.

**QUIT**
The Quit Menu gives you access to four options.

⇒ **Cancel**
Returns you to the Pause Menu.

⇒ **Quit**
Exits the game and returns you to the Main Menu.

⇒ **Rematch**
Restart the game from the beginning.

⇒ **Simulate To End**
Simulate the rest of the game to determine the winning team.

# GAME MODES
Use the Game Modes Menu to access the following modes.

## STREET
The Street Modes Menu gives you access to the following Modes.

### FULL COURT
Been getting a little out of shape in the offseason?  Running some full court will whip you back into shape.

• **Mode:** 2 on 2 (Default), 3 on 3, 4 on 4, or 5 on 5 – Set the number of players.
• **Court:** The Cage, Franklin Park, Goat Park, Rucker Park, The Gym, Venice Beach, Run N' Shoot, Hank Gathers Rec Center, San Francisco, Chicago, Washington DC, Pittsburgh – Choose your court
• **Game Point:** 7 through 21 – Set the score that a team needs to reach to win the game.
• **Win By:** 1 or 2 – Set to 1: First team to score the game point wins.  Set to 2: If other team is only losing by one point when the winning team scores the game point, the game continues until either team has two more points than the other team.
• **CPU Player Select:** On or Off (Default) – When ON, the computer-controlled team picks it's own players.  When OFF, the user picks the players for the computer-controlled team.
• **Duplicate Players:** On or Off (Default) – When ON, you can have more than one of each player in the game (for example, two Allen Iverson's).  When OFF, you can only have one of each player.
• **Weather:** Normal (Default), Heatwave, Fog, or Rain – Select the weather for your game.
• **Time Of Day:** Day or Night – Select what time of day your game is played.

**Controller Assign**
Choose the home team (the Ballers) or the away team (the Ringers).

**Select Players**
Select the players you'd like to play with.  Each team takes turns picking players with the Ringers (the Away Team) picking first.  When you're done picking all of the players, press the **START** button to load the game.

**END OF GAME MENU**

**Replay**
Replay the last few plays of the game.  For more info on using Replay, see the Replay in the Pause Menu section.

**Game Stats**
Review the team stats, player stats, and shot chart from the game.

**Exit**
Return to the Street Modes Menu.


## HALF COURT
When the courts get packed, it's time to play a half court game.  You'll need to clear the ball to the three-point line after any missed shot clanks off the rim.

The options for Half Court are the same as those for Full Court, with two extra additions.
• **Winners Out:** On (Default) or Off – When ON, the team that scored the last shot gets to bring the ball in at half court.  When OFF, the team that was last scored on gets to bring the ball in.
• **Starting Possession:** Shootout (Default), Ringers, Ballers, and Random – With SHOOTOUT, one team's player will shoot a free throw.  If the shot goes in, the player's team starts with the ball.  With RINGERS, the Ringers start with the ball.  With BALLERS, the Ballers start with the ball.  With RANDOM, one of the teams will start with the ball at random.

**Controller Assign**
Choose the home team (the Ballers) or the away team (the Ringers).

**Select Players**
Select the players you'd like to play with.  Each team takes turns picking players with the Ringers (the Away Team) picking first.  When you're done picking all of the players, press the **START** button to load the game.

During gameplay, remember that after any change of possession, the team who gains possession of the ball needs to move the ball outside the three-point line before shooting, or a turnover will be called.

**END OF GAME MENU**
View a replay of the last plays of the game, check game stats, or exit to the Street Modes Menu.

## ONE ON ONE

This new mode allows you to challenge another player to a head-to-head one on one match up.  No help.  No excuses.  Who reigns supreme?

The options for One on One are the same as those for Half Court, with the exemption of the "Mode" option, which selects the number of players.

Remember that, like in Half Court, you need to clear the three-point line after any change of possession.

## 21

This new mode allows you to play the classic every-man-for-himself street game.  First man to score 21 points wins.

- **Number Of Players:** 3 or 4 – Select the number of players.
- **Court:** Choose your court.
- **Exact Score of 21:** Off (Default) or On – When ON, the winning score must be 21.  If a player scores 22 or 23, he must start over with his score at 13.  By logical extension, if a player has twenty points, he must make the subsequent free throw or start over at 13, as there is no way to score 1 point from the field.
- **Duplicate Players:** On or Off (Default) – When ON, you can have more than one of each player in the game (for example, two Alan Iverson's).  When OFF, you can only have one of each player.
- **Weather:** Normal (Default), Heatwave, Fog, or Rain – Select the weather for your game.
- **Time Of Day:** Day or Night – Select what time of day your game is played.

**Game Of 21**
Select the players you'd like to play with.
- Pull the **left trigger** or **right trigger** to cycle through the team rosters.
- Press **A** to select players.  The first player selected will be under User 1's control.
- Move the **left thumbstick** left or right to highlight a player slot.
- Press **Black** or **White** to toggle the highlighted player slot between user control and CPU control.
- Press **START** to advance to the game.

At the beginning of 21, the players shoot to see who takes the ball out (i.e. who gets first possession).  The order they shoot in is randomly selected.  Clear the three-point line after any change of possession.  Each field goal counts for two points.  After a player makes a field goal, he goes to the free throw line to shoot a free throw.  If he misses, then whoever grabs the rebound gains possession.  If he makes the free throw, he can shoot another.  If a player makes three free throws in a row, he gets to bring the ball in from the top of the three-point line to try to score another field goal.  The first player to 21 points wins the game.

## SEASON
On the Season Menu, you can choose the following three modes.

## FRANCHISE
Control every aspect of a team, including off-season personnel moves, for decades to come.

**Franchise Options**
- **Season Length:** 14, 28, 56, or 82 Games (Default) – Set the number of games in a season.
- **Preseason Games:** Off or On (Default) – When ON, your team will play five preseason games after the completion of your offseason.
- **Trade Deadline:** Off or On (Default) – When ON, no trades will be allowed after the second week of February.
- **Point Limit Rules:** Off or On (Default) – When ON, teams will be able to pay no more than 500 total salary points for their team roster.
- **Trade Override:** Off (Default) or On – When ON, the user can force other teams to make trades that they don't want to make.
- **Round 1 Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each first round playoff series.
- **Round 2 Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each second round playoff series.
- **Conference Finals Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each Conference Finals playoff series.
- **Finals Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in the NBA Finals.
- **Fantasy Draft Roster:** Off (Default) or On – When ON, a Fantasy Draft will enable each team to pick all-new rosters.
- **Customize League:** Off (Default) or On – When ON, you can assign teams to new divisions or conferences.
- **Import ESPN College Hoops:** Off (Default) or On – When ON, you can import the top NBA draft applicants from your ESPN College Hoops save file.
- **Quarter Length:** 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter.
- **Simulated Quarter Length:** 1 – 12 Minutes (12 Minutes by Default) – Set the number of minutes in a simulated quarter.

**Customize League**
This screen appears if the Customize League Option on the previous screen is turned on.

- Press **A** to select a team.
- Highlight a new team and press **A** again to switch their location, league and division wise.

**Team Select**
Select the teams that you wish to control and press **START** to advance.

**Fantasy Draft**
If you activated the Fantasy Draft Roster option in Franchise Options, this screen appears next. Select the players that you want on your team. To let the computer finish drafting for you, press **START**.

## FRANCHISE MAIN MENU
• Pull the **left trigger** or **right trigger** to toggle between your teams.

## CALENDAR

⇒ **Season Schedule**
This screen is where you can play or simulate any of your team's season games.
• Pull the **right trigger** or **left trigger** to cycle forward or back through the days of the season.
• To play one of your games, make sure that there's a check mark next to it, then press the **START** button to play the game. All previous games will be simulated.
• To simulate all of the games up to and including a certain day, uncheck any of the games that your team(s) are supposed to play by highlighting them and pressing **A**. Then press **START**. (Pressing **START** on a day in which your team(s) aren't scheduled to play any games will also simulate all games up to that point).
• Press **START** after completing all the games in a day to view the Nightly Wrap Up.

Often, during the course of the season, other teams will offer you a trade for one of your players. To view the trade offer, select YES. The Player Trade Screen will appear. Also, remember that if you're not overjoyed with the other team's offer, you can always add players to the trade and make a counteroffer.

⇒ **Player Trade**
• To toggle between your team and the team offering the trade, press **Y**.
• To view a player's player card, highlight him and click the **right thumbstick button**.
• To toggle through the position player lists and the draft picks, pull the **left trigger** or **right trigger** (All Positions, Point Guards, Shooting Guards, Small Forwards, Power Forwards, Centers, Picks).
• To add or remove a player or draft pick from the trade, press **A**.
• To accept the trade or submit a counteroffer, press **START**.

⇒ **Player Injuries**
Injuries are an unfortunate part of life for any athlete. When any injury occurs, an overlay will appear asking you whether you wish to stop the simulation. If you select YES, the simulation will end. Exit to the Franchise Main Menu, and select Game Plan: Team Rotations to make any changes to the Team Lineup you deem necessary.

When you finish all of the games in the season, and press **START**, the End of Season Awards Screen appears.

⇒ **End of Season Awards**
• Pull the **right trigger** or **left trigger** to cycle forward or backward through the following award screens: Most Valuable Player, Rookie of the Year, Sixth Man of the Year, Defensive Player of the Year, Most Improved Player of the Year, All-NBA First Team, All-NBA Second Team, All-NBA Third Team, and All-NBA Defensive Team.

When you're done looking at the End of Season Awards, press **START**.  An overlay will appear informing you whether or not one of your teams has made it into the playoffs.  Next, you're taken to the Franchise Main Menu.  Select Calendar to access the Playoffs.

⇒ **Playoff Schedule**
The Playoffs are where legends are truly made.  The Playoffs Schedule Screen functions much the same as the Season Schedule Screen.  Play any of your own team's games and simulate the other games until the NBA Champion is determined.

When the Playoffs are complete, press **START** to advance to the End of Playoffs Awards.

⇒ **Postseason Awards**
This screen shows you the Finals MVP.

⇒ **Player Retirements**
The Player Retirements Screen shows the players who are hanging up their hats and entering retirement.

⇒ **Coach Retirements**
The Coach Retirements Screen shows the coaches who are retiring.

Press **START** to advance from the Coach Retirements Screen.  You're taken to the Franchise Main Menu.

Note: If an overlay appears stating that any of your team personnel contracts have expired, go to Front Office: Personnel to re-hire them, or search for a replacement.  (For more info, see Personnel below under Game Plan).

To view the players on your team whose contracts are expiring, select Re-sign Players from the Franchise Main Menu.  The Player Contracts Screen appears.  Re-signing players functions much the same as signing free agents.  (For more information on how to offer a contract to a player, see Team Rosters: To Sign a Free Agent, under Front Office).

⇒ **Calendar: Re-Signing Period**
The Re-Signing Period gives you 4 weeks to re-sign your players with expiring contracts before entering the Rookie Scouting period.  If a player that you're trying to re-sign doesn't accept your first offer, you can advance a week on this screen by pressing **START** and selecting GO TO NEXT WEEK to enable yourself to give the player another offer.  When you're done re-signing the players that you wish to keep, press **START** and select ADVANCE TO ROOKIE SCOUTING.

⇒ **Lottery Odds**
The Lottery Odds Screen shows the number of lottery balls that each lottery team has in the mix for the top 3 picks of the NBA Draft.  Press **START** to view the draft order of the lottery teams for the upcoming Draft.

⇒ **Draft Order**
The Draft Order Screen shows the draft order of all the teams in the league for the NBA Draft.

⇒ **Assign Workouts**
The Assign Workouts Screen allows you to increase or decrease the number of workouts that you hold to assess rookie prospects. Each Workout costs your team 10 Salary Points.

Press the **START** button to advance. You are taken to the Franchise Main Menu. To use your workouts, select Scouting: Player Scouting (see Player Scouting below under scouting). Once you've finished using your workouts to scout players, return to the Calendar Screen, select CONTINUE TO THE DRAFT and press **A**. You will be taken to the Franchise Main Menu. To have your assistant general manager draft for you, select Calendar, press **START**, and select LET THE ASSISTANT GM HANDLE THE DRAFT. To draft your picks personally, select TAKE ME TO THE NBA DRAFT, or select Draft from the Franchise Menu.

⇒ **NBA Draft**
The NBA Draft has four screens: Draft Candidates (the central screen), Team Needs (move left on the **right thumbstick**), Scouting Targets (move right on the **right thumbstick**), and Suggested Picks (move down on the **right thumbstick**). Remember, you have 3 minutes and 30 seconds to select your draft pick (or one will be selected for you).

If you're not sure what positions your team needs to fill, it's a good idea to look at the Team Needs Screen.

⇒⇒ **Team Needs**
The Team Needs Screen shows how many players you have at each position, and in total on the team.

⇒⇒ **Scouting Targets**
The Scouting Targets Screen shows the players that you scouted during the Rookie Scouting phase, and whether or not any team has drafted them yet. To view a player's Player Card, click the **right thumbstick button**. You can also draft players from this screen. Just highlight the player and press **A**.

⇒⇒ **Suggested Picks**
The Suggested Picks Screen offers suggestions for the players that you can pick next. Highlight a player and press **A** to draft him.

⇒⇒ **Draft Candidates**
The Draft Candidates Screen shows the players who have been drafted thus far, and the players who remain. Press **Black** or **White** to switch between the Draft Candidates and the Draft Summary. On the Draft Candidates page, highlight players and press **A** to draft them.

After the Draft is completed, you are returned to the Franchise Main Menu. Select Sign Rookies (see Sign Rookies below) to sign the rookies you have drafted. Remember that

you don't have to sign the second round pick if you don't want to.  If you have any salary cap space, you may want to test the Free Agent market.  Simply press the **Black** or **White** buttons to highlight the Free Agent List.  (For more info on signing Free Agents, see Team Rosters, under Front Office, below).

⇒ **Rookie Signing Period**
The Rookie Signing Period gives you 4 weeks to sign your rookie picks and free agents.  You'll need at least twelve players on your roster to advance to the pre-season.  If a free agent that you're trying to sign doesn't accept your first offer, you can advance a week on this screen by pressing **START** and selecting GO TO NEXT WEEK to enable yourself to give the player another offer.  When you're done signing the players that you want, press **START** and select ADVANCE TO TRAINING CAMP.

⇒ **Training Camp**
The Training Camp Screen lets you focus each player on developing a section of their game during the offseason.  Highlight a player and press **A** to bring up the Training Type Overlay.  Highlight the area you want your player to focus on and press **A**.  When you're done assigning areas of focus, press **START**.  After finishing Training Camp, you will be returned to the Franchise Main Menu, select Calendar again to access the Pre-Season Schedule.

⇒ **Pre-Season Schedule**
The Pre-Season gives your team the opportunity to take a look at players and get used to one another without the pressure of worrying about the team's win-loss record.  The Pre-Season Schedule Screen functions the same as the Season Schedule Screen.  Once you are finished with the Pre-Season, you've completed the full cycle of a season.  You now return to the regular season.

## FRANCHISE MAIN MENU (continued)

**Re-sign Players** (Available during Re-Signing)
Re-signing players on the Player Contracts Screen is the same as signing free agents under Team Rosters (see Team Rosters below).

**Scouting** (Available during Rookie Scouting Period)
Knowing which players to pick in the draft is very difficult.  Scouting the players beforehand is critical.  The Scouting Menu gives access to the following two options.

Before you assign workouts to players, remember to check Front Office: Transactions: Team Needs to see what positions your team needs to fill and which positions you roster is weak at.  In addition, note where your team is going to be drafting (check the Mock Draft if you've forgotten) so that you don't waste workouts on players that you aren't likely to have a shot at.

⇒ **Player Scouting**
On the Player Scouting Screen, assign workouts to the players who you think are strong prospects (you can also assign workouts on the Mock Draft Screen). You can only assign one workout at a time to a player.  You can work out each player a maximum of three times.  Once you have assigned workouts to your selected players, press **START** to advance to a screen with a list of the players you have selected to attend your

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workouts. Press **START** again to advance. A new Player Scouting Screen will appear with more in-depth information on the scouted players. Highlight them and click the **left thumbstick button** to view their Player Cards. If you want to give a player a second or third workout, simply repeat this process. (Note: To easily find the players you've already worked out, highlight the Wk (Workout) column, and press **Y**).

⇒ **Mock Draft**
The Mock Draft Screen shows a guess by sports analysts of what the draft order will be based on what's currently known about the players entering the draft. You can also assign workouts on this screen. Just highlight a player and press **A** to bring up the assign workout overlay.

**Draft** (Available during NBA Draft)
See NBA Draft (above under Calendar).

**Sign Rookies** (Available after the NBA Draft)
The Player Contracts Screen allows you to sign your new rookies to a contract. The player's salary and the number of years in their contract is predetermined by their order in the Draft. Simply highlight them and press **A**, select NEGOTIATE CONTRACT, and press **START**.

**Free Agents** (Available after signing rookies)
After signing the rookies that you wish to keep, select Free Agents on the Franchise Menu to try to find the missing pieces to your team in the Free Agency pool. (For more info on signing players, view Team Rosters below under Front Office.)

**FRONT OFFICE**
The Front Office is where you step into the role of the General Manager of the team. Engineer trades. Sign free agents. Hire your team staff. You can do it all.

⇒ **Transactions**
Want to win the NBA championship? It will take championship-caliber players. The Transactions Menu is where you'll go to improve your team's player roster.

⇒⇒ **Trade Player**
Shift personnel to address team weaknesses and improve chemistry.

• Pull the **left trigger** or **right trigger** to cycle the list between All Positions, Point Guards, Shooting Guards, Small Forwards, Power Forwards, Centers and [Draft] Picks.
• Highlight a player or draft pick that you wish to trade and press **A** to put him on your trade offer. The highest cumulative number of players or picks that you can give or receive is three.
• Press **Black** or **White** to view the rosters for the other teams in the league.
• Highlight the players or picks that you wish to receive from the other team and press **A**.
• To quickly toggle between the two teams involved in the trade, press **Y**.
• Press **START** to offer the trade. Highlight YES to confirm.

Note: Keep in mind that if any team is at the cap or over the cap, they cannot accept a contract greater that 115% plus 10k (salary points) of the contract that they trade away. In addition, if a team is under the cap, they cannot accept a trade that puts them over the

cap, if the salary they receive is greater than 115% plus 10k of the contract that they trade away.

⇒⇒ **Trading Block**

When a team has a player that they'd like to "shop around" to other teams in search of a trade, it's called "putting him on the trading block".  This screen shows the players that teams have on the trading block.

To attempt to trade for a another team's player:

• Select a team's trading block with **Black** or **White**, highlight the player you want, and press **A** to access the Trade Player Screen (for more info, see Trade Player above).

To put one of your players on the trading block:

• Select your team and press **A**.

• Highlight the player you want to put on the trading block and press **A**.  The player will be listed on your trading block.  As you advance through the season, go back and check the Player Trading Block Screen to see what other teams have offered for the players on the trading block.

⇒⇒ **Sign Free Agent**

This screen is the same as Team Rosters (see below).

⇒⇒ **Team Rosters**

The Player Contracts Screen is the place to make changes to your team's roster.

To Waive a Player:

• Highlight one of your players and press **A**.

• Select "Waive Player".

To Trade a Player:

• Highlight one of your players and press **A**.

• Select "Begin Trade".   The Player Trade Screen will appear (see Trade Player above).

To Place a Player on the Trading Block:

• Highlight one of your players and press **A**.

• Select "Place on Trading Block".  The Player Trading Block Screen will appear (see Trading Block above).

• Press **B** to return to the Player Contracts Screen.

To Sign a Free Agent:

• Select the Free Agents list by pressing **White** or **Black**.

• Highlight the free agent and press **A**.

• Select "Negotiate Contract".  The Sign Contract Screen will appear.

• Highlight the Points Row and press **A** or **Y** to increase or decrease the number of salary points.

• Highlight the Years Row and press **A** or **Y** to increase or decrease the number of years of the contract.

• Note the Interest Slider, which represents the player's level of interest in your contract offer.  Remember not to lowball the player too much, or they may be offended and refuse to negotiate with your team at all.

• Press **START** to offer the contract to the player.

• If a player rejects your offer, you cannot make another offer to him that same week. Go to the Calendar / Schedule Screen and advance a week.  You can now return to the Player Contracts Screen, and, if the player is still available, make him another offer.

To Trade for a Player:

• Highlight the player you'd like to acquire and press **A**.

• Select "Begin Trade".  The Player Trade Screen appears (see Trade Player above under Team Rosters).

⇒⇒ **Team Needs**

Your team should have at least two players at each position, with a total of 12 players. The Team Needs Screen shows you which positions you're stacked at, and which ones you need to fill out.

⇒ **Personnel**

Players grow old and retire, but strong organizations often have a way of staying competitive. The Personnel Menu is where you control the coaches, scouts, and doctors who will guide your team to victory.

⇒⇒ **Check Personnel**

The Personnel Screen shows your team staff, their salary, and their level of skill.

⇒⇒ **Hire Coach**

Coaches help your players improve and help your team perform well in games.  The Hire Coach Screen is a list of currently available coaches.

• Highlight a column and press **Y** to sort by that column.

• Highlight a coach and press **A** to advance to the Sign Contract Screen.

• Highlight Years, and press **A** or **Y** to increase or decrease the length of the coach's contract.  The Coach's Salary Points are not adjustable.  His salary is tied to his ability as a coach.

• To offer a contract to the coach, press **START**.

⇒⇒ **Hire Assistant**

Assistant coaches help the head coach teach players and develop game strategy.  The Hire Assistant Screen functions the same as the Hire Coach Screen (see above).

⇒⇒ **Hire Scout**

Scouts help you assess players' skill levels and inform your trade and drafting decisions. The Hire Scout interface functions the same as that of Hire Coach.

⇒⇒ **Hire Trainer**

Trainers help to keep your players in good health and assist them in recuperating from injury.  The Hire Trainer Screen functions the same as that of the Hire Coach Screen.

⇒ **League Info**
A skilled General Manager pays attention to other teams' circumstances in addition to his own.  The League Info Menu gives you the ability to check on injuries, transactions, and other information from around the league.

⇒⇒ **News**
The News From Around The NBA Screen shows trades and signings information listed chronologically.

⇒⇒ **Team Info**
The Team Information Screen shows each team's current information, including their record, injuries, and other info.

⇒⇒ **Injury Report**
The Injuries Screen shows injured players for each team, along with their projected status.

⇒⇒ **Team Points**
The Team Points Screen shows each team's salary situation.

**GAME PLAN**
The Game Plan Menu puts you into the role of Head Coach.  Select your team's plays.  Choose your team's game strategy.  Set the starting lineup.  It's your job to make the most of what your players have to offer.

⇒ **Team Rotations**
The Team Lineup Screen lets you move players from the reserves to the bench, or from the bench to the starting roster.

• Highlight any player and press **A**.
• Highlight a second player and press **A** to switch them.

⇒ **Strategy**
The Simulation Strategy Screen is where you set your team's strategy for the games that you simulate on the Calendar Screen.

• **Tempo:** This slider controls how much energy you want your players to expend on the court.  If you max out this slider, your players may make some good hustle plays, but they'll tire out faster and won't be able to play as many minutes per game.
• **Fastbreak / Crashboard:** This slider controls whether your team focuses more on getting out on the break or whether they focus on boxing their man out for the rebound and scoring in the half-court offense.  Moving the slider to the left emphasizes fast break.  Moving the slider to the right emphasizes rebounding.
• **Defense Aggressiveness:** This slider controls how aggressively your team will play on defense.  Moving the slider to the right increases aggressiveness, which will probably result in more blocks and steals.  The downside is your players may foul out of the game more often.
• **Offense / Defense:** This slider controls how much emphasis your team will put on offense versus defense.  Set this slider to play to your team's strengths.

• **Offense Strategy:** Balanced Attack (Default), Inside, or Outside – Selecting INSIDE means that your team will try to take more inside shots by posting up or driving to the basket.  Selecting OUTSIDE means that your team will shoot more three pointers and outside jump shots.  BALANCED ATTACK compromises between these two strategies.

• **Defense Strategy:** Man to Man (Default), 2-3 Zone, 3-2 Zone – 2-3 ZONE is a defense that's designed to shut down the inside, while giving other teams more space for the outside shot.  3-2 ZONE is designed to put pressure on the outside and force difficult passes.  MAN TO MAN is your basic defense, and relies upon your players' one on one defensive skills a lot more.

• **Primary Offensive Option:** Auto (Default), PG, SG, SF, PF, C – This option allows you to shift the offensive burden to one of the positions on your team.  For example, if all of your power forwards are skilled offensively, you might want to set this to PF.

• **Secondary Offensive Option:** Auto (Default), PG, SG, SF, PF, C – This option allows you to shift some of the offensive burden to another position on your team.

⇒ **Offensive Plays**
The Offense Plays Screen is where you pick the plays that will be available to your team in the Play Call Overlay.

• Highlight a play you want and press **A**.
• Highlight the button you want to assign to the play and press **A**.

⇒ **Defensive Plays**
The Defense Plays Screen is where you pick the defensive plays that will be available to your team in the Play Call Overlay.

**STATISTICS**
The Statistics Menu gives you access to any stat you're interested in, from team stats to team standings, from player stats to All-Star votes.

⇒ **Tree** (Playoffs only)
The Playoff Tree Screen shows you a chart with all of the team match ups and illustrates the road to glory.

⇒ **Team Stats**
The Team Stats Screen shows all of the team stats for all of the teams in the league.

• Highlight any stat column and press **Y** to sort teams by the highlighted stat.

⇒ **Player Stats**
The Player Stats Screen shows all of the player stats for all of the players in the league.

• Highlight any stat column and press **Y** to sort the team's players by the highlighted stat.

⇒ **Season Stats** (Playoffs only)
Shows the Player Stats for the season.

⇒ **League Leaders**
The League Leaders Screen is a list of all the players who have played any minutes in the league.  You can sort them by any statistic.

• Highlight any stat column and press **Y** to sort the players by the highlighted stat.

⇒ **Rookie Watch**
The Rookie Watch Screen functions just like the Team Stats Screen, but only lists the rookies.

⇒ **Team Standings** (Regular Season)
The Team Standing Screen shows each team's standings in their division.

⇒ **All-Star Votes** (Regular Season prior to the All-Star Game)
The All-Star Votes Screen shows all of the players who have received fan votes to start in the All-Star Game in February.

⇒ **Playoff Watch** (after the Trade Deadline, third week of February)
The Playoff Watch Screen shows the current rankings of the teams in each conference based on their record, as well as how many more wins each team would need for first place (Games Back).

**EXTRAS**

⇒ **Unlockables**

⇒⇒ **User Stats**
This screen shows the cumulative stats for the selected user record.

⇒⇒ **Items**
This Unlockable Items Screen shows you how to unlock each hidden item and lists the items you've unlocked (unlocked items appear bright white).

⇒ **About the Game**

⇒⇒ **Game Manual**
Check out the game manual you're looking at right now.

⇒⇒ **Register Game**
Register your game at espnvideogames.com for a chance to win great prizes.

⇒⇒ **Credits**
View the game credits.

⇒ **Jukebox**
Play any of the tunes you've unlocked here.
• Move the **left thumbstick** side to side to switch between the Soundtrack Select Menu and the Now Playing List.

Soundtrack Select Menu

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Now Playing List |
| **A** | Add Track to Now Playing List |

| | |
|---|---|
| **B** | Return to Options Menu |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Cycle forward one Soundtrack |
| **left trigger** | Cycle backward one Soundtrack |
| **START** | Play / Pause |

Now Playing List

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Soundtrack Select Menu |
| **A** | Play Track |
| **B** | Return to Options Menu |
| **Y** | Remove Track from Now Playing List |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Select next Track |
| **left trigger** | Select previous Track |
| **START** | Play / Pause |
| **right thumbstick** | Move Tracks in the Now Playing List |

**OPTIONS**
The Options Menu gives you access to the following options.

⇒ **NBA Rules**
This screen allows you to configure how the referees officiate the game.
• **Shot Clock:** When ON, the offense has 24 seconds to shoot the ball before a turnover is called (which will give the other team the ball).
• **Out of Bounds:** When ON, a turnover is called when a ball carrier steps out of bounds.
• **Backcourt Violation:** When ON, a turnover is called when the ball carrier crosses back to his defended half of the court with the ball.
• **8 Seconds ½ Court:** When ON, a turnover is called if the offense fails to advance the ball past the half court line in under 8 seconds.
• **5 Seconds Inbounding:** When ON, a turnover is called if the offense fails to bring the ball into play in under 5 seconds when inbounding from out of bounds.
• **3 Seconds In Key:** When ON, a turnover is called if any offensive player stands with at least one foot inside the key (the rectangular area underneath the basket) for more than 3 seconds.
• **Defensive 3 Seconds Violation:** When ON, a technical foul is called on the defense if a defensive player stands inside the key for more than 3 seconds.  (Exception: If the defender is guarding an offensive player who is arms length or less distance away from him, the defender may remain inside the key for more than 3 seconds).
• **5 Seconds Back to Basket:** When ON, a turnover is called if the ball carrier, while inside the free-throw line extended (to the sidelines), stands with his back to the basket for more than 5 seconds.
• **Foul Out:** Off, 1, 2, 3, 4, 5, On (i.e. 6 fouls, Default) – When ON, a player must leave the game after committing his sixth foul.  You can also set the number of fouls needed to foul out to less than six.

• **Charging / Blocking:** An offensive charging foul is called on an offensive player when he knocks a stationary defender out of position. A defensive blocking foul is called when a defender collides with an offensive player while the defender is in motion (where the collision was not initiated by the offensive player). This slider allows you to adjust how often the referees call charging fouls versus blocking fouls. Move the slider to the left to increase the number of charges. Move the slider to the right to increase the number of blocking fouls.

• **Reaching Foul:** A reaching foul is called when a defender attempts to steal the ball from the ball carrier, and his body makes contact with the ball carrier above the wrist. Move the slider right or left to increase or decrease the number of reaching fouls called.

• **Shooting Foul:** A shooting foul is called when a defender makes contact with the shooter that affects the shot. Move the slider right or left to increase or decrease the number of shooting fouls called.

• **Goaltending:** A goaltending violation is called when a player makes contact with a shot while it is descending towards the basket or makes contact with the ball while it is over the rim. Move the slider right or left to increase or decrease the number of goaltending violations called.

⇒ **Gameplay**
This screen allows you to configure the difficulty and control options of your game.

• **Play Mode:** Simulation (Default) or Arcade - Simulation Mode comes the closest to real life basketball. Arcade Mode gives players unlimited energy, improves player stats (such as dunking), and eliminates injuries.

• **Difficulty:** Rookie, Pro (Default), All Star, Superstar, or Hall Of Fame – Set the game's difficulty to challenge yourself.

• **Game Speed:** Slow, Normal (Default), or Fast – Set the speed of the action.

• **Pass Tag Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform icon passing.

• **Def. Swap Player Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform defensive icon player swapping.

• **Player Fatigue:** On (Default) or Off – When ON, players on the court will get fatigued during the course of a game and may need a breather on the bench.

• **Injuries:** On (Default) or Off – When ON, player injuries may occur.

• **Ball Handler Auto Switch:** On (Default) or Off – When ON, the user always controls the ball carrier when his team has the ball.

• **Def. Auto Guard on Inbounding:** On (Default) or Off – When ON, the user always controls the player defending the inbound pass.

• **Clutch Factor:** On (Default) or Off – When ON, players who have a tendency to hit clutch shots will be more likely to make their shots in the fourth quarter.

• **Freethrow Help:** On or Off (Default) – When ON, you don't need to aim your free throws. Press **A** to shoot, and your accuracy is determined by your player's free throw rating.

• **Biorhythm:** On (Default) or Off– When ON, players will at times be hot or cold. Sometimes they'll struggle to hit shots and other times they'll make almost every shot they put up.

⇒ **Game Sliders**
The Game Sliders Screen is where you fine tune the gameplay aspects.

• Press **START** to toggle between the Home Team and the Away Team Sliders.

⇒⇒ **Shooting**
• **Close Shot Percentage:** Affects close shot accuracy.
• **Medium Shot Percentage:** Affects medium distance shot accuracy.
• **3PT Shot Percentage:** Affects 3 pointer accuracy.
• **Dunk Percentage:** Affects dunk accuracy.
• **Layup Percentage:** Affects layup accuracy.
• **Dunk / Layup vs. Shot Tendency:** Affects the AI team's tendency to go inside for a layup or dunk versus their tendency to shoot a jump shot.  Move slider to the left for more layups and dunks.  Move slider to the right for more jump shots.
• **AI Close Shot Tendency:** Affects the AI team's tendency to shoot close to the basket.
• **AI Medium Shot Tendency:** Affects the AI team's tendency to shoot medium range shots.
• **AI 3PT Shot Tendency:** Affects the AI team's tendency to shoot 3 pointers.
• **AI Dunk / Layup Tendency:** Affects the AI player's tendency to shoot a layup or go for a dunk.  Move the slider to the left for more dunks.  Move the slider to the right for more layups.

⇒⇒ **Blocking**
• **Jumpshot Block Effectiveness:** Adjusts the success rate of block attempts on jumpshots.
• **Dunk / Layup Block Effectiveness:** Adjusts the success rate of block attempts on dunks and layups.
• **Block Height Maximum:** Adjusts the maximum height at which a player can block a shot.

⇒⇒ **Stealing**
• **Steal Effectiveness:** Adjusts the success rate of steal attempts.

⇒⇒ **Defense**
• **Defensive Sag:** Adjusts how much defenders sag off their men to prevent inside penetration.
• **Defensive Stopping Power:** Adjusts how much a dribbler slows down when colliding with a defender.
• **Pick Success:** Adjusts how often offensive picks succeed in slowing down the defender.
• **Pick Effectiveness:** Adjusts how much a successful pick slows down a defender.

⇒⇒ **Fastbreak**
• **Offensive Max Speed:** Adjusts how fast offensive players can run during a fast break.
• **Defensive Max Speed:** Adjusts how fast defenders run when the offensive team is on a fast break.

⇒⇒ **Attributes**
• **Steal Rating:** Adjusts players' steal ratings.
• **Block Rating:** Adjusts players' shot block ratings.
• **Speed Rating:** Adjusts how fast players can run.
• **Ball Handling Rating:** Adjusts all players' ball handling ratings.

- **Dunk Rating:** Adjusts all players' dunk ratings.
- **Offensive Double Team Awareness:** Adjusts how well offensive players react to the double team (by passing or shooting the ball).
- **Offensive Awareness Rating:** Adjusts players' overall offensive awareness rating.
- **Defensive Awareness Rating:** Adjusts players' overall defensive awareness rating.
- **Injury Frequency:** Adjusts the frequency with which injuries occur.
- **Injury Effect:** Adjusts how greatly a player's performance will be hindered by an injury.

⇒ **Presentation**
- **Ability Icons:** On (Default) or Off – When ON, certain players will appear with Ability Icons, which show their areas of skill.
- **Turbo Bar:** On (Default) or Off - When players use turbo to increase their speed, they use up some of their turbo energy.  With Turbo Bar set to OFF, the level of a player's turbo energy is reflected by the size of the Player Control Circle at their feet.  It shrinks as they use up their turbo energy.  With Turbo Bar set to ON, a turbo bar appears beneath the player.  As they use up their turbo energy, the level of red energy in the bar shrinks.
- **Court Focus:** On (Default) or Off – When ON, a Court Focus Icon will appear alerting the user when a teammate has an opportunity to score.
- **Action Replay:** Off, Occasional (Default), or Frequent – When set to OCCASIONAL or FREQUENT, action replays will occasionally or frequently play after highlight reel plays.
- **Show Ball Trails:** On (Default) or Off – When ON, motion blur appears trailing the ball after blocked shots.
- **Action Replay Color:** Random, Off (Default), Silver, Sepia, Teal, Purple, Orange, Green, Blue, or Yellow – Action replays can tint the background a color to help highlight the ball-handler and the ball.  RANDOM picks a different background color at random for each action replay.
- **Action Replay Motion Blur:** On (Default) or Off – When ON, the background will appear blur slightly during action replays to bring attention to the players in the foreground.
- **Free Throw Routines:** On (Default) or Off – When ON, players will perform a quick preparation animation before shooting each free throw.
- **Statistics Overlays:** On (Default) or Off – When ON, statistics overlays will appear onscreen during the game.
- **Ball Holder Text:** Name (Default), Number and Position, or None – This option sets what text will appear beneath the user-controlled player.
- **Vibration:** On (Default) or Off – When ON, the controller will vibrate during certain events in the game, such as dunks, blocks, player collisions, etc.
- **Audio Presentation:** Default, TV Broadcast, In Stands, On Court, Off, or Custom – These options serve as custom settings for the audio sliders below.  Each option sets the individual audio sliders differently.  If the user changes an audio slider directly, the CUSTOM selection will appear highlighted.
- **Commentary Volume:** Adjusts the volume of Tom Tolbert and Bob Fitzgerald's voices.
- **PA Volume:** Adjusts the volume of the Public Address Announcer's voice.
- **Sound Effects Volume:** Adjusts the volume of the gameplay sound effects.
- **Crowd Volume:** Adjusts the volume of the ambient crowd noise.
- **Player Chatter Volume:** Adjusts the volume of the player's voices.
- **PA Music Volume:** Adjusts the volume of the arena's music.

- **Crowd Chatter Volume:** Adjusts the volume of crowd hecklers' voices.
- **Menu Music Volume:** Adjusts the volume of the menu music.
- **Jukebox Music:** Off (Default) or On – When ON, the user can pay jukebox tracks in most game menus and in the Street Modes.  To adjust the tracks in the jukebox, go to Jukebox in the Options Menu.

⇒ **Controller Setup**
This screen allows you to view the offensive button commands for each control setup: Default and Alternates A, B, C, D, and E.

**SAVE**

⇒ **Save Franchise**
The Save Game Data Screen allows you to save your progress in Franchise.

⇒ **Export Team**
The Save Team Screen allows you to export your Franchise Team to Quick Game Mode, so that you can play exhibition games with your team.

**QUIT**
Select Quit to exit Franchise Mode and return to the Main Menu.


## SEASON

**Season Options**
- **Season Length:** 14, 28, 56, or 82 Games (Default) – Set the number of games in a season.
- **Trade Deadline:** Off or On (Default) – When ON, no trades will be allowed after the second week of February.
- **Round 1 Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each first round playoff series.
- **Round 2 Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each second round playoff series.
- **Conference Finals Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each Conference Finals playoff series.
- **Finals Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in the NBA Finals.
- **Fantasy Draft Roster:** Off (Default) or On – When ON, a Fantasy Draft will enable each team to pick all-new rosters.
- **Customize League:** Off (Default) or On – When ON, you can assign teams to new divisions or conferences.
- **Quarter Length:** 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter.
- **Simulated Quarter Length:** 1 – 12 Minutes (12 Minutes by Default) – Set the number of minutes in a simulated quarter.

**Customize League**
This screen appears if the Customize League Option on the previous screen is turned on.

- Press **A** to select a team.
- Highlight a new team and press **A** again to switch their location, league and division wise.

**Team Select**
Select the team(s) that you wish to control and press **START** to advance.

**Fantasy Draft**
If you activated the Fantasy Draft Roster option in Season Options, this screen appears next.  Select the players that you want on your team.  To let the computer finish drafting for you, press **START**.

## SEASON MAIN MENU

### SCHEDULE

⇒ **Season Schedule**
This screen is where you can play or simulate any of your team's season games.
- Pull the **right trigger** or **left trigger** to cycle forward or back through the days of the season.
- To play one of your games, make sure that there's a check mark next to it, then press the **START** button to play the game.  All previous games will be simulated.
- To simulate all of the games up to and including a certain day, uncheck any of the games that your team(s) are supposed to play by highlighting them and pressing **A**. Then press **START**.  Pressing **START** on a day in which your teams aren't scheduled to play any games will also simulate all games up to that point.
- Press **START** after completing all the games in a day to view the Nightly Wrap Up.

⇒ **Player Injuries**
Injuries are an unfortunate part of life for any athlete.  When any injury occurs, an overlay will appear asking you whether you wish to stop the simulation.  If you select YES, the simulation will end.  Exit to the Season Main Menu, and select Game Plan: Team Lineups to make any changes to the Team Lineup you deem necessary.

When you finish all of the games in the season, press **START** and the End of Season Awards Screen appears.

⇒ **End of Season Awards**
- Pull the **right trigger** or **left trigger** to cycle forward or backward through the following award screens: Most Valuable Player, Rookie of the Year, Sixth Man of the Year, Defensive Player of the Year, Most Improved Player of the Year, All-NBA First Team, All-NBA Second Team, All-NBA Third Team, and All-NBA Defensive Team.

When you're done looking at the End of Season Awards, press **START**.  An overlay will appear asking whether you wish to advance to the playoffs.  Select YES and press **A**.

⇒ **Playoffs Schedule**
The Playoffs are where legends are truly made.  The Playoffs Schedule Screen
functions much the same as the Season Schedule Screen.  Play any of your own team's
games and simulate the other games until the NBA Champion is determined.

**STATISTICS** (After first game played)
The Statistics Menu gives you access to any stat you're interested in, from team stats to
team standings, and from player stats to All-Star votes.

⇒ **Tree** (Playoffs only)
The Playoff Tree Screen shows you a chart with all of the team match ups and illustrates
the road to glory.

⇒ **Team Stats**
The Team Stats Screen shows all of the team stats for all of the teams in the league.

• Highlight any stat column and press **Y** to sort teams by the highlighted stat.

⇒ **Player Stats**
The Player Stats Screen shows all of the player stats for all of the players in the league.

• Highlight any stat column and press **Y** to sort the team's players by the highlighted stat.

⇒ **Season Stats** (Playoffs only)
Shows the Player Stats for the season.

⇒ **League Leaders**
The League Leaders Screen is a list of all the players who have played any minutes in
the league.  You can sort them by any statistic.

• Highlight any stat column and press **Y** to sort the players by the highlighted stat.

⇒ **Rookie Watch**
The Rookie Watch Screen functions just like the Team Stats Screen, but only lists the
rookies.

⇒ **Team Standings** (Regular Season)
The Team Standing Screen shows each team's standings in their division.

⇒ **All-Star Votes** (Regular Season prior to the All-Star Game)
The All-Star Votes Screen shows all of the players who have received fan votes to start
in the All-Star Game in February.

⇒ **Playoff Watch** (after the Trade Deadline, third week of February)
The Playoff Watch Screen shows the current rankings of the teams in each conference
based on their record, as well as how many more wins each team would need for first
place (Games Back).

**GAME PLAN**
The Game Plan Menu puts you into the role of Head Coach.  Select your team's plays.  Choose your team's game strategy.  Set the starting lineup.  It's your job to make the most of what your players have to offer.

⇒ **Team Rotations**
The Team Lineups Screen allows you to change any team's lineup to your liking.

To switch two players' positions on a team:
• Highlight one player and press **A** to place a check .
• Highlight the second player and press **A**.

⇒ **Offensive Plays**
The Offense Plays Screen is where you assign a button to each play available in the Play Call Overlay.

• Highlight a play you want and press **A**.
• Highlight the button you want to assign to the play and press **A**.

⇒ **Defensive Plays**
The Defense Plays Screen is where you pick the defensive plays that will be available to your team in the Play Call Overlay.

⇒ **Injury Report**
The Injury Report Screen shows the player injuries for each team in the league.

⇒ **Team Rosters**
The Team Rosters Screen allows you to edit player attributes and team rosters for any team in the league.

• Highlight a player and press **A**.  The Roster Edit Overlay appears.

To Release The Player To Free Agency:
• Highlight RELEASE TO FREE AGENCY and press **A**.

To Assign The Player To Another Team:
• Highlight ASSIGN TO ANOTHER TEAM and press **A**.  The Select Team Screen appears.
• Highlight a team and press **A**.

To Trade The Player To Another Team:
• Highlight TRADE WITH ANOTHER TEAM and press **A**.  The Select Team Screen appears.
• Highlight a team and press **A**.
• Highlight the other player and press **A**.  Select YES on the confirmation overlay.

To Edit The Player's Attributes:
• Highlight EDIT PLAYER and press **A**.  The Edit Player Accessories Screen appears.
• Highlight an accessory and press **A** or **Y** to toggle forward or back through the available items.  Press **START** to advance to the Edit Player Attributes Screen.

• Highlight a rating and press **A** or **Y** to toggle forward or back to increase or decrease the attribute amount.  Press **START** to accept changes and exit.  Press **B** repeatedly to cancel changes and exit.

⇒ **Strategy**
The Simulation Strategy Screen is where you set your team's strategy for the games that you simulate on the Calendar Screen.

• **Tempo:** This slider controls how much energy you want your players to expend on the court.  If you max out this slider, your players may make some good hustle plays, but they'll tire out faster and won't be able to play as many minutes per game.
• **Fastbreak / Crashboard:** This slider controls whether your team focuses more on getting out on the break or whether they focus on boxing their man out for the rebound and scoring in the half-court offense.  Moving the slider to the left emphasizes fast break.  Moving the slider to the right emphasizes rebounding.
• **Defense Aggressiveness:** This slider controls how aggressively your team will play on defense.  Moving the slider to the right increases aggressiveness, which will probably result in more blocks and steals.  The downside is your players may foul out of the game more often.
• **Offense / Defense:** This slider controls how much emphasis your team will put on offense versus defense.  Set this slider to play to your team's strengths.
• **Offense Strategy:** Balanced Attack (Default), Inside, or Outside – Selecting INSIDE means that your team will try to take more inside shots by posting up or driving to the basket.  Selecting OUTSIDE means that your team will shoot more three pointers and outside jump shots.  BALANCED ATTACK compromises between these two strategies.
• **Defense Strategy:** Man to Man (Default), 2-3 Zone, 3-2 Zone – 2-3 ZONE is a defense that's designed to shut down the inside, while giving other teams more space for the outside shot.  3-2 ZONE is designed to put pressure on the outside and force difficult passes.  MAN TO MAN is your basic defense, and relies upon your players' one on one defensive skills a lot more.
• **Primary Offensive Option:** Auto (Default), PG, SG, SF, PF, C – This option allows you to shift the offensive burden to one of the positions on your team.  For example, if all of your power forwards are skilled offensively, you might want to set this to PF.
• **Secondary Offensive Option:** Auto (Default), PG, SG, SF, PF, C – This option allows you to shift some of the offensive burden to another position on your team.

**EXTRAS**

⇒ **Unlockables**

⇒⇒ **User Stats**
This screen shows the cumulative stats for the selected user record.

⇒⇒ **Items**
This Unlockable Items Screen shows you how to unlock each hidden item and lists the items you've unlocked (unlocked items appear bright white).

⇒ **About the Game**

⇒⇒ **Game Manual**
Check out the game manual you're looking at right now.

⇒⇒ **Register Game**
Register your game at espnvideogames.com for a chance to win great prizes.

⇒⇒ **Credits**
View the game credits.

⇒ **Jukebox**
Play any of the tunes you've unlocked here.
● Move the **left thumbstick** side to side to switch between the Soundtrack Select Menu and the Now Playing List.

Soundtrack Select Menu

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Now Playing List |
| **A** | Add Track to Now Playing List |
| **B** | Return to Options Menu |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Cycle forward one Soundtrack |
| **left trigger** | Cycle backward one Soundtrack |
| **START** | Play / Pause |

Now Playing List

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Soundtrack Select Menu |
| **A** | Play Track |
| **B** | Return to Options Menu |
| **Y** | Remove Track from Now Playing List |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Select next Track |
| **left trigger** | Select previous Track |
| **START** | Play / Pause |
| **right thumbstick** | Move Tracks in the Now Playing List |

**OPTIONS**
The Options Menu gives you access to the following options.

⇒ **NBA Rules**
This screen allows you to reconfigure how the referees officiate the game.
● **Shot Clock:** When ON, the offense has 24 seconds to shoot the ball before a turnover is called (which will give the other team the ball).
● **Out of Bounds:** When ON, a turnover is called when a ball carrier steps out of bounds.
● **Backcourt Violation:** When ON, a turnover is called when the ball carrier crosses back to his defended half of the court with the ball.

• **8 Seconds ½ Court:** When ON, a turnover is called if the offense fails to advance the ball past the half court line in under 8 seconds.

• **5 Seconds Inbounding:** When ON, a turnover is called if the offense fails to bring the ball into play in under 5 seconds when inbounding from out of bounds.

• **3 Seconds In Key:** When ON, a turnover is called if any offensive player stands with at least one foot inside the key (the rectangular area underneath the basket) for more than 3 seconds.

• **Defensive 3 Seconds Violation:** When ON, a technical foul is called on the defense if a defensive player stands inside the key for more than 3 seconds. (Exception: If the defender is guarding an offensive player who is arms length or less distance away from him, the defender may remain inside the key for more than 3 seconds).

• **5 Seconds Back to Basket:** When ON, a turnover is called if the ball carrier, while inside the free-throw line extended (to the sidelines), stands with his back to the basket for more than 5 seconds.

• **Foul Out:** Off, 1, 2, 3, 4, 5, On (i.e. 6 fouls, Default) – When ON, a player must leave the game after committing his sixth foul. You can also set the number of fouls needed to foul out to less than six.

• **Charging / Blocking:** An offensive charging foul is called on an offensive player when he knocks a stationary defender out of position. A defensive blocking foul is called when a defender collides with an offensive player while the defender is in motion (where the collision was not initiated by the offensive player). This slider allows you to adjust how often the referees call charging fouls versus blocking fouls. Move the slider to the left to increase the number of charges. Move the slider to the right to increase the number of blocking fouls.

• **Reaching Foul:** A reaching foul is called when a defender attempts to steal the ball from the ball carrier, and his body makes contact with the ball carrier above the wrist. Move the slider right or left to increase or decrease the number of reaching fouls called.

• **Shooting Foul:** A shooting foul is called when a defender makes contact with the shooter that affects the shot. Move the slider right or left to increase or decrease the number of shooting fouls called.

• **Goaltending:** A goaltending violation is called when a player makes contact with a shot while it is descending towards the basket or makes contact with the ball while it is over the rim. Move the slider right or left to increase or decrease the number of goaltending violations called.

⇒ **Gameplay**

This screen allows you to configure the difficulty and control options of your game.

• **Play Mode:** Simulation (Default) or Arcade - Simulation Mode comes the closest to real life basketball. Arcade Mode gives players unlimited energy, improves player stats (such as dunking), and eliminates injuries.

• **Difficulty:** Rookie, Pro (Default), All Star, Superstar, or Hall Of Fame – Set the game's difficulty to challenge yourself.

• **Game Speed:** Slow, Normal (Default), or Fast – Set the speed of the action.

• **Quarter Length:** 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter.

• **Pass Tag Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform icon passing.

• **Def. Swap Player Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform defensive icon player swapping.

- **Player Fatigue:** On (Default) or Off – When ON, players on the court will get fatigued during the course of a game and may need a breather on the bench.
- **Injuries:** On (Default) or Off – When ON, player injuries may occur.
- **Ball Handler Auto Switch:** On (Default) or Off – When ON, the user always controls the ball carrier when his team has the ball.
- **Def. Auto Guard on Inbounding:** On (Default) or Off – When ON, the user always controls the player defending the inbound pass.
- **Clutch Factor:** On (Default) or Off – When ON, players who have a tendency to hit clutch shots will be more likely to make their shots in the fourth quarter.
- **Freethrow Help:** On or Off (Default) – When ON, you don't need to aim your free throws. Press **A** to shoot, and your accuracy is determined by your player's free throw rating.
- **Biorhythm:** On (Default) or Off– When ON, players will at times be hot or cold. Sometimes they'll struggle to hit shots and other times they'll make almost every shot they put up.

⇒ **Game Sliders**
The Game Sliders Screen is where you fine tune the gameplay aspects.

- Press **START** to toggle between the Home Team and the Away Team Sliders.

⇒⇒ **Shooting**
- **Close Shot Percentage:** Affects close shot accuracy.
- **Medium Shot Percentage:** Affects medium distance shot accuracy.
- **3PT Shot Percentage:** Affects 3 pointer accuracy.
- **Dunk Percentage:** Affects dunk accuracy.
- **Layup Percentage:** Affects layup accuracy.
- **Dunk / Layup vs. Shot Tendency:** Affects the AI team's tendency to go inside for a layup or dunk versus their tendency to shoot a jump shot. Move slider to the left for more layups and dunks. Move slider to the right for more jump shots.
- **AI Close Shot Tendency:** Affects the AI team's tendency to shoot close to the basket.
- **AI Medium Shot Tendency:** Affects the AI team's tendency to shoot medium range shots.
- **AI 3PT Shot Tendency:** Affects the AI team's tendency to shoot 3 pointers.
- **AI Dunk / Layup Tendency:** Affects the AI player's tendency to shoot a layup or go for a dunk. Move the slider to the left for more dunks. Move the slider to the right for more layups.

⇒⇒ **Blocking**
- **Jumpshot Block Effectiveness:** Adjusts the success rate of block attempts on jumpshots.
- **Dunk / Layup Block Effectiveness:** Adjusts the success rate of block attempts on dunks and layups.
- **Block Height Maximum:** Adjusts the maximum height at which a player can block a shot.

⇒⇒ **Stealing**
- **Steal Effectiveness:** Adjusts the success rate of steal attempts.

⇒⇒ **Defense**
• **Defensive Sag:** Adjusts how much defenders sag off their men to prevent inside penetration.
• **Defensive Stopping Power:** Adjusts how much a dribbler slows down when colliding with a defender.
• **Pick Success:** Adjusts how often offensive picks succeed in slowing down the defender.
• **Pick Effectiveness:** Adjusts how much a successful pick slows down a defender.

⇒⇒ **Fastbreak**
• **Offensive Max Speed:** Adjusts how fast offensive players can run during a fast break.
• **Defensive Max Speed:** Adjusts how fast defenders run when the offensive team is on a fast break.

⇒⇒ **Attributes**
• **Steal Rating:** Adjusts players' steal ratings.
• **Block Rating:** Adjusts players' shot block ratings.
• **Speed Rating:** Adjusts how fast players can run.
• **Ball Handling Rating:** Adjusts all players' ball handling ratings.
• **Dunk Rating:** Adjusts all players' dunk ratings.
• **Offensive Double Team Awareness:** Adjusts how well offensive players react to the double team (by passing or shooting the ball).
• **Offensive Awareness Rating:** Adjusts players' overall offensive awareness rating.
• **Defensive Awareness Rating:** Adjusts players' overall defensive awareness rating.
• **Injury Frequency:** Adjusts the frequency with which injuries occur.
• **Injury Effect:** Adjusts how greatly a player's performance will be hindered by an injury.

⇒ **Presentation**
• **Ability Icons:** On (Default) or Off – When ON, certain players will appear with Ability Icons, which show their areas of skill.
• **Turbo Bar:** On (Default) or Off - When players use turbo to increase their speed, they use up some of their turbo energy.  With Turbo Bar set to OFF, the level of a player's turbo energy is reflected by the size of the Player Control Circle at their feet.  It shrinks as they use up their turbo energy.  With Turbo Bar set to ON, a turbo bar appears beneath the player.  As they use up their turbo energy, the level of red energy in the bar shrinks.
• **Court Focus:** On (Default) or Off – When ON, a Court Focus Icon will appear alerting the user when a teammate has an opportunity to score.
• **Action Replay:** Off, Occasional (Default), or Frequent – When set to OCCASIONAL or FREQUENT, action replays will occasionally or frequently play after highlight reel plays.
• **Show Ball Trails:** On (Default) or Off – When ON, motion blur appears trailing the ball after blocked shots.
• **Action Replay Color:** Random, Off (Default), Silver, Sepia, Teal, Purple, Orange, Green, Blue, or Yellow – Action replays can tint the background a color to help highlight the ball-handler and the ball.  RANDOM picks a different background color at random for each action replay.
• **Action Replay Motion Blur:** On (Default) or Off – When ON, the background will appear blur slightly during action replays to bring attention to the players in the foreground.

• **Free Throw Routines:** On (Default) or Off – When ON, players will perform a quick preparation animation before shooting each free throw.

• **Statistics Overlays:** On (Default) or Off – When ON, statistics overlays will appear onscreen during the game.

• **Ball Holder Text:** Name (Default), Number and Position, or None – This option sets what text will appear beneath the user-controlled player.

• **Vibration:** On (Default) or Off – When ON, the controller will vibrate during certain events in the game, such as dunks, blocks, player collisions, etc.

• **Audio Presentation:** Default, TV Broadcast, In Stands, On Court, Off, or Custom – These options serve as custom settings for the audio sliders below.  Each option sets the individual audio sliders differently.  If the user changes an audio slider directly, the CUSTOM selection will appear highlighted.

• **Commentary Volume:** Adjusts the volume of Tom Tolbert and Bob Fitzgerald's voices.

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• **Player Chatter Volume:** Adjusts the volume of the player's voices.

• **PA Music Volume:** Adjusts the volume of the arena's music.

• **Crowd Chatter Volume:** Adjusts the volume of crowd hecklers' voices.

• **Menu Music Volume:** Adjusts the volume of the menu music.

• **Jukebox Music:** Off (Default) or On – When ON, the user can pay jukebox tracks in most game menus and in the Street Modes.  To adjust the tracks in the jukebox, go to Jukebox in the Options Menu.

⇒ **Controller Setup**
This screen allows you to view the offensive button commands for each control setup: Default and Alternates A, B, C, D, and E.

**SAVE**

⇒ **Save**
The Save Game Data Screen allows you to save your progress in Season.

⇒ **Delete**
The Delete Screen allows you to delete unwanted save files.

**QUIT**
Select Quit to exit Season Mode and return to the Main Menu.

**PLAYOFFS**
Skip the long regular season and jump right to the playoffs.  No matter what team you pick, you're guaranteed to make it to the playoffs.

**Playoffs Options**
• **Round 1 Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each first round playoff series.

• **Round 2 Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each second round playoff series.

- **Conference Finals Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each Conference Finals playoff series.
- **Finals Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in the NBA Finals.
- **Fantasy Draft Roster:** Off (Default) or On – When ON, a Fantasy Draft will enable each team to pick all-new rosters.
- **Customize League:** Off (Default) or On – When ON, you can assign teams to new divisions or conferences.
- **Quarter Length:** 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter.
- **Simulated Quarter Length:** 1 – 12 Minutes (12 Minutes by Default) – Set the number of minutes in a simulated quarter.

**Customize League**

This screen appears if the Customize League Option on the previous screen is turned on.

- Press **A** to select a team.
- Highlight a new team and press **A** again to switch their location, league and division wise.

**Team Select**

Select the teams that you wish to control and press **START** to advance.

**Fantasy Draft**

If you activated the Fantasy Draft Roster option in Season Options, this screen appears next.  Select the players that you want on your team.  To let the computer finish drafting for you, press **START**.

## PLAYOFFS MAIN MENU

**SCHEDULE**

This screen is where you can play or simulate any of your team's playoffs games.
- Pull the **right trigger** or **left trigger** to cycle forward or back through the games of the postseason.
- To play one of your games, make sure that there's a check mark next to it, then press the **START** button to play the game.  All previous games will be simulated.
- To simulate all of the games up to and including on of your team(s)' games, uncheck any of the games that your team(s) are supposed to play by highlighting them and pressing **A**.  Then press **START**.
- Press **START** after completing all the games on the screen to view the Nightly Wrap Up.

**STATISTICS**

The Statistics Menu gives you access to any stat you're interested in.

⇒ **Tree**

The Playoff Tree Screen shows you a chart with all of the team match ups and illustrates the road to glory.

⇒ **Team Stats**
The Team Stats Screen shows every team's playoffs stats.

• Highlight any stat column and press **Y** to sort teams by the highlighted stat.

⇒ **Player Stats**
The Player Stats Screen shows all of the playoff stats for all of the players in the league.

• Highlight any stat column and press **Y** to sort the team's players by the highlighted stat.

⇒ **Season Stats**
Shows the Player Stats for the season.

⇒ **League Leaders**
The League Leaders Screen is a list of all the players who have played any minutes in the league.  You can sort them by any season statistic.

• Highlight any stat column and press **Y** to sort the players by the highlighted stat.

⇒ **Rookie Watch**
The Rookie Watch Screen functions just like the Team Stats Screen, but only lists the rookies.

**GAME PLAN**
The Game Plan Menu puts you into the role of Head Coach.  Select your team's plays. Choose your team's game strategy.  Set the starting lineup.  It's your job to make the most of what your players have to offer.

⇒ **Team Rotations**
The Team Lineups Screen allows you to change any team's lineup to your liking.

To switch two players' positions on a team:
• Highlight one player and press **A** to place a check .
• Highlight the second player and press **A**.

⇒ **Offensive Plays**
The Offense Plays Screen is where you assign a button to each play available in the Play Call Overlay.

• Highlight a play you want and press **A**.
• Highlight the button you want to assign to the play and press **A**.

⇒ **Defensive Plays**
The Defense Plays Screen is where you pick the defensive plays that will be available to your team in the Play Call Overlay.

⇒ **Injury Report**
The Injury Report Screen shows the player injuries for each team in the league.

⇒ **Team Rosters**

The Team Rosters Screen allows you to edit player attributes and team rosters for any team in the league.

• Highlight a player and press **A**.  The Roster Edit Overlay appears.

To Release The Player To Free Agency:
• Highlight RELEASE TO FREE AGENCY and press **A**.

To Assign The Player To Another Team:
• Highlight ASSIGN TO ANOTHER TEAM and press **A**.  The Select Team Screen appears.
• Highlight a team and press **A**.

To Trade The Player To Another Team:
• Highlight TRADE WITH ANOTHER TEAM and press **A**.  The Select Team Screen appears.
• Highlight a team and press **A**.
• Highlight the other player and press **A**.  Select YES on the confirmation overlay.

To Edit The Player's Attributes:
• Highlight EDIT PLAYER and press **A**.  The Edit Player Accessories Screen appears.
• Highlight an accessory and press **A** or **Y** to toggle forward or back through the available items.  Press **START** to advance to the Edit Player Attributes Screen.
• Highlight a rating and press **A** or **Y** to toggle forward or back to increase or decrease the attribute amount.  Press **START** to accept changes and exit.  Press **B** repeatedly to cancel changes and exit.

⇒ **Strategy**

The Simulation Strategy Screen is where you set your team's strategy for the games that you simulate on the Calendar Screen.

• **Tempo:** This slider controls how much energy you want your players to expend on the court.  If you max out this slider, your players may make some good hustle plays, but they'll tire out faster and won't be able to play as many minutes per game.
• **Fastbreak / Crashboard:** This slider controls whether your team focuses more on getting out on the break or whether they focus on boxing their man out for the rebound and scoring in the half-court offense.  Moving the slider to the left emphasizes fast break.  Moving the slider to the right emphasizes rebounding.
• **Defense Aggressiveness:** This slider controls how aggressively your team will play on defense.  Moving the slider to the right increases aggressiveness, which will probably result in more blocks and steals.  The downside is your players may foul out of the game more often.
• **Offense / Defense:** This slider controls how much emphasis your team will put on offense versus defense.  Set this slider to play to your team's strengths.
• **Offense Strategy:** Balanced Attack (Default), Inside, or Outside – Selecting INSIDE means that your team will try to take more inside shots by posting up or driving to the basket.  Selecting OUTSIDE means that your team will shoot more three pointers and outside jump shots.  BALANCED ATTACK compromises between these two strategies.

• **Defense Strategy:** Man to Man (Default), 2-3 Zone, 3-2 Zone – 2-3 ZONE is a defense that's designed to shut down the inside, while giving other teams more space for the outside shot.  3-2 ZONE is designed to put pressure on the outside and force difficult passes.  MAN TO MAN is your basic defense, and relies upon your players' one on one defensive skills a lot more.

• **Primary Offensive Option:** Auto (Default), PG, SG, SF, PF, C – This option allows you to shift the offensive burden to one of the positions on your team.  For example, if all of your power forwards are skilled offensively, you might want to set this to PF.

• **Secondary Offensive Option:** Auto (Default), PG, SG, SF, PF, C – This option allows you to shift some of the offensive burden to another position on your team.

## EXTRAS

⇒ **Unlockables**

⇒⇒ **User Stats**
This screen shows the cumulative stats for the selected user record.

⇒⇒ **Items**
This Unlockable Items Screen shows you how to unlock each hidden item and lists the items you've unlocked (unlocked items appear bright white).

⇒ **About the Game**

⇒⇒ **Game Manual**
Check out the game manual you're looking at right now.

⇒⇒ **Register Game**
Register your game at espnvideogames.com for a chance to win great prizes.

⇒⇒ **Credits**
View the game credits.

⇒ **Jukebox**
Play any of the tunes you've unlocked here.

• Move the **left thumbstick** side to side to switch between the Soundtrack Select Menu and the Now Playing List.

Soundtrack Select Menu

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Now Playing List |
| **A** | Add Track to Now Playing List |
| **B** | Return to Options Menu |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Cycle forward one Soundtrack |
| **left trigger** | Cycle backward one Soundtrack |
| **START** | Play / Pause |

Now Playing List

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Soundtrack Select Menu |
| **A** | Play Track |
| **B** | Return to Options Menu |
| **Y** | Remove Track from Now Playing List |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Select next Track |
| **left trigger** | Select previous Track |
| **START** | Play / Pause |
| **right thumbstick** | Move Tracks in the Now Playing List |

**OPTIONS**
The Options Menu gives you access to the following options.

⇒ **NBA Rules**
This screen allows you to configure how the referees officiate the game.

• **Shot Clock:** When ON, the offense has 24 seconds to shoot the ball before a turnover is called (which will give the other team the ball).

• **Out of Bounds:** When ON, a turnover is called when a ball carrier steps out of bounds.

• **Backcourt Violation:** When ON, a turnover is called when the ball carrier crosses back to his defended half of the court with the ball.

• **8 Seconds ½ Court:** When ON, a turnover is called if the offense fails to advance the ball past the half court line in under 8 seconds.

• **5 Seconds Inbounding:** When ON, a turnover is called if the offense fails to bring the ball into play in under 5 seconds when inbounding from out of bounds.

• **3 Seconds In Key:** When ON, a turnover is called if any offensive player stands with at least one foot inside the key (the rectangular area underneath the basket) for more than 3 seconds.

• **Defensive 3 Seconds Violation:** When ON, a technical foul is called on the defense if a defensive player stands inside the key for more than 3 seconds.  (Exception: If the defender is guarding an offensive player who is arms length or less distance away from him, the defender may remain inside the key for more than 3 seconds).

• **5 Seconds Back to Basket:** When ON, a turnover is called if the ball carrier, while inside the free-throw line extended (to the sidelines), stands with his back to the basket for more than 5 seconds.

• **Foul Out:** Off, 1, 2, 3, 4, 5, On (i.e. 6 fouls, Default) – When ON, a player must leave the game after committing his sixth foul.  You can also set the number of fouls needed to foul out to less than six.

• **Charging / Blocking:** An offensive charging foul is called on an offensive player when he knocks a stationary defender out of position.  A defensive blocking foul is called when a defender collides with an offensive player while the defender is in motion (where the collision was not initiated by the offensive player).  This slider allows you to adjust how often the referees call charging fouls versus blocking fouls.  Move the slider to the left to increase the number of charges.  Move the slider to the right to increase the number of blocking fouls.

• **Reaching Foul:** A reaching foul is called when a defender attempts to steal the ball from the ball carrier, and his body makes contact with the ball carrier above the wrist. Move the slider right or left to increase or decrease the number of reaching fouls called.
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• **Goaltending:** A goaltending violation is called when a player makes contact with a shot while it is descending towards the basket or makes contact with the ball while it is over the rim. Move the slider right or left to increase or decrease the number of goaltending violations called.

⇒ **Gameplay**
This screen allows you to configure the difficulty and control options of your game.
• **Play Mode:** Simulation (Default) or Arcade - Simulation Mode comes the closest to real life basketball. Arcade Mode gives players unlimited energy, improves player stats (such as dunking), and eliminates injuries.
• **Difficulty:** Rookie, Pro (Default), All Star, Superstar, or Hall Of Fame – Set the game's difficulty to challenge yourself.
• **Game Speed:** Slow, Normal (Default), or Fast – Set the speed of the action.
• **Quarter Length:** 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter.
• **Pass Tag Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform icon passing.
• **Def. Swap Player Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform defensive icon player swapping.
• **Player Fatigue:** On (Default) or Off – When ON, players on the court will get fatigued during the course of a game and may need a breather on the bench.
• **Injuries:** On (Default) or Off – When ON, player injuries may occur.
• **Ball Handler Auto Switch:** On (Default) or Off – When ON, the user always controls the ball carrier when his team has the ball.
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⇒ **Controller Setup**
This screen allows you to view the offensive button commands for each control setup:
Default and Alternates A, B, C, D, and E.

**SAVE**

⇒ **Save**
The Save Game Data Screen allows you to save your progress in the Playoffs.

⇒ **Delete**
The Delete Screen allows you to delete unwanted save files.

**QUIT**
Select Quit to exit Playoffs Mode and return to the Main Menu.


**GAME MODES MENU (continued)**

**TOURNAMENT**
Set up a tournament of 4 to 16 teams and see who comes out on top.

**Tournament Options**
• **Number of Teams:** 4 Teams, 8 Teams, or 16 Teams (Default) – Set the number of teams in the tournament.
• **Fantasy Draft Roster:** Off (Default) or On – When ON, a Fantasy Draft will enable each team to pick all-new rosters.
• **Quarter Length:** 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter.
• **Simulated Quarter Length:** 1 – 12 Minutes (12 Minutes by Default) – Set the number of minutes in a simulated quarter.

**Tournament Setup**
The Tournament Setup Screen enables you to pick the teams that will participate in the tournament and to assign users to some or all of the teams.

To change the teams involved in the tournament:
• Highlight the team you wish to replace in the tournament.
• Highlight the Team Name Column.
• Press **A** or **Y** to toggle forward or back through the other available teams.

To assign a user to one of the teams:
• Highlight the team to which you wish to assign a user.
• Highlight the Player Column.
• Press **A** to assign a user to the team.  A Virtual Keyboard appears.
• Enter a user name and press **START**.
• To reassign a user team to computer control, highlight the user's name and press **Y**.

**Fantasy Draft**
If you activated the Fantasy Draft Roster option in Season Options, this screen appears next. Select the players that you want on your team. To let the computer finish drafting for you, press **START**.

## TOURNAMENT MAIN MENU

### PLAY GAME
The Tournament Tree Screen is where you play or simulate the games of the Tournament.

To play or simulate a game:
• Highlight the game and press **A** or **START**. Games in which neither team has been assigned to a user will be simulated. Games in which one or both teams are user-controlled must be played.
• The Controller Assign Screen appears. If you want to play with another user on your team, they can assign their controller to your team. Press **A** or **START** to advance to the game. (For game controls, see Quick Game Mode).

### GAME PLAN
The Game Plan Menu puts you into the role of Head Coach. Select your team's plays. Choose your team's game strategy. Set the starting lineup. It's your job to make the most of what your players have to offer.

⇒ **Setup**
The Setup Names Screen functions the same as the Tournament Setup Screen (see above).

⇒ **Team Rotations**
The Team Lineups Screen allows you to change any team's lineup to your liking.

To switch two players' positions on a team:
• Highlight one player and press **A** to place a check .
• Highlight the second player and press **A**.

⇒ **Offensive Plays**
The Offense Plays Screen is where you assign a button to each play available in the Play Call Overlay.

• Highlight a play you want and press **A**.
• Highlight the button you want to assign to the play and press **A**.

⇒ **Defensive Plays**
The Defense Plays Screen is where you pick the defensive plays that will be available to your team in the Play Call Overlay.

⇒ **Injury Report**
The Injury Report Screen shows the player injuries for each team in the league.

**EXTRAS**

⇒ **Unlockables**

⇒⇒ **User Stats**
This screen shows the cumulative stats for the selected user record.

⇒⇒ **Items**
This Unlockable Items Screen shows you how to unlock each hidden item and lists the items you've unlocked (unlocked items appear bright white).

⇒ **About the Game**

⇒⇒ **Game Manual**
Check out the game manual you're looking at right now.

⇒⇒ **Register Game**
Register your game at espnvideogames.com for a chance to win great prizes.

⇒⇒ **Credits**
View the game credits.

⇒ **Jukebox**
Play any of the tunes you've unlocked here.
● Move the **left thumbstick** side to side to switch between the Soundtrack Select Menu and the Now Playing List.

Soundtrack Select Menu

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Now Playing List |
| **A** | Add Track to Now Playing List |
| **B** | Return to Options Menu |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Cycle forward one Soundtrack |
| **left trigger** | Cycle backward one Soundtrack |
| **START** | Play / Pause |

Now Playing List

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Soundtrack Select Menu |
| **A** | Play Track |
| **B** | Return to Options Menu |
| **Y** | Remove Track from Now Playing List |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Select next Track |
| **left trigger** | Select previous Track |
| **START** | Play / Pause |

**right thumbstick**                                    Move Tracks in the Now Playing List

**OPTIONS**
The Options Menu gives you access to the following options.

⇒ **NBA Rules**
This screen allows you to configure how the referees officiate the game.
• **Shot Clock:** When ON, the offense has 24 seconds to shoot the ball before a turnover is called (which will give the other team the ball).
• **Out of Bounds:** When ON, a turnover is called when a ball carrier steps out of bounds.
• **Backcourt Violation:** When ON, a turnover is called when the ball carrier crosses back to his defended half of the court with the ball.
• **8 Seconds ½ Court:** When ON, a turnover is called if the offense fails to advance the ball past the half court line in under 8 seconds.
• **5 Seconds Inbounding:** When ON, a turnover is called if the offense fails to bring the ball into play in under 5 seconds when inbounding from out of bounds.
• **3 Seconds In Key:** When ON, a turnover is called if any offensive player stands with at least one foot inside the key (the rectangular area underneath the basket) for more than 3 seconds.
• **Defensive 3 Seconds Violation:** When ON, a technical foul is called on the defense if a defensive player stands inside the key for more than 3 seconds.  (Exception: If the defender is guarding an offensive player who is arms length or less distance away from him, the defender may remain inside the key for more than 3 seconds).
• **5 Seconds Back to Basket:** When ON, a turnover is called if the ball carrier, while inside the free-throw line extended (to the sidelines), stands with his back to the basket for more than 5 seconds.
• **Foul Out:** Off, 1, 2, 3, 4, 5, On (i.e. 6 fouls, Default) – When ON, a player must leave the game after committing his sixth foul.  You can also set the number of fouls needed to foul out to less than six.
• **Charging / Blocking:** An offensive charging foul is called on an offensive player when he knocks a stationary defender out of position.  A defensive blocking foul is called when a defender collides with an offensive player while the defender is in motion (where the collision was not initiated by the offensive player).  This slider allows you to adjust how often the referees call charging fouls versus blocking fouls.  Move the slider to the left to increase the number of charges.  Move the slider to the right to increase the number of blocking fouls.
• **Reaching Foul:** A reaching foul is called when a defender attempts to steal the ball from the ball carrier, and his body makes contact with the ball carrier above the wrist. Move the slider right or left to increase or decrease the number of reaching fouls called.
• **Shooting Foul:** A shooting foul is called when a defender makes contact with the shooter that affects the shot.  Move the slider right or left to increase or decrease the number of shooting fouls called.
• **Goaltending:** A goaltending violation is called when a player makes contact with a shot while it is descending towards the basket or makes contact with the ball while it is over the rim.  Move the slider right or left to increase or decrease the number of goaltending violations called.

⇒ **Gameplay**
This screen allows you to configure the difficulty and control options of your game.

• **Play Mode:** Simulation (Default) or Arcade - Simulation Mode comes the closest to real life basketball.  Arcade Mode gives players unlimited energy, improves player stats (such as dunking), and eliminates injuries.

• **Difficulty:** Rookie, Pro (Default), All Star, Superstar, or Hall Of Fame – Set the game's difficulty to challenge yourself.

• **Game Speed:** Slow, Normal (Default), or Fast – Set the speed of the action.

• **Quarter Length:** 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter.

• **Pass Tag Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform icon passing.

• **Def. Swap Player Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform defensive icon player swapping.

• **Player Fatigue:** On (Default) or Off – When ON, players on the court will get fatigued during the course of a game and may need a breather on the bench.

• **Injuries:** On (Default) or Off – When ON, player injuries may occur.

• **Ball Handler Auto Switch:** On (Default) or Off – When ON, the user always controls the ball carrier when his team has the ball.

• **Def. Auto Guard on Inbounding:** On (Default) or Off – When ON, the user always controls the player defending the inbound pass.

• **Clutch Factor:** On (Default) or Off – When ON, players who have a tendency to hit clutch shots will be more likely to make their shots in the fourth quarter.

• **Freethrow Help:** On or Off (Default) – When ON, you don't need to aim your free throws.  Press **A** to shoot, and your accuracy is determined by your player's free throw rating.

• **Biorhythm:** On (Default) or Off – When ON, players will at times be hot or cold. Sometimes they'll struggle to hit shots and other times they'll make almost every shot they put up.


⇒ **Game Sliders**
The Game Sliders Screen is where you fine tune the gameplay aspects.


• Press **START** to toggle between the Home Team and the Away Team Sliders.


⇒⇒ **Shooting**
• **Close Shot Percentage:** Affects close shot accuracy.

• **Medium Shot Percentage:** Affects medium distance shot accuracy.

• **3PT Shot Percentage:** Affects 3 pointer accuracy.

• **Dunk Percentage:** Affects dunk accuracy.

• **Layup Percentage:** Affects layup accuracy.

• **Dunk / Layup vs. Shot Tendency:** Affects the AI team's tendency to go inside for a layup or dunk versus their tendency to shoot a jump shot.  Move slider to the left for more layups and dunks.  Move slider to the right for more jump shots.

• **AI Close Shot Tendency:** Affects the AI team's tendency to shoot close to the basket.

• **AI Medium Shot Tendency:** Affects the AI team's tendency to shoot medium range shots.

• **AI 3PT Shot Tendency:** Affects the AI team's tendency to shoot 3 pointers.

• **AI Dunk / Layup Tendency:** Affects the AI player's tendency to shoot a layup or go for a dunk.  Move the slider to the left for more dunks.  Move the slider to the right for more layups.

⇒⇒ **Blocking**

• **Jumpshot Block Effectiveness:** Adjusts the success rate of block attempts on jumpshots.

• **Dunk / Layup Block Effectiveness:** Adjusts the success rate of block attempts on dunks and layups.

• **Block Height Maximum:** Adjusts the maximum height at which a player can block a shot.

⇒⇒ **Stealing**

• **Steal Effectiveness:** Adjusts the success rate of steal attempts.

⇒⇒ **Defense**

• **Defensive Sag:** Adjusts how much defenders sag off their men to prevent inside penetration.

• **Defensive Stopping Power:** Adjusts how much a dribbler slows down when colliding with a defender.

• **Pick Success:** Adjusts how often offensive picks succeed in slowing down the defender.

• **Pick Effectiveness:** Adjusts how much a successful pick slows down a defender.

⇒⇒ **Fastbreak**

• **Offensive Max Speed:** Adjusts how fast offensive players can run during a fast break.

• **Defensive Max Speed:** Adjusts how fast defenders run when the offensive team is on a fast break.

⇒⇒ **Attributes**

• **Steal Rating:** Adjusts players' steal ratings.

• **Block Rating:** Adjusts players' shot block ratings.

• **Speed Rating:** Adjusts how fast players can run.

• **Ball Handling Rating:** Adjusts all players' ball handling ratings.

• **Dunk Rating:** Adjusts all players' dunk ratings.

• **Offensive Double Team Awareness:** Adjusts how well offensive players react to the double team (by passing or shooting the ball).

• **Offensive Awareness Rating:** Adjusts players' overall offensive awareness rating.

• **Defensive Awareness Rating:** Adjusts players' overall defensive awareness rating.

• **Injury Frequency:** Adjusts the frequency with which injuries occur.

• **Injury Effect:** Adjusts how greatly a player's performance will be hindered by an injury.

⇒ **Presentation**

• **Ability Icons:** On (Default) or Off – When ON, certain players will appear with Ability Icons, which show their areas of skill.

• **Turbo Bar:** On (Default) or Off - When players use turbo to increase their speed, they use up some of their turbo energy.  With Turbo Bar set to OFF, the level of a player's turbo energy is reflected by the size of the Player Control Circle at their feet.  It shrinks as they use up their turbo energy.  With Turbo Bar set to ON, a turbo bar appears beneath the player.  As they use up their turbo energy, the level of red energy in the bar shrinks.

- **Court Focus:** On (Default) or Off – When ON, a Court Focus Icon will appear alerting the user when a teammate has an opportunity to score.
- **Action Replay:** Off, Occasional (Default), or Frequent – When set to OCCASIONAL or FREQUENT, action replays will occasionally or frequently play after highlight reel plays.
- **Show Ball Trails:** On (Default) or Off – When ON, motion blur appears trailing the ball after blocked shots.
- **Action Replay Color:** Random, Off (Default), Silver, Sepia, Teal, Purple, Orange, Green, Blue, or Yellow – Action replays can tint the background a color to help highlight the ball-handler and the ball.  RANDOM picks a different background color at random for each action replay.
- **Action Replay Motion Blur:** On (Default) or Off – When ON, the background will appear blur slightly during action replays to bring attention to the players in the foreground.
- **Free Throw Routines:** On (Default) or Off – When ON, players will perform a quick preparation animation before shooting each free throw.
- **Statistics Overlays:** On (Default) or Off – When ON, statistics overlays will appear onscreen during the game.
- **Ball Holder Text:** Name (Default), Number and Position, or None – This option sets what text will appear beneath the user-controlled player.
- **Vibration:** On (Default) or Off – When ON, the controller will vibrate during certain events in the game, such as dunks, blocks, player collisions, etc.
- **Audio Presentation:** Default, TV Broadcast, In Stands, On Court, Off, or Custom – These options serve as custom settings for the audio sliders below.  Each option sets the individual audio sliders differently.  If the user changes an audio slider directly, the CUSTOM selection will appear highlighted.
- **Commentary Volume:** Adjusts the volume of Tom Tolbert and Bob Fitzgerald's voices.
- **PA Volume:** Adjusts the volume of the Public Address Announcer's voice.
- **Sound Effects Volume:** Adjusts the volume of the gameplay sound effects.
- **Crowd Volume:** Adjusts the volume of the ambient crowd noise.
- **Player Chatter Volume:** Adjusts the volume of the player's voices.
- **PA Music Volume:** Adjusts the volume of the arena's music.
- **Crowd Chatter Volume:** Adjusts the volume of crowd hecklers' voices.
- **Menu Music Volume:** Adjusts the volume of the menu music.
- **Jukebox Music:** Off (Default) or On – When ON, the user can pay jukebox tracks in most game menus and in the Street Modes.  To adjust the tracks in the jukebox, go to Jukebox in the Options Menu.

⇒ **Controller Setup**
This screen allows you to view the offensive button commands for each control setup: Default and Alternates A, B, C, D, and E.

**SAVE**

⇒ **Save**
The Save Game Data Screen allows you to save your progress in the Tournament.

⇒ **Delete**
The Delete Screen allows you to delete unwanted save files.

**QUIT**
Select Quit to exit Tournament Mode and return to the Main Menu.


# PRACTICE
The Practice Menu contains 2 modes: Standard and Freethrow.

## STANDARD
Perfect your offensive moves (dribbling, passing, shooting) with no defense on the court and no referees.

**Team Select**
• Move the **left thumbstick** or **directional pad** left to select the away team and right to select the home team.  (You'll probably want to select the home team, since it's the only team that can take possession of the ball.  The away team players can be controlled, but the user's away team player can only perform defensive moves and cannot pick up or rebound the ball).
• Pull the **right trigger** or **left trigger** to cycle forward or backward through the available teams.
• Press **Black** or **White** to cycle through the alternate jerseys that may be available for your selected team.
• Press **Y** to access the Team Options Screen and customize game settings (Difficulty, Game Speed, Arena, etc).
• Press **B** or **BACK** to return to the previous screen.
• Press **A** or **START** to load the Standard Practice court.

**Gameplay and Options**
For more information on gameplay moves or Pause Menu options, see Quick Game Mode.


## FREE THROW
Consistent free throw shooting is the cornerstone of any successful offensive effort. Improve your shot from the charity stripe here.

**Team Select**
• Move the **left thumbstick** or **directional pad** left to select the away team and right to select the home team.
• Pull the **right trigger** or **left trigger** to cycle forward or backward through the available teams.
• Press **Black** or **White** to cycle through the alternate jerseys that may be available for your selected team.
• Press **Y** to access the Team Options Screen.
• Press **A** or **START** to load the Free Throw Practice.

For more information on how to shoot free throws, see Free-throw Shooting in the Control Summary.

**MAIN MENU (continued)**

## 24 / 7

Create your own customized player and hit the blacktop to take on challenges from current NBA players or legendary players of the past. Also, compete in drills to win a variety of unlockables and increase your player's skill levels. The twist in 24/7 is the Real Time System. The game tracks the time through the system clock. Time keeps ticking and if your player doesn't hit the courts for a while, he'll gradually get out of shape and lose some of his skill level. Building the best player in 24/7 takes commitment. Prove that you have what it takes.

**Create Player**
This screen is where you'll create the player that you'll control in 24/7 mode.

• For the player's name (First and Last), press **A** to access the Virtual Keyboard. Type in your desired name and press **START** to confirm it.
• For all the other options, press **A** or **Y** to cycle forward or backward through the available settings.
• When you're finished with the each screen, press **START** to advance to the next screen.

**24/7 MENU**
The 24/7 Menu give you access to the following:

• **Training Camp:** Use Training Camp to improve your player's skill ratings in each area, and prepare him for battle.
• **Battle Games:** Battle other players to win items and gain rank points. The players you beat one-on-one will be added to your Cell Phone list. You can then pair up with them for two-on-two Battle Games. The Battle Games available to you will change depending on the time of day.
• **Home:** The Home Screen is where you can view all of your accomplishments in 24/7 and save them to an Xbox Memory Unit or the Xbox Hard Disk.

• Highlight any unlocked area and press **A** to access it.
• Highlight any Battle Game and press **Y** to access the 24/7 Schedule Screen.

**24/7 Schedule**
The 24/7 Schedule Screen shows the game types that each area will offer at certain times and days.

• Pull the **left trigger** or **right trigger** to cycle through the available cities.
• Press **Black** or **White** to cycle through the days of the year.
• Highlight a game and press **A** to add the game to your appointment book. An icon will pop up on any 24/7 screen to alert you when your game becomes available.

**Battle Games**
If you select a Battle Game, an overlay will appear stating the rules of the game. Highlight OK and press **A** to load the game. You'll play pick-up game to 21. As mentioned above, the players you beat in Battle Games will be added to your Cell Phone list and you'll be able to team up with them in the future.

Note: For level 1 matches, you need to beat the player with a minimum performance grade of "C" to unlock them on your Cell Phone.  For level 2 matches, you need to beat the player with a minimum performance grade of "B".  For level 3 matches, you need to beat the player with a minimum performance grade of "A".

**HOME**
View all of your player's accomplishments in the Home Menu.

**Items**
This screen allows you to view the items you've unlocked.

• Pull the **right trigger** or **left trigger** to cycle through the different item lists (Whole Head, Head, Face, Neck, Back, Left Wrist, Right Wrist, Shoes, Shirt, Shorts, Waist, and Ball)
• Highlight an item and press **A** to equip it.
• To remove an equipped item, select None (at the top of the list) and press **A**.

**Cell Phone**
Select Cell Phone to call up one of your Contacts and ask them to run with you. Highlight a Contact and press **A** to select them as your teammate.

**Appointments**
View the game appointments that you made on the 24/7 Schedule Screen.  If it's time for one of the scheduled games, highlight the game and press **A** to load the game.

**Attributes**
The Attributes Screen shows your player's rank, record, ratings, height, and weight.

**Save**
The Save Game Data Screen allows you to save your 24/7 game data.

• Pull the **left trigger** or **right trigger** to cycle between the memory units and the hard disk.
• Highlight an empty slot and press **A**.
• Enter a name for your save on the Virtual Keyboard and press **START**.

**Extra**

⇒ **Unlockables**

⇒⇒ **User Stats**
This screen shows the cumulative stats for the selected user record.

⇒⇒ **Items**
This Unlockable Items Screen shows you how to unlock each hidden item and lists the items you've unlocked (unlocked items appear bright white).

⇒ **About the Game**

**⇒⇒ Game Manual**
Check out the game manual you're looking at right now.

**⇒⇒ Register Game**
Register your game at espnvideogames.com for a chance to win great prizes.

**⇒⇒ Credits**
View the game credits.

**⇒ Jukebox**
Play any of the tunes you've unlocked here.
• Move the **left thumbstick** side to side to switch between the Soundtrack Select Menu and the Now Playing List.

Soundtrack Select Menu

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Now Playing List |
| **A** | Add Track to Now Playing List |
| **B** | Return to Options Menu |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Cycle forward one Soundtrack |
| **left trigger** | Cycle backward one Soundtrack |
| **START** | Play / Pause |

Now Playing List

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Soundtrack Select Menu |
| **A** | Play Track |
| **B** | Return to Options Menu |
| **Y** | Remove Track from Now Playing List |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Select next Track |
| **left trigger** | Select previous Track |
| **START** | Play / Pause |
| **right thumbstick** | Move Tracks in the Now Playing List |

**Quit**
Select Quit to exit 24/7 Mode and return to the Main Menu.

**TRAINING CAMP**
Use Training Camp to improve your player's skill ratings in each area.  As you successfully complete training challenges, the challenges will grow progressively tougher.  The training challenges you will face in each area will differ depending on the time of day.

**Shot Training**

⇒ **Long Range**
Win a one-on-one game while completing the designated long range shooting objective to increase your 3-Pt Shot rating. The Results Screen shows whether you have succeeded in achieving your training goal and displays whether some of your player's attributes points have changed.

⇒ **Mid Range**
Win a one-on-one game while completing the designated mid-range shooting objective to increase your Mid-Range rating.

⇒ **Layups + Dunks**
Win a one-on-one game while completing the designated layup or dunking objective to increase your Dunk and Layup rating.

⇒ **Free Throw**
The Free Throw training mode requires you to make a certain number of free throws in a row in a three minute period. After the game is over, the Results Screen appears to show you your training results.

**Defense**

⇒ **Blocks**
Win a one-on-one game while completing the designated shot-blocking objective to increase your Block rating.

⇒ **Steal**
The Stealing Training is a two-on-two training mode. Before you can access this training you'll need to beat a player in a Battle Game, so that you can acquire a partner to play with in two-on-two games (assign players as your game partners in Home: Cell Phone). Achieve success in this training to increase your Steal rating.

⇒ **Def Awareness**
Win a one-on-one or a two-on-two game while completing the designated defensive objective to increase your Defensive Awareness rating.

**Other**

⇒ **IsoMotion**
Win a one-on-one game while completing the designated ball handling objective to increase your Ball Handling rating.

⇒ **Passing**
The Passing Training is a two-on-two training mode. Before you can access this training you'll need to beat a player in a Battle Game, so that you can acquire a partner to play with in two-on-two games. Achieve success in this training to increase your Pass rating.

⇒ **Off Awareness**
Win a one-on-one or a two-on-two game while completing the designated offensive objective to increase your Offensive Awareness rating.

**INTERNATIONAL**
Once you've accumulated enough rank points, it's time to fly around the world to take on three international basketball masters. Highlight the Airplane Icon located over Florida to access the International Menu. Select any accessible master to challenge him to a one-on-one game to 21. Those masters that you beat with a performance grade of "A" are added to the list of players on your Cell Phone who you can team up with.

**Sixth Sense**
Sixth Sense has been training his basketball skills since he was 4 years old. He uses a variety of outlandish shaolin training techniques, such as playing blindfolded and practicing his shot with a heavy boulder. He has honed himself into a truly formidable opponent. Home Court: China.

**Game Face**
Game Face has toured the world looking for the best basketball opponents. Currently, he has settled in Greece to study the training methods of the ancient Olympian athletes in hopes of refining his skills even further. Home Court: Greece.

**Phenom**
Phenom is stationed in Japan, where he teaches a hoops skills class to all the Basket Ball Otakus. Tired of easily defeating all challengers, he has settled in the land of the rising sun awaiting a worthy heir to continue his legacy. Home Court: Japan.

## OPTIONS
Multiple categories of options give you the power to customize your game at all levels, from the broadcast booth to the coach's desk.

**NBA Rules**
This screen allows you to configure how the referees officiate the game.
• **Shot Clock:** When ON, the offense has 24 seconds to shoot the ball before a turnover is called (which will give the other team the ball).
• **Out of Bounds:** When ON, a turnover is called when a ball carrier steps out of bounds.
• **Backcourt Violation:** When ON, a turnover is called when the ball carrier crosses back to his defended half of the court with the ball.
• **8 Seconds ½ Court:** When ON, a turnover is called if the offense fails to advance the ball past the half court line in under 8 seconds.
• **5 Seconds Inbounding:** When ON, a turnover is called if the offense fails to bring the ball into play in under 5 seconds when inbounding from out of bounds.
• **3 Seconds In Key:** When ON, a turnover is called if any offensive player stands with at least one foot inside the key (the rectangular area underneath the basket) for more than 3 seconds.
• **Defensive 3 Seconds Violation:** When ON, a technical foul is called on the defense if a defensive player stands inside the key for more than 3 seconds. (Exception: If the defender is guarding an offensive player who is arms length or less distance away from him, the defender may remain inside the key for more than 3 seconds).
• **5 Seconds Back to Basket:** When ON, a turnover is called if the ball carrier, while inside the free-throw line extended (to the sidelines), stands with his back to the basket for more than 5 seconds.

• **Foul Out:** Off, 1, 2, 3, 4, 5, On (i.e. 6 fouls, Default) – When ON, a player must leave the game after committing his sixth foul.  You can also set the number of fouls needed to foul out to less than six.

• **Charging / Blocking:** An offensive charging foul is called on an offensive player when he knocks a stationary defender out of position.  A defensive blocking foul is called when a defender collides with an offensive player while the defender is in motion (where the collision was not initiated by the offensive player).  This slider allows you to adjust how often the referees call charging fouls versus blocking fouls.  Move the slider to the left to increase the number of charges.  Move the slider to the right to increase the number of blocking fouls.

• **Reaching Foul:** A reaching foul is called when a defender attempts to steal the ball from the ball carrier, and his body makes contact with the ball carrier above the wrist. Move the slider right or left to increase or decrease the number of reaching fouls called.

• **Shooting Foul:** A shooting foul is called when a defender makes contact with the shooter that affects the shot.  Move the slider right or left to increase or decrease the number of shooting fouls called.

• **Goaltending:** A goaltending violation is called when a player makes contact with a shot while it is descending towards the basket or makes contact with the ball while it is over the rim.  Move the slider right or left to increase or decrease the number of goaltending violations called.

**Gameplay**
This screen allows you to configure the difficulty and control options of your game.

• **Play Mode:** Simulation (Default) or Arcade - Simulation Mode comes the closest to real life basketball.  Arcade Mode gives players unlimited energy, improves player stats (such as dunking), and eliminates injuries.

• **Difficulty:** Rookie, Pro (Default), All Star, Superstar, or Hall Of Fame – Set the game's difficulty to challenge yourself.

• **Game Speed:** Slow, Normal (Default), or Fast – Set the speed of the action.

• **Quarter Length:** 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter.

• **Pass Tag Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform icon passing.

• **Def. Swap Player Icon:** On (Default) or Off – When ON, button icons appear above players' heads when you perform defensive icon player swapping.

• **Player Fatigue:** On (Default) or Off – When ON, players on the court will get fatigued during the course of a game and may need a breather on the bench.

• **Injuries:** On (Default) or Off – When ON, player injuries may occur.

• **Ball Handler Auto Switch:** On (Default) or Off – When ON, the user always controls the ball carrier when his team has the ball.

• **Def. Auto Guard on Inbounding:** On (Default) or Off – When ON, the user always controls the player defending the inbound pass.

• **Clutch Factor:** On (Default) or Off – When ON, players who have a tendency to hit clutch shots will be more likely to make their shots in the fourth quarter.

• **Freethrow Help:** On or Off (Default) – When ON, you don't need to aim your free throws.  Press **A** to shoot, and your accuracy is determined by your player's free throw rating.

• **Biorhythm:** On (Default) or Off – When ON, players will at times be hot or cold. Sometimes they'll struggle to hit shots and other times they'll make almost every shot they put up.

**Game Sliders**
The Game Sliders Screen is where you fine tune the gameplay aspects.

• Press **START** to toggle between the Home Team and the Away Team Sliders.

⇒ **Shooting**
• **Close Shot Percentage:** Affects close shot accuracy.
• **Medium Shot Percentage:** Affects medium distance shot accuracy.
• **3PT Shot Percentage:** Affects 3 pointer accuracy.
• **Dunk Percentage:** Affects dunk accuracy.
• **Layup Percentage:** Affects layup accuracy.
• **Dunk / Layup vs. Shot Tendency:** Affects the AI team's tendency to go inside for a layup or dunk versus their tendency to shoot a jump shot.  Move slider to the left for more layups and dunks.  Move slider to the right for more jump shots.
• **AI Close Shot Tendency:** Affects the AI team's tendency to shoot close to the basket.
• **AI Medium Shot Tendency:** Affects the AI team's tendency to shoot medium range shots.
• **AI 3PT Shot Tendency:** Affects the AI team's tendency to shoot 3 pointers.
• **AI Dunk / Layup Tendency:** Affects the AI player's tendency to shoot a layup or go for a dunk.  Move the slider to the left for more dunks.  Move the slider to the right for more layups.

⇒ **Blocking**
• **Jumpshot Block Effectiveness:** Adjusts the success rate of block attempts on jumpshots.
• **Dunk / Layup Block Effectiveness:** Adjusts the success rate of block attempts on dunks and layups.
• **Block Height Maximum:** Adjusts the maximum height at which a player can block a shot.

⇒ **Stealing**
• **Steal Effectiveness:** Adjusts the success rate of steal attempts.

⇒ **Defense**
• **Defensive Sag:** Adjusts how much defenders sag off their men to prevent inside penetration.
• **Defensive Stopping Power:** Adjusts how much a dribbler slows down when colliding with a defender.
• **Pick Success:** Adjusts how often offensive picks succeed in slowing down the defender.
• **Pick Effectiveness:** Adjusts how much a successful pick slows down a defender.

⇒ **Fastbreak**
• **Offensive Max Speed:** Adjusts how fast offensive players can run during a fast break.
• **Defensive Max Speed:** Adjusts how fast defenders run when the offensive team is on a fast break.

⇒ **Attributes**
- **Steal Rating:** Adjusts players' steal ratings.
- **Block Rating:** Adjusts players' shot block ratings.
- **Speed Rating:** Adjusts how fast players can run.
- **Ball Handling Rating:** Adjusts all players' ball handling ratings.
- **Dunk Rating:** Adjusts all players' dunk ratings.
- **Offensive Double Team Awareness:** Adjusts how well offensive players react to the double team (by passing or shooting the ball).
- **Offensive Awareness Rating:** Adjusts players' overall offensive awareness rating.
- **Defensive Awareness Rating:** Adjusts players' overall defensive awareness rating.
- **Injury Frequency:** Adjusts the frequency with which injuries occur.
- **Injury Effect:** Adjusts how greatly a player's performance will be hindered by an injury.

**Presentation**
- **Ability Icons:** On (Default) or Off – When ON, certain players will appear with Ability Icons, which show their areas of skill.
- **Turbo Bar:** On (Default) or Off - When players use turbo to increase their speed, they use up some of their turbo energy.  With Turbo Bar set to OFF, the level of a player's turbo energy is reflected by the size of the Player Control Circle at their feet.  It shrinks as they use up their turbo energy.  With Turbo Bar set to ON, a turbo bar appears beneath the player.  As they use up their turbo energy, the level of red energy in the bar shrinks.
- **Court Focus:** On (Default) or Off – When ON, a Court Focus Icon will appear alerting the user when a teammate has an opportunity to score.
- **Action Replay:** Off, Occasional (Default), or Frequent – When set to OCCASIONAL or FREQUENT, action replays will occasionally or frequently play after highlight reel plays.
- **Show Ball Trails:** On (Default) or Off – When ON, motion blur appears trailing the ball after blocked shots.
- **Action Replay Color:** Random, Off (Default), Silver, Sepia, Teal, Purple, Orange, Green, Blue, or Yellow – Action replays can tint the background a color to help highlight the ball-handler and the ball.  RANDOM picks a different background color at random for each action replay.
- **Action Replay Motion Blur:** On (Default) or Off – When ON, the background will appear blur slightly during action replays to bring attention to the players in the foreground.
- **Free Throw Routines:** On (Default) or Off – When ON, players will perform a quick preparation animation before shooting each free throw.
- **Statistics Overlays:** On (Default) or Off – When ON, statistics overlays will appear onscreen during the game.
- **Ball Holder Text:** Name (Default), Number and Position, or None – This option sets what text will appear beneath the user-controlled player.
- **Vibration:** On (Default) or Off – When ON, the controller will vibrate during certain events in the game, such as dunks, blocks, player collisions, etc.
- **Audio Presentation:** Default, TV Broadcast, In Stands, On Court, Off, or Custom – These options serve as custom settings for the audio sliders below.  Each option sets the individual audio sliders differently.  If the user changes an audio slider directly, the CUSTOM selection will appear highlighted.
- **Commentary Volume:** Adjusts the volume of Tom Tolbert and Bob Fitzgerald's voices.

- **PA Volume:** Adjusts the volume of the Public Address Announcer's voice.
- **Sound Effects Volume:** Adjusts the volume of the gameplay sound effects.
- **Crowd Volume:** Adjusts the volume of the ambient crowd noise.
- **Player Chatter Volume:** Adjusts the volume of the player's voices.
- **PA Music Volume:** Adjusts the volume of the arena's music.
- **Crowd Chatter Volume:** Adjusts the volume of crowd hecklers' voices.
- **Menu Music Volume:** Adjusts the volume of the menu music.
- **Street Music Volume:** Adjusts the volume of the music in Street Mode.
- **Street Ambience Volume:** Adjusts the volume of the ambient street noise in Street Mode.
- **Jukebox Music:** Off (Default) or On – When ON, the user can pay jukebox tracks in most game menus and in the Street Modes.  To adjust the tracks in the jukebox, go to Jukebox in the Options Menu.

**MANAGE ROSTER**
The Manage Roster Menu offers the following options.

⇒ **Team Rosters**
The Team Rosters Screen allows you to edit player attributes and team rosters for any team in the league.

- Highlight a player and press **A**.  The Roster Edit Overlay appears.

To Release The Player To Free Agency:
- Highlight RELEASE TO FREE AGENCY and press **A**.

To Assign The Player To Another Team:
- Highlight ASSIGN TO ANOTHER TEAM and press **A**.  The Select Team Screen appears.
- Highlight a team and press **A**.

To Trade The Player To Another Team:
- Highlight TRADE WITH ANOTHER TEAM and press **A**.  The Select Team Screen appears.
- Highlight a team and press **A**.
- Highlight the other player and press **A**.  Select YES on the confirmation overlay.

To Edit The Player's Attributes:
- Highlight an editable attribute column (the player's position and overall ratings are not editable) and press **A**.
- Using the Virtual Keyboard, enter a new number value for the player attribute.

⇒ **Team Rotations**
The Team Lineups Screen allows you to change any team's lineup to your liking.

To switch two players' positions on a team:
- Highlight one player and press **A** to place a check .
- Highlight the second player and press **A**.

⇒ **Create Player**

• Select an empty slot and press **A** to create a new player.

• Select an existing player and press **A** if you wish to edit him.

• Select an existing player and press **Y** if you wish to delete him.

• For the player's name (First and Last), press **A** to access the Virtual Keyboard. Type in your desired name and press **START** to confirm it.

• For all the other options, press **A** or **Y** to cycle forward or backward through the available settings.

• When you're finished with one sub screen, press **START** to advance to the next.

• On the Player Ratings Screen, you can pull the **left trigger** or **right trigger** to cycle through the various player prototypes for your position. However, feel free to redistribute your available skill points as you desire.

⇒ **Create Team**

⇒⇒ **Select Slot**

• Select an empty slot and press **A** to create a new team.

• Select an existing team and press **A** if you wish to edit it.

• Select an existing team and press **Y** if you wish to delete it.

⇒⇒ **Names**

• For the city, team names (Regular and Short) and Coach Names (First and Last), press **A** to access the Virtual Keyboard. Type in your desired name and press **START** to confirm it.

• When you're finished, press **START** to advance.

⇒⇒ **Sign Players**

• Press the **Black** or **White** buttons to change teams.

• Pull the **left trigger** or **right trigger** to change the player position listed.

• When you find a player you wish to add to your team, highlight him and press **A**.

• To remove a player from your team, select your team with the **Black** or **White** button, highlight the player, and press **A**.

• When you've added at least 12 players to your team, press **START** to return to the Select Slot Screen.

⇒ **Playbooks**

The Playbooks Screen is where you pick the plays that will be available to your team in the Play Call Overlay.

• Select OFFENSE or DEFENSE and press **A**.

• Highlight a play you want and press **A**.

• Highlight the button you want to assign to the play and press **A**.

⇒ **Roster Updates**

The Downloaded Rosters Screen lists the Roster Updates that you have downloaded.

⇒ **Reset Roster**

Select Reset Roster to restore all team rosters to their original settings. Remember, that resetting rosters will erase all unsaved customized rosters.

**Controller Setup**
This screen allows you to view the offensive button commands for each control setup: Default and Alternates A, B, C, D, and E.


## LOAD / SAVE
Everything you can customize in ESPN NBA Basketball can be saved and accessed later via the Xbox Hard Disk or a memory unit.

**User Records**
The User Records Screen enables you to create, edit, save and load user records.

To create a user record:
• Highlight an empty slot and press **A**.
• Select CREATE.
• Enter your desired user name on the Virtual Keyboard and press **START**.

To save a user record:
• Highlight an existing user record and press **A**.
• Select SAVE.
• Select save medium (memory unit or hard disk) with the **left trigger** or **right trigger**.
• Press **A**.
• When save completed, press **B** to return to the User Records Screen.

To load a user record:
• Highlight an empty slot and press **A**.
• Select LOAD.
• Pull the **left trigger** or **right trigger** to cycle between the memory units and the hard disk.
• Highlight the desired user record and press **A**.

To edit a user record:
• Highlight an existing user record and press **A**.
• Select EDIT.
• Enter your new user name on the Virtual Keyboard and press **START**.

**Load**
The Load Screen enables you to load any save file.

• Pull the **left trigger** or **right trigger** to cycle between the memory units and the hard disk.
• Highlight the desired save file and press **A**.

**Save Settings**
The Save Settings Screen allows you to save your Options settings.

• Pull the **left trigger** or **right trigger** to cycle between the memory units and the hard disk.

- Highlight an empty slot and press **A**.
- Enter a name for your save on the Virtual Keyboard and press **START**.

**Save Roster**
The Save Roster Screen allows you to save your team rosters changes.

- Pull the **left trigger** or **right trigger** to cycle between the memory units and the hard disk.
- Highlight an empty slot and press **A**.
- Enter a name for your save on the Virtual Keyboard and press **START**.

**Delete**
The Delete Screen enables you to delete unwanted save files.

- Pull the **left trigger** or **right trigger** to cycle between the memory units and the hard disk.
- Highlight an unwanted save file and press **A**.  A Confirmation Overlay appears.
- Highlight YES and press **A**.


## EXTRAS

**UNLOCKABLES**

**User Stats**
This screen shows the cumulative stats for the selected user record.

**Items**
This Unlockable Items Screen shows you how to unlock each hidden item and lists the items you've unlocked (unlocked items appear bright white).


**ABOUT THE GAME**
Learn about the new features and improvements to this year's edition of ESPN NBA Basketball, see other ESPN video games, find out where to register your game, view the game's credits, and view the in-depth ESPN Basketball Manual.

**Features**
View a trailer highlighting the new features in ESPN NBA Basketball.

**ESPN**
View a trailer with footage from other ESPN videogames.

**Game Manual**
Check out the game manual you're looking at right now.

**Register Game**
Register your game at **espnvideogames.com** for a chance to win great prizes.

**Credits**
View the game credits.


**JUKEBOX**
Play any of the tunes you've unlocked here.
• Move the **left thumbstick** side to side to switch between the Soundtrack Select Menu and the Now Playing List.

Soundtrack Select Menu

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Now Playing List |
| **A** | Add Track to Now Playing List |
| **B** | Return to Options Menu |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Cycle forward one Soundtrack |
| **left trigger** | Cycle backward one Soundtrack |
| **START** | Play / Pause |

Now Playing List

| | |
|---|---|
| **left thumbstick** or **directional pad** | Select Track / Switch to Soundtrack Select Menu |
| **A** | Play Track |
| **B** | Return to Options Menu |
| **Y** | Remove Track from Now Playing List |
| **White** and **Black** | Toggle between Shuffle, Repeat, and Normal |
| **right trigger** | Select next Track |
| **left trigger** | Select previous Track |
| **START** | Play / Pause |
| **right thumbstick** | Move Tracks in the Now Playing List |


**XBOX LIVE**
Here's where you really put your skills to the test.  Challenge other players online with Xbox Live.  Please register for an Xbox Live account before using this feature.

**Online Sign In**

To create a user account:
• Highlight CREATE NEW ACCOUNT and press **A**.  You will be taken to the Xbox Dashboard.
• Follow Xbox Live Instructions to create a new account.

To use an existing user account:
• Move left or right on the **left thumbstick** to highlight the desired user account name.
• Press **A**.
• If the account has a Passcode, enter it.

To join as a guest:
• After the account holder has selected his account, highlight PLAY AS GUEST and press **A**.

To advance, press **START**.

## XBOX LIVE MENU

**Quick Match**
Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game.  When you select Quick Match, you will automatically challenge another user to a game.  If they accept the challenge, the Team Select Screen will appear.

**OptiMatch**
The OptiMatch Screen allows you to define what type of game you want to play.

• **OptiMatch Action:** Find Matches or Create This Match – With FIND MATCHES, the game settings you select on the OptiMatch Screen will limit the matches that appear listed on the Online Game Finder Screen to matches that fit your desired settings.  If you fill out FIND MATCHES, you will be able to challenge other users to a match, but they won't be able to challenge you.  CREATE THIS MATCH will create a game with the options settings that you select.  When you advance to the Online Game Finder Screen, your game will be visible to other users and not only will you be able to challenge them, but they'll be able to challenge you to a match as well.

Note: If you challenge another player to a game, you will play the game with the settings they selected.

**Find Matches**
• **Game Mode:** NBA Rules, Street, 24/7 One On One, or Don't Care (Default) – Select the type of game you wish to play.  NBA RULES is a typical NBA game with 5 players on the court for each team.  STREET is a pickup game with anywhere from 2 to 5 players on the court for each side.  24/7 ONE ON ONE is a one-on-one individual matchup using the character you created in 24/7.  DON'T CARE does not eliminate matches from the list based on game mode.
• **Difficulty:** Rookie, Pro, All Star, Superstar, Hall of Fame, or Don't Care (Default) – Select the difficulty setting for the game you wish to play.  The difficulty setting will determine how skilled CPU controlled players are, among other things.  DON'T CARE does not eliminate matches from the list based on game difficulty.
• **Ranked:** No, Yes, or Don't Care (Default) – Select whether you wish to play a ranked or unranked game.  Ranked games add a win or loss to your user record depending on the game's outcome.  Unranked games don't affect your user standing, they're just for fun.  DON'T CARE allows the search list to include both ranked and unranked games.
• **Voice:** No, Yes, or Don't Care (Default) – ESPN NBA Basketball is compatible with the Xbox Communicator, the voice peripheral that allows you to chat with other users during games.  NO will search for games versus users who do not have voice chat.  YES will search for games versus users who do have voice chat.  DON'T CARE allows the search list to include games with or without voice chat.

- **My Team:** Use this option to select the team you wish to play with.

**Create This Match**
- **Game Mode:** NBA Rules (Default), Street, or 24/7 One On One
- **Street Mode:** Half Court (Default) or Full Court – If you select a Street game under the Game Mode option, you decide here whether you want it to be a HALF COURT game or a FULL COURT game.
- **Difficulty:** Rookie, Pro (Default), All Star, Superstar, or Hall of Fame
- **Ranked:** No (Default) or Yes
- **My Team:** Use this option to select the team you wish to play with.
- **Quarter Length:** 1-12 Minutes (5 Minutes by Default)  Note that ranked games have a 5 minute minimum.
- **Private Game:** Off (Default) or On – When OFF, users who are not on your Friends List can challenge your game.  When ON, your game will only be visible to your friends.

After you've finished selecting your options on the Optimatch Screen, press **START** to advance to the Online Game Finder Screen.

**Online Game Finder**
The Online Game Finder Screen shows you the games that match your desired options (including your own created match).
- To toggle between the Difficulty Lobbies (Rookie, Pro, All Star, Superstar, Hall of Fame, or Any Difficulty), pull the **left trigger** or **right trigger**.
- Refreshing the screen allows you to see any Matches that have appeared or disappeared since you accessed the lobby.  To refresh the screen, press **X**.
- To access the Online Friends Screen, press **Y**. (For more info, see Friends/Players below).  To return to the Online Game Finder Screen, press **B**.
- To challenge other users to a game, highlight their game and press **A**.  If they accept your challenge, the Team Select Screen will appear.

**Friends / Players**
This is where you can find your friends and recent opponents.
- Pull the **left trigger** or **right trigger** to switch between a list of friends and opponents.
- Press **A** button to select a user.
- An overlay appears giving you various options: such as sending feedback about the user, muting his/her voice, or inviting the user to be your friend.

**Online Options**
- **Appear:** Off or On (Default) – When ON, other users will be able to see you in the Friends / Players Screen.
- **Voice Over Speakers:** Off or On (Default) – When ON, your voice chat will be audible in the system speakers for users who don't have an Xbox Communicator.
- **Default Team:** Choose the team that you generally play as.  The team logo will appear next to your name.  In the Online Game Finder Screen and the Friends / Players Screen.

**Leaderboards**
The Leaderboard Screen downloads the current leaders from the server complete with their records.

• Pull the **left trigger** or **right trigger** to toggle between the following record categories (Rookie, Pro, All Star, Superstar, Hall of Fame, and Street).

• To scroll up or down through the rankings a page at a time, press the **White** or **Black** buttons respectively.

**Downloads**
The Downloadable Content Screen will download the latest NBA rosters to keep your game up to date with the pros.  Highlight an update and press **A** to download it.

**Sign Out**
Select Sign Out to log off of the Xbox Live network and return to the Main Menu.

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