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## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# GETTING STARTED
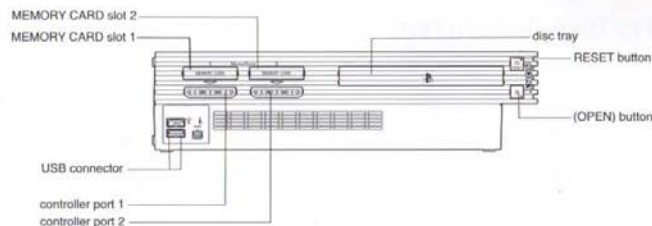


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ESPN NBA 2K5 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

At any point during ESPN NBA 2K5 gameplay you may quit the game by pressing the START button and choosing "Quit." To restart your PlayStation®2, press the RESET button on the front side of the console.

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS
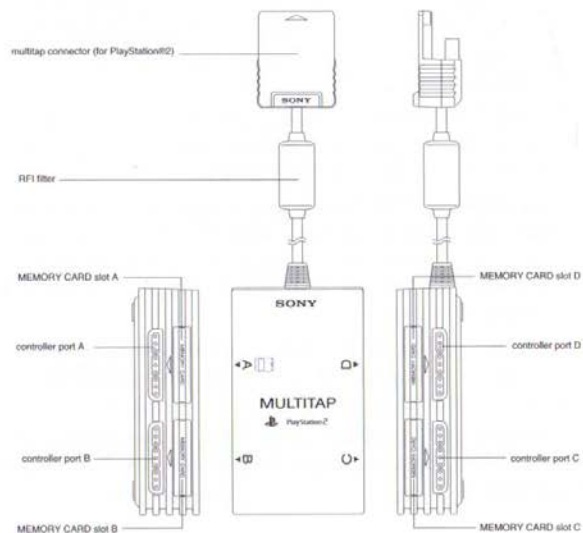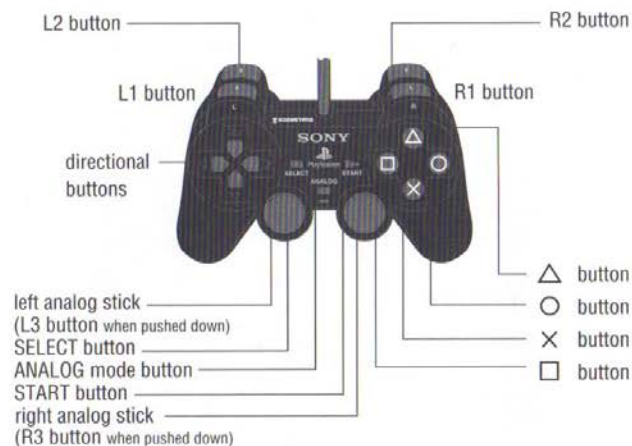
## THE BEST GETS BETTER

Get ready to experience the ultimate NBA videogame experience! ESPN NBA 2K5 makes its triumphant return to the court with all the action that makes the ESPN NBA series great. Improved low-post controls, intense full court action with commentators Bob Fitzgerald and Bill Walton, and-on-the fly play calling and strategy changes pull you into the incredible NBA experience. Online leagues and an improved 24/7 mode add incredible depth and replay value to keep you coming back for more. The all-new mode, The Association includes the revolutionary Full Authority mode and Team Chemistry system. ESPN NBA 2K5 is the only game that brings the essence of the NBA straight to you!

## New key features:

- **Full Authority™** – A bold new advancement in simulating games for your franchise featuring a dynamic coaching system that enables you to dictate player match-ups and alter coaching strategies while full motion replays bring the in-game events to life.

- **The Association** – The new benchmark in Franchise gameplay featuring new simulation models and management of key team attributes including weekly training, player personalities, and team chemistry bringing an entirely new level of control to your NBA franchise.

- **Enhanced 24/7 mode** – All new unlockables along with the innovative Respect system add some new flava as you work your way to the top of the streetball kingdom.

- **Always Online** – ESPN Videogames once again sets the standard for the online NBA experience. NBA 2K5 includes online leagues, tournaments, and an advanced messaging system coupled with a buddy list that lets you keep in touch with your opponents at any time.

- **Iso-Motion** – Enhanced and intuitive Iso-Motion controls allow you to execute all your ankle-breaking moves with more precision than ever.

- **Improved Player Creation** – Design your player exactly the way you want him. Custom-design his kicks to give him his own court style.

- **ESPN Presentation** – Featuring new cut scenes and visuals, as well as new studio and color commentary featuring Bill Walton and Bob Fitzgerald!

## 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 analog stick** or the **directional button** left to select the away team and right to select the home team.
- Press the **R1** button or the **L1** button to cycle forward or backward through the available teams.
- Press the **R1** button and the **L1** button simultaneously if you want to randomly select a team.
- Press the **R2** button or the **L2** button to cycle through the alternate jerseys that may be available for your selected team.
- Move the **right analog stick** up or down to select a User Profile.
- To create a user record, press the **R3** button (click the **right analog stick**). The User Records Screen appears. Highlight a slot and press the ✗ button. Select Create and enter a User Name on the Virtual Keyboard. Press the △ button to return to the Team Select Screen.
- Press the Circle button to access the Team Options Screen and customize game settings (Difficulty, Game Speed, Quarter Length, Arena, etc). Press the △ button to return to the previous screen.
- Press the ✗ button or the **START** button to advance to the Player Lineup Screen.

## Player Lineup

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

## Adjusting Lineups:

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

## Scramble Starters:

This selection scrambles the starting rosters for your team with starters from other teams in the league.

- Press the ⊗ button to repeatedly scramble the starting roster.
- Press the **START** button to save your changes and return to the Player Lineup Screen.
- Press the **START** button 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 the ⊗ button again to begin the Fantasy Draft. The home team picks first.
- Move the **left analog stick** or the **directional button** to highlight the player position you wish to draft for.
- Press the ⊗ button to access the list of available players at that position.
- Move the **left analog stick** or the **directional button** to highlight the player you wish to draft.
- Press the **SELECT** button to view the player's Player Card.
- Press the ⊗ button to draft the player.
- When you're done drafting all of your players press the **START** button to begin the game.

## Jump Ball

◉ button . . . . . . . . . .Jump to tip the ball to a teammate

## Offense

| | |
|---|---|
| **left analog stick** . . . . . . . | .Move player |
| **right analog stick** . . . . . | .IsoMotion jukes |
| **L2** . . . . . . . . . . . . . . . | .Call for a pick |
| ⊗ button . . . . . . . . . . | .Pass / Tap button for pass fake / Double tap button for a lead pass |
| ◉ button . . . . . . . . . . | .Crossover / Hesitation Dribble / Cancel Crossover |
| + **R1** button . . . . . . . . . | .Spin move |
| ◉ button . . . . . . . . . . | .Shoot |
| △ button . . . . . . . . . . | .Hop Step |
| **R2** button . . . . . . . . . . | .Pass Icons |
| **L2** button . . . . . . . . . . | .Play Call/ Team Strategy |
| **L1** button . . . . . . . . . . | .Back Down |
| **R1** button . . . . . . . . . . | .Turbo |
| **START** button . . . . . . . . | .Pause |
| **SELECT** button . . . . . . . . | .Timeout |

## Free Throw Shooting

| | |
|---|---|
| **left analog stick / right analog stick**. . . | Aim shot |
| **L1** button . . . . . . . . . . | .Set power and shoot |

## Defense

| | |
|---|---|
| **left analog stick / directional button** | . .Move player |
| **R3** button (click **right analog stick**) | . . . Call for an intentional foul |
| ⊗ button | . . . . . . . . . . .Switch player |
| ⊙ button | . . . . . . . . . .Steal |
| ⬛ button | . . . . . . . . . .Block / Jump |
| ▲ button | . . . . . . . . .Take Charge |
| **R2** button | . . . . . . . . . .Defender Switch |
| **L2** button | . . . . . . . . . .Play Call Strategy |
| **L1** button | . . . . . . . . . .Double Team |
| **R1** button | . . . . . . . . . .Turbo |
| **START** button | . . . . . . . .Pause |
| **SELECT** button | . . . . . . .Timeout (during dead ball situations) |

## Play Call / Strategy Overlay:

**directional button** (left, right) . . . . . . . Select Strategy
**directional button** (up, down) . . . . . . . Change Strategy Level

### ESPN Tip- Break off an Alley-oop

The alley-oop is probably the most spectacular play in all of basketball. Though they are rare and difficult to accomplish, there are a few factors that will help you execute a successful alley-oop dunk. The most likely scenario for a nasty "oop" is during the fast break. If your team on offense has more players on the break than opposing defenders, press the ⊗ button and ⬛ button at the same time to toss an alley-oop pass. Keep in mind that your passing player should be near the 3 point arc when the pass is attempted. The receiving player should be just in front of the the 3 point arc.

In some situations, you'll notice a player on your team raising his hand in the air, calling for the ball. When a player with a good dunk rating is calls for the ball, press the ⊗ button and ⬛ button at the same time to break off a monster alley-oop.

### ESPN Tip- Take smart shots

Setting up your shots greatly increases your shooting percentage. Taking jumpers with an improper release or while moving affects your accuracy, so try to get your feet set before going up for the J. Be sure to release the ball at the top of your jump to increase accuracy.

## IN-DEPTH CONTROL REFERENCE:

### Jump Ball

As referee holds the ball between the players at half court, a graphic overlay will appear over the key. Rapidly press the ⬛ button to vie for the jump ball.

## OFFENSE

### Dribbling

- To dribble the ball, move the **left analog stick** in any direction.
- For a speed burst, press and hold the **R1** button while moving in any direction. When doing so, you will notice the stamina bar appear below your player. The stamina bar will shrink as you deplete the player's turbo.
- To dribble the ball between your legs, press ⊙ with the **left analog stick** centered (i.e. not pointed in any direction).
- To perform a crossover / driving move, move the **left analog stick** left or right and press the ⊙ button. This move is good for getting past your defender.
- To cancel your crossover / driving move, center the **left analog stick** and press the ⊙ button again. Use this cancel option to avoid an offensive foul if a defender anticipates and blocks off your driving move.
- To perform a crossover / step-back move, move the **left analog stick** away from the basket and press the ⊙ button.
- To perform a spin move while your player is moving, press and hold the **R1** button for a speed burst, and press the ⊙ button.

- To chain multiple dribble moves together, hold down the ◎ button, then move the **left analog stick** to trick-out your moves.
- To perform IsoMotion dribble moves, move the **right analog stick**:
- Hard Left – Crossover / Drive left (w/ **R1** button for spin move)
- Hard Right – Crossover / Drive right (w/ **R1** button for spin move)
- Hard Down – Step-back move

## Passing

- To pass the ball to the nearest player, press the ✕ button.
- To pass the ball to a teammate of your choice, move the **left analog stick** in the direction of the teammate you want to pass to, and press the ✕ button.
- To throw an alley-oop pass, press the ✕ button and the ▣ button 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 the **R2** button to call up button icons over the heads of your teammates. Then press the corresponding button to immediately send the pass to the teammate of your choice. The ✕ button icon corresponds to the Point Guard, the ◎ button icon to the Shooting Guard, the ▣ button icon to the Small Forward, the ▲ button icon to the Power Forward, and the **R1** button icon 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:

| | |
|---|---|
| ✕ button | .Switch to player closest to the basket |
| ◎ button | .Set pick |
| ▲ button | .Call for a pass |
| L1 button | .Post up |

**ESPN Tip:** Analog passing is the fastest way to pass to an open man. While controlling the ball-handler, move the right analog stick 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 the ● button 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 shoot a fade-away, move and hold the **left analog stick** away from the basket prior to releasing the ● button.

- To attempt a layup or dunk, dribble close to the basket and press the ● button while moving the **left analog stick** towards the basket. Using turbo (**R1** button) will increase the range of your lay-ups and dunks.

- If a defender leaps into your path during your layup or dunk attempt and you want to change your shot to prevent it from being blocked, release the ● button while you're in the air, then press it again while pressing Down, Right or Left on the **left analog stick**. Depending on the direction you push during the Shot Change, a different maneuver will be executed:

## Directional Shot Change Type:

Down- 180 flip shot.

Right- Right Flip Shot

Left- Left Flip Shot

- To pass the ball while in a shooting motion, press the ✕ button while in mid-air without letting go of the ● button. Your player will pass the ball while in mid-air.

## Posting Up

- Posting up a defender is accomplished by taking any player with the ball (preferably a good low post player) and moving that player next to a defender in or near the paint.

- 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 analog stick** in the direction of the basket. However, be careful of the "5-second Back to the Basket" rule: If you spend more than 5 seconds backing a defender down in the low post, you will be called for a violation and possession will be given to the opposing team.

## Scoring with the Post Up

- One way to score from the post is by shooting a jumper. To shoot a jumper move the **left analog stick** 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 the ● button 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 pressing and holding the **L1** button. At any time during your post up (with the **L1** button still held down), press the ▲ button. 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

During free throws, a free throw overlay will appear, with a moving dot that sets the distance for your shot, and two aiming brackets that serve to center your shot. To shoot a free throw, move the **left analog stick** and the **right analog stick** together to bring the aiming brackets together in the center of the free throw overlay. Press the **L1** button when the distance dot is centered in the free throw overlay to shoot the ball.

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.**

## PLAY CALL / STRATEGY WINDOW

Now you can adjust all aspects of play calling and team strategy during gameplay rather than going to a menu. You can bring up the Play Call / Strategy Window by pressing the **L2** button.

## TEAM STRATEGY

In the Play Call / Team Strategy Window there is a meter for Tempo on the left and Pressure on the right. To select the desired Team Strategy use the **directional button** LEFT and RIGHT.

## Tempo

The Tempo meter will affect how many players will "crash the boards" (go for rebounds) and how many players will run down court after a shot attempt. Use UP and DOWN on the **directional button** to raise or lower the level of the meter. Move the bar DOWN to have more players crash the boards and UP to have more players run down court.

## Pressure

The pressure setting affects your team's defense pressure: Loose or Tight. Move the Pressure Bar UP for tight defense and DOWN for loose defense.

## CALLING PLAYS

Each team has four plays from its offensive playbook and four plays from its defensive playbook that can be accessed during gameplay via the Play Call Menu. If you'd like to customize these plays, select Coaching from the Pause Menu, then select Playbooks (you can also set your Playbooks in the Manage Roster section of Options Mode).

- To bring up the Play Call Menu during gameplay, press the **L2** button while on offense and the **directional button** UP while on defense.

## 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, press on the **L3** button while in control of the ball. Your nearest teammate will set a pick for you.

- To intentionally foul an opponent while on defense, press on the **R3** button. The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls are useful in end of game situations when your 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 **L2** button.

## DEFENSE

### Stealing

- To attempt a steal, press the ⊚ button. 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 the ⊛ button when the pass is in midair. If you time it correctly, your defensive player will intercept the pass.

- For situations where you want to steal a pass but your closest defender is still too far away, you can try a lunging steal. While running towards the passing lane, press and hold the **R1** button for a speed boost and then press the ⊛ button. 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 moves to the basket and cause them to commit a charging violation.

• To jump in front of an offensive player and attempt to draw a charge, press the ▲ button.

## Blocking Shots

• To block a shot, press the ● button as the offensive player begins his shot.
• To power up your block, press and hold the **R1** button, then press the ● button.

## Dive for Loose Balls

• Press the ● button to dive for loose balls.

## Switching Defenders

• On defense, press the ✕ button 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 the **R2** button to call up the button icons over the heads of your teammates. Then, simply press the button that corresponds to the player you wish to control.

## GAME MODES:

The following modes are available from the Game Modes Menu.

### 24/7

Create a player and build your stats in Training Camp. Then test your skills with online streetball games to determine who's the #1 baller.

### The Association

Manage the NBA team of your choice! It's all here: Contract negotiations, coaches, NBA drafts, and player training. The Association has all the tools you need to develop a legendary NBA squad.

### STREET (Modes)

Hit the neighborhood courts where you first honed your skills. Show love for your roots while proving to all spectators that your game is tighter than ever.

### Full Court

### Half Court

### One on One

This new mode allows you to challenge another player to a one-on-one matchup. No help. No excuses. Who will reign supreme?

### 21

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

### TOURNAMENT

Create a tournament with any 4, 8, or 16 teams of your choice.

## PRACTICE

Perfect your skills with the following Practice modes:

### Standard

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

### Free Throws

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

## OPTIONS

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

## LOAD / SAVE

Load and save games here.

## ABOUT THE GAME

Learn about all the new features and improvements to ESPN NBA 2K5, check out other ESPN video games, find out where to register your game, and view the game credits.

## ONLINE

Here's where you really put your skills to the test. Challenge other players online.

Setting up your PlayStation®2 console for Network/Online play ESPN NBA 2K5 is compatible with network configuration files from other PlayStation®2 Online games. To play Online with ESPN NBA 2K5, you'll need to have a network configuration file saved on your memory card (8MB) (for PlayStation®2) or internal hard disk drive (40GB) (for PlayStation®2). You can use the Network Adapter Star-Up Disc that came with your network adapter (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration.

You'll need to know the set up information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin.

## NETWORK PLAY

To setup your Network/Internet connection, select Config Manager from the Network Configuration menu. This will open the Network Settings main menu.

Select Add Setting to create a new network configuration. Follow the instructions to enter the information requested. When you are done, you will be able to connect your PlayStation®2 console to the ESPN NBA 2K5 game servers and play with other players over the Network/Internet. The information for your ISP will be saved on your memory card (8MB) (for PlayStation®2). Select Network Play from the Main Menu to experience a whole new level of competition with ESPN NBA 2K5 online!

**Creating a Network Configuration:**

- On the Network Configurations screen, select **CONFIG MANAGER**.
- On the Network Setting screen, select **ADD SETTING**.
- Follow onscreen instructions.
- Press the ❌ button when complete to save your settings.
- On the Confirm Overlay, to test your connection, highlight **YES** and press the ❌ button.
- Press the ⬤ button to restart the game.

## Logging On:
- On the Network Configurations screen, select a saved Network Setting and press the ✖ button to log on.
- If you've already created a User Account, press the **START** button to advance. (If not, see Creating a New Account below).

## Creating a New Account:
- On the Online Authentication screen, select **NEW ONLINE ACCOUNT**.
- On the Create Account screen, enter account information using the Virtual Keyboard.
- Press the **START** button to advance.

## Updated Rosters:
- You can download the latest rosters online!
- Roster files require 751 KB of space on either a Memory Card or HDD.

## Using a USB headset:
- Plug the headset in one of the USB ports in the front of your PlayStation®2.
- Make sure the voice option in the Online Options is turned on.
- During gameplay, if your USB headset is plugged into your PlayStation®2 console, and you are not able to chat with your opponent:
    1) Your opponent may not have a USB headset connected to their PlayStation®2.
    2) You and your opponent may have a low quality connection to each other.

Note: If you frequently experience difficulty joining an ESPN NBA 2K5 online game and are using an Internet sharing device (e.g. broadband router or firewall) you may need to enable Port Forwarding (sometimes called Virtual Server) on the device. Please refer to the manual the came with your Internet sharing device for specific setup instructions. You will need to forward UDP port 3658 to the IP address assigned to your PlayStation®2 console. This may require changing Your Network Configuration file from an "Auto" IP address (DHCP) to a "Manual" IP address. ESPN NBA 2K5 includes a Network Configuration GUI for setting up and modifying these files. If you continue to experience difficulty joining online games, try bypassing your Internet sharing device by connecting your PlayStation®2 console directly to your DSL, modem, or cable modem. In this case, you may need to create a new Your Network Configuration file before your PlayStation®2 console will connect to the Internet.

ESPN Videogames reserves the right to discontinue online service for this title with 30 days notice.

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Dolby Pro Logic II" from the audio options menu of the game.

## Visual Concepts Entertainment, Inc.

**Lead Engineer**
Andrew Marrinson
Nick Verne

**Art Director**
Alvin Cardona

**Executive Producer**
Greg Thomas

**Project Manager**
Derrick Aynaga

**AI Engineers**
Mark Horsley
Rob Gatson
Matthew Hamre

**Engineers**
Raymond Graham
Johnnie Yang
Tom Bak
Mark Roberts
Richard Choi

**Web Manager**
Ketu Patel

**Additional Engineering**
Eddie Park
Tim Meekins
Gordon Read
Matt Bandy
Tim Schroeder
Nick Jones
Casey Yost
Steven Fuller
Yar Woo
Brian Hendriks
Henrik Holmdahl
Evan Harsha

**Master Multi-Taskers**
Kurt Lai
David Lee
Chris Darocca

**Animation**
Joel Flory
Joseph Clark
Roy Tse
Hsing-Wen Hsu
Anton Dawson
Roy Tse

**Player Art**
David Dame
Lynell "Poonee" Jinks
Michael Stribling

**Art Menu**
Anthony Yau
John Lee
Quinn Kaneko

**Court Art**
Amber Long
Nelson Wang
Ray Wong

**Art Special Thanks**
Desha Chanhdara
Lisa Wong
Fred Wong
Steve Paris
Jay Esparza
Matt Crysdale

**Assistant Project Manager**
Kyle Lai-Fatt

**Game Design**
Jeremy Tiner
Dedan Anderson
Mark Washington
Kyle Lai-Fatt

**Production Special Thanks**
Rick Brown
Rob Jones

**Video Production**
Jake Baker

**Director of Technology**
Tim Walter

**Library Engineers**
Ivar Olsen
Boris Kazanskii
Isaac Gartner
Henrik Holmdahl
Jason Dorie
Khoi Nguyen

**VC Audio Team**

**Audio Director**
Brian Luzietti

**Lead Sound Designer**
Larry Peacock

**Sound Designer**
Randy Rivas

**Script Writer**
Tor Unsworth

**Additional Script Writing**
Mark Washington

**Marketing and PR**
Matt Atwood
Anthony Chau
Shelby Cox
David DePaulis
Nikki Flynn
Ryan Hunt
Rustin Lee
Moni Orife
Otto Park
Steve Raab
Mike Rhinehart
Tim Rosa
Rich Saroyan
Christian Scatena

**Manual Design and Localization**
Vicki Morawietz of VAM Design

**Motion Capture Supervisor**
David Washburn

**Senior Motion Capture Specialist**
Junior Sison

**Motion Capture Specialist**
Kai Ma

**Motion Capture Technician**
Josh LaBrot

**Director of Quality Assurance**
Chien Yu

**QA Supervisor**
John Crysdale

**Senior Lead Tester**
Robert Nelson

**Lead Tester**
Kevin Clement

**Assistant Lead Tester**
Dion Peete

**Network Lead Tester**
Robert Leach

**Network Assistant Tester**
Jerson Sapida

**Mastering & Release Specialist**
Jason Bakke

**Standards Lead**
Evan Boehler

**QA Tech**
Alan Trammel
Jose Gutierrez
Jonathan Yee
Adam Fair
Mike Rogers

**Test Plan Writer**
James Miller

## Senior Testers
Ross Conkey
Thomas Moyles
Jef Holton
Chris Ganz
Chris Watkins
Simon Chan
Dustin Wright
Aaron Baxter

## Quality Assurance
Evan Rice
Jason Battle
Michael Andrews
Evan Boehler
Shawn Sims
Nathan Rodriguez
William Parkman III
Ryan Medina
Ocie Henderson
Justin England
Bryan Austin
Robert Britt
Joel Lehmann
Ryan Hunt
Mark Roberts
Borden Wong
Jesse Jones
Johannes Robbins
Josh Graham
Chad Urquhart
Mike Rose
Brian Osoteo
Nate Burks
Matt Schultz
Morgan Wren
Matt Holler
Dan Nicholaisen
Jerel Francisco
Jake Stockstell
Adam Domenick
Jacob Adina
Cliffod Chin

## Quality Assurance Cont.
Paul Hilburn
Cainglit
David Dixon
Ryan Lim
Guy Laskey
Adam Ausiello
Richard Luk
Joe Levesque
Ray Disanza
Jeremy Ford
Robert Zavala
Ken Benitez
Luciano Sponza
Arthur Javier
Dave Bass
Wayne Gin
Alex Hayden
Tyler Jacobson
Will Madia
Geoffrey Nahashon
Micah Long
Chris Finch
James Procopio
Jason Souza
Justin England
Brian Rust
Marshon Thomas
Owen Christy
Brian DeGraf
Derek Williams
Dan Indra
Elton Brown

## Quality Assurance
Byron King
Shane Berta
Rhianna Kellom
Terrance Brown
Andrew Patania
Nicolas Hernandez
Mark Sardina
Patrick Smith

## Quality Assurance Cont.
Dino Zucconi
Norman Solis
Wilson Lam
Nadar Williams

## Manual Writer
Timothy Collins

## Proofreading
Bryan Austin
Owen Christy
Evan Rice

## Motion Capture Talent
Chiekel "Kel" Mitchell
Darrell "Tuck" Tucker
P-40
Roy Bryd
Ray Graham
Tim Schroeder
Rob Gatson
Lynell Jinks
Kevin Clement
Shawn Sims
Dion Peete
Nate Burks
Donell Williams
Kai Ma
Tony Evans
Jason Richardson
Rasheed Wallace
Bo Outlaw
Thomas Fairley
James Dailey
Sadiki Fuller
Herb Taylor
Rob Kennedy
Ken Jennings
Marcus Smith
Rick Lambert

## Additional Talent
Ben Bishop
Erick Boenisch
Kevin Clement
Kai Ma
Nicolas Sanford

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Bobby Wen
Erik Andreassen
Moni Orife
Richard Yee
Matt Underwood
Jenn Baker
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## NBA Entertainment
Greg Lassen
Stacey Kerr
Shari Wolford
Meredith Fox
Brian Choi

# ESPN

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**President ESPN, Inc.**
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Peggy Brolly

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**Director of Interactive Games**
Bernie Yee

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**Graphic Designer**
Chris Pelczynski

**Graphic Artist**
Renata Sedzimir

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Sega thanks the Rucker family and the memory of Mr. Holcombe Rucker.

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ESPN Videogames would like to thank the following artists/record labels for music inclusion in ESPN NBA 2K5. Please support the following artists:

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**Beat Tip Sizzle**

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**U Don't Know**

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**Don't Forget the Bass**

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Courtesy of Vrsatyl of V Record Label

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**Struble Strut**

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**Train Song**

Performed by Romanowski
Courtesy of Future Primitive Sound

**Up to No Good**

Performed by Romanowski
Courtesy of Future Primitive Sound

**Why?**

Performed by Romanowski
Courtesy of Future Primitive Sound

**Take It Back**

Performed by Skillz
Courtesy of Okay Player/Decon

**Whatever's Clever**

Performed by Stellar Trax Sound System
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**Liquid Dub (Remix)**

Performed by Tino Copp
Courtesy of Songs of Windswept
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**Bang**

Performed by Truck & Mack
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Music/Black Ink

**Downtime**

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A&R / Music Supervision:
Tim Rosa
trosa@espnvideogames.com for inclusion in future ESPN videogames and/or tour support.

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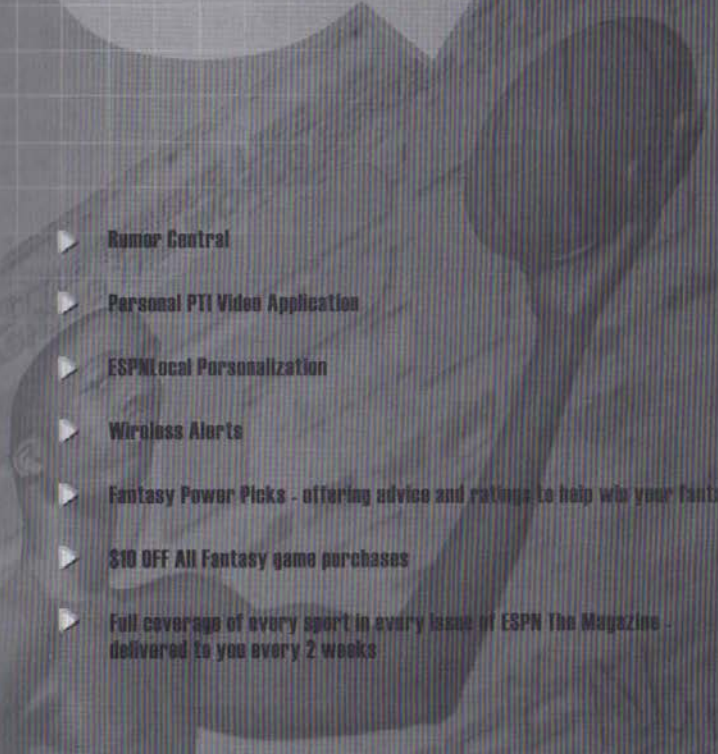
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