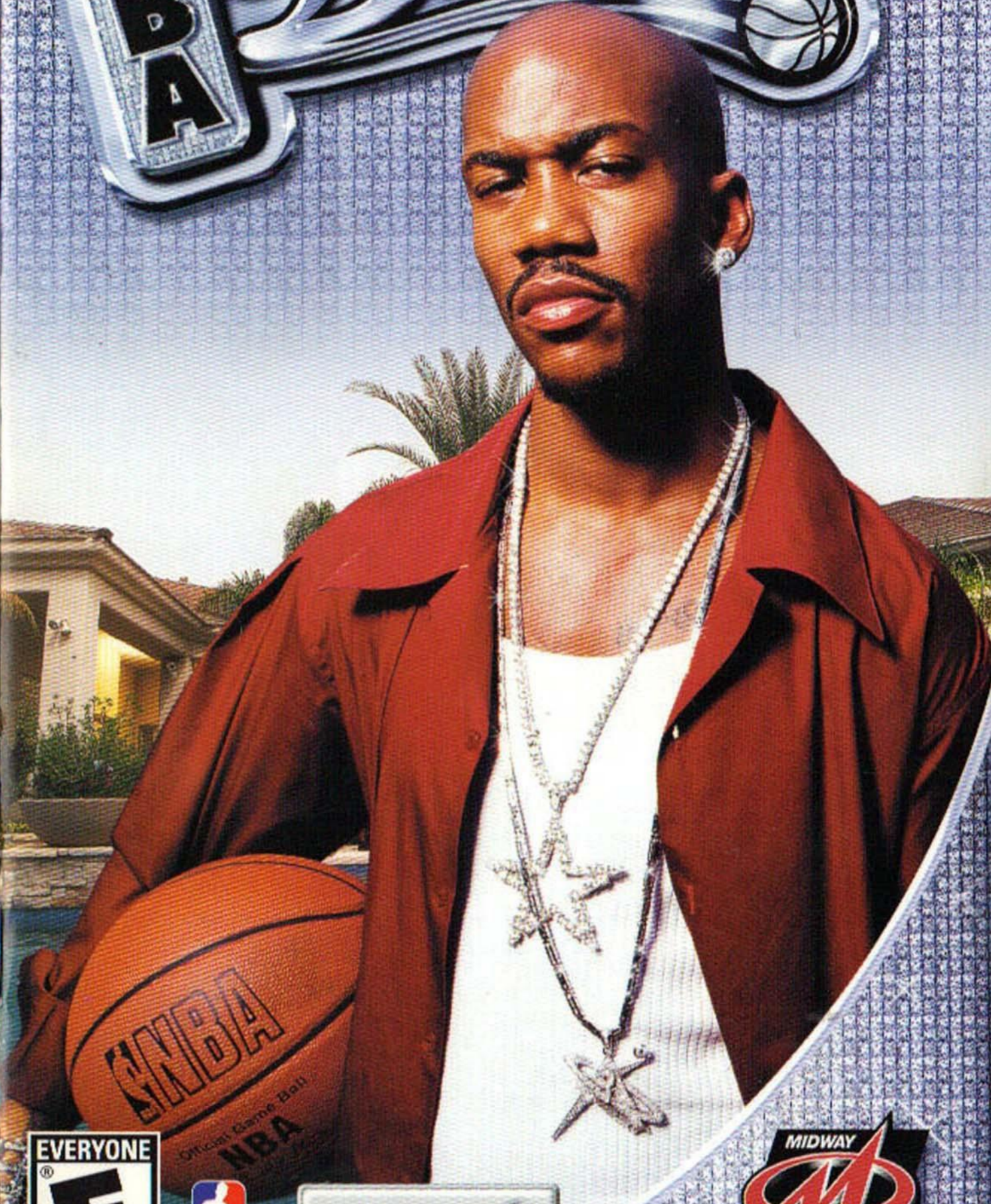


NBA Ballers

NBA Ballers

In-Game Soundtrack

- Point Game - You A Baller Right
- Raskal - Ballin' Out Of Control
- Nikki F. CI - Holla At Me
- Jafis - Skillz Like This
- Ness Lee - Inside The Game
- Kenny Knox - Shake The Glass
- Big Gov - Rags To Riches
- Phife Dawg - NBA Ballout
- Jelly Joe - Floss Out
- Jafis - B-Ball
- 4Pound - Itz On Now
- Buck - So You Wanna Be A Baller
- Jsin Sinatra - Where You At
- Jax - We Can Do This
- Ness Lee - My House
- Phife Dawg - n-Swiff - N.B.A.
- NBA Ballers Theme
- Phife Dawg - I Will Not Lose
- Phife Dawg - I Will Not Lose
- Phife Dawg - I Will Not Lose



EmuMovies

MIDWAY HOME ENTERTAINMENT INC. • 675 SYCAMORE DRIVE, MILPITAS, CA 95035 • NBABALLERS.COM

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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.

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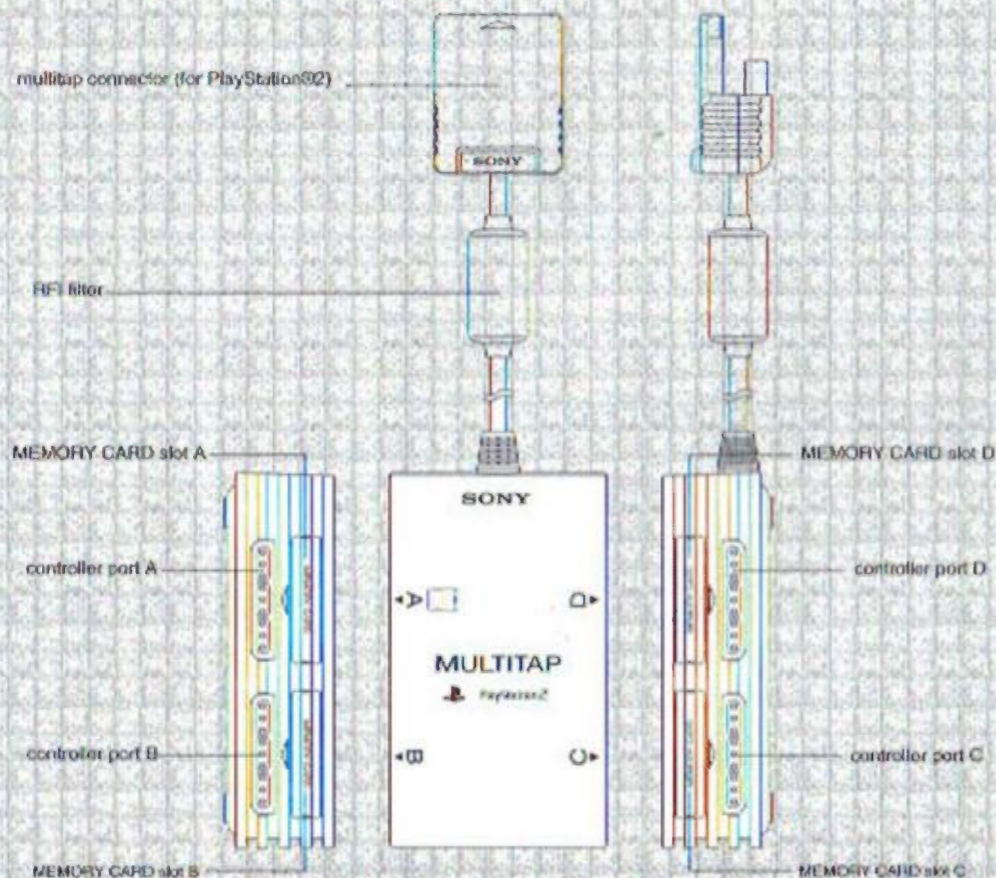
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Ballers 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.

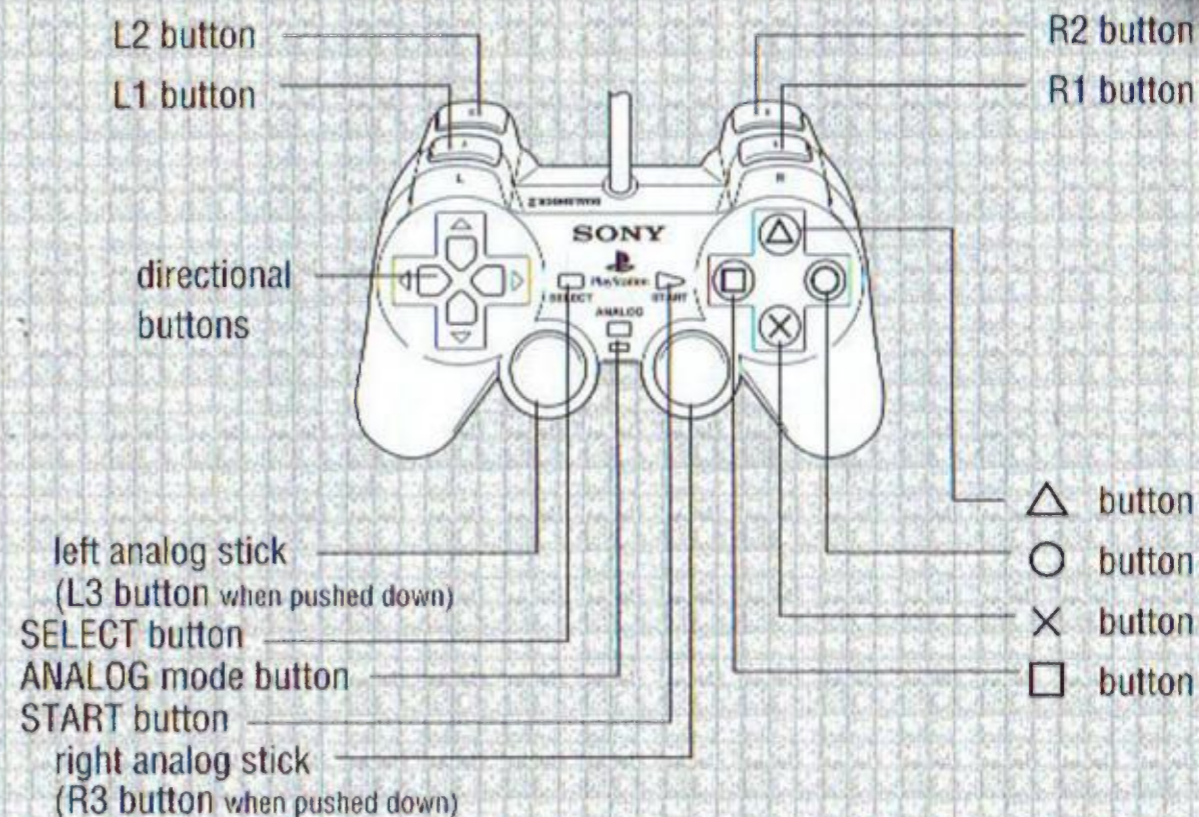
Multitap (for PlayStation®2) Compatible

NBA Ballers supports up to 3 players using a single multitap plugged into controller port 1 only.

Multitap (for PlayStation®2)



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NBA Ballers does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

MENU/SUB-MENU NAVIGATION

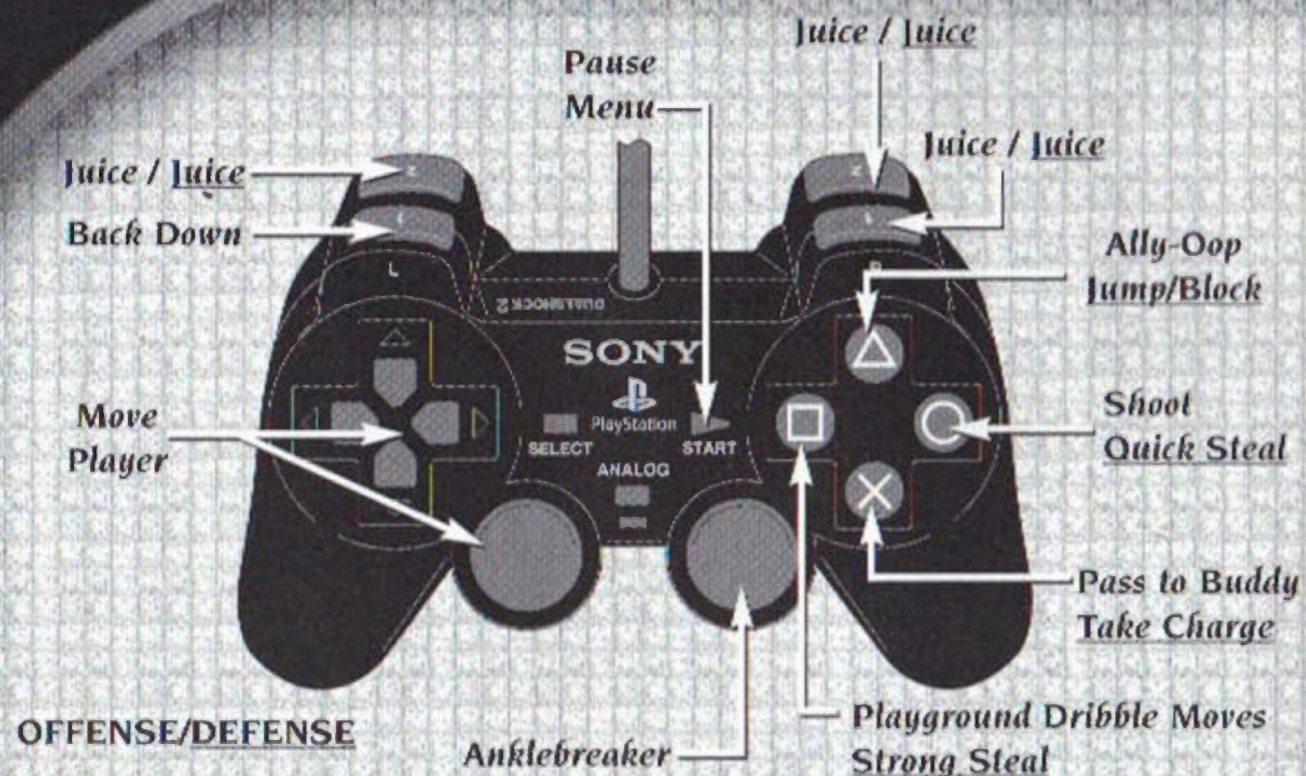
Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press the **START** button to display the Pause Menu. Press the directional buttons **↑** or **↓** to select Exit Game, then press the **×** button. To confirm exiting the game, press the **×** button again to go to the Main Menu.

VOICE CHAT/USB HEADSET

This product allows the use of the USB headset (for PlayStation®2). Other users with voice chat capabilities will have a headset icon next to their username. To use your headset, it must be plugged in your console before an online match is started. To turn your headset on or off, toggle the L3 and R3 buttons simultaneously. Voice chat is only available while in a match. For more information regarding the Online feature of the game, see pg. 14.



Basic Offensive Controls

- = Shoot
- △ = Ally-Oop
- × = Pass To Sideline (If Available)
- = Playground
- L2 / R1 / R2 = Juice
- L1 = Back 'Em Down
- right analog stick = Ankle Breaker

Basic Defensive Controls

- = Quick Steal
- △ = Block / Rebound
- × = Take Charge
- = Strong Steal
- L2 / R1 / R2 = Juice

Basic Offensive Moves

LEANER: Press and hold directional button or left analog stick toward the hoop and press the ○ button. This is a lower percentage shot.

FADE AWAY JUMPER: Press and hold the directional button or left analog stick away from the hoop and press the ○ button. This is a lower percentage shot.

HEAD FAKE: Tap the ○ button while stationary. If your opponent bites go up for the shot or dish it off to the sidelines and call for the ally oop!

HOOK SHOT: Press the ○ button while running perpendicular to the hoop.

DUNK/LAY-UP: Hold the directional button or left analog stick toward the hoop and press the ○ button.

DIVE (LOOSE BALL ONLY): While the ball is loose, press any Juice button + the × button.

FREE THROW: First, press the × button to dictate how much power you put into the shot. Press the × button again to dictate how far left or right your shot will go. Try stopping the meter in the middle of each color for a perfect free throw!

Basic Defensive Moves

QUICK STEAL: Press the ○ button while on defense to perform a quick steal.

STRONG STEAL: Press the □ button while on defense to do a strong steal.

BLOCK: Press the △ button while on defense. Depending on your player's blocking ability, you can actually steal the ball out of the air on a shot or lay-up.

TAKE CHARGE: Press and hold the × button to setup and hold position for a charge. If your opponent does an ankle breaker into you while you are in the take-charge stance, you can draw the foul.

Advanced Offensive Moves

PLAYER SPECIFIC DUNKS AND LAY-UPS: Any combination Juice + the ○ button (while in the paint) will make your player execute a dunk or lay-up that is specific to him.

DOUBLE CLUTCH SHOT: During a dunk, press the ○ button to transition into a lay-up.

ALLY-OOP: Press the △ button to toss the ball up in the air for an Ally-Oop. Run toward the hoop while the ball is airborne and your player will automatically jump up and attempt to dunk it.

PASS TO SELF: Press and hold any of the two Juice buttons, then press the × button.

SPECIAL SHOT: Press the L2 button + the ○ button to perform a special shot (must be done outside the key).

PASS TO THE SIDELINE: If your player has a buddy on the sideline you can press the × button to pass the ball to him. While your friend is in possession of the ball there are several different moves you can do, but do it quickly! Your friend can only hold onto the ball for a few seconds.

WHILE YOUR BUDDY HAS THE BALL YOU CAN:

Press the × button to have him pass the ball back to you.

Use the right analog stick to juke and try to get open

Press the □ button to have him lob it up for an ally-ooop.

BACK 'EM DOWN: Press the L1 button to get into position. Press the × button repeatedly to move toward the net. Press the right analog stick away from opponent to spin out and take the shot or move on to something else.

ONCE YOU'RE BACKING DOWN YOUR OPPONENT:

Tap the × button to move yourself and your opponent forward.

Press the right analog stick away from your opponent to spin out.

Press the △ button to perform a pump fake.

Press the ○ button to shoot.

PUT-BACK DUNK: Run under the rim and press any Juice button and the **△** button.

NOTE: The Put-Back Dunk is only available for certain players. This ability must be purchased when creating a player.

TAUNT: Press and hold the **L2** button, then press the right analog stick in any direction (except away from the rim). A Taunt increases your 'house' meter and replenishes a small amount of juice. Be careful, this move will leave you vulnerable to an easy turnover.

ANKLE BREAKER: Press the right analog stick in any direction. The ankle breaker moves are all screen relative, so if you want to juke forward press the stick towards the hoop, backwards away from the hoop, etc.

Act A Fool Moves

PLAYGROUND: Press the **□** button for 1 of 30 different playground juke moves.

OFF THE HIZZLE: Hold the **R1** button, and press the **□** button to throw it off of your opponent's head.

OFF THE HIZZLE TO OOP: Hold the **R2** button, then press the **□** button to bounce it off of your opponent's head and up for an ally-oop.

ROBOTRON: Hold **R1 + R2 + L2**, then press the right analog stick in any direction.

ACT A FOOL: Hold the **L2** button, then press the **□** button (close to your opponent). Try combinations of the **L2** button and the Juice buttons along with the **□** button for different moves.

Advanced Defensive Moves

PUSH: Hold any Juice button, then press **○** button. Each time you push or grab your opponent you earn a foul.

THROWBACK: Hold any Juice button, then press **□** button when you're near an opponent.

WHILE BEING BACKED DOWN: If your opponent starts backing you down, press the **×** button as fast as you can to push him back.

SHATTERIN' THE EGO: Press the **×** button when your opponent starts his "act a fool" or "off the hizzle" move to interrupt it and take the ball. It's a Combo Breaker!

GAFFLIN' THE PASS: If your opponent passes to a sideline character, position yourself between him and your opponent. Your character will try to intercept the ball.

GRAB REBOUND: If a ball is rattling around the rim, press the **△** button.

BIG JUMP: Hold juice, then press the **△** button.

FREE THROW WHAMMY: Press any button while your opponent is taking a free throw to vibrate his controller and throw him off.



The Main Menu includes options you'll need to set up your NBA Ballers games. Read below for details on the options found on the Main Menu.

QUICKPLAY

The Quickplay option allows you to jump right into a Versus game. You'll select the number of Human players. The game will then automatically select players and venues.

PLAY MODES

Versus

In Versus mode, you'll pick from NBA Ballers of the past and present for a 1-on-1 match. You'll also select from available arenas.

1 vs 1 vs 1

This is NBA Ballers' 3 player game mode. Three players will each select a Baller then select one arena. The first player to score 11 wins the match. You'll need a multitap to gain access to a third controller (see **MULTITAP COMPATIBLE**, pg. 2). You can also play against 1 or 2 CPU controlled players.

TV Tournament

See **TV TOURNAMENT**, pg. 15.

Rags to Riches

See **RAGS TO RICHES**, pg. 16.

Practice

NBA Ballers' Practice mode allows you to select a Baller and an opponent. You can then practice your moves and shooting. Perform tricks prior to each successful shot, and you'll get an idea of the kind of Credits you can earn for purchasing cool stuff using the Inside Stuff option (see **INSIDE STUFF**, pgs. 9 - 12). Credits earned in Practice mode can not be used for purchases, but you'll see what kind of Credits you can accumulate, as well as some of the cool moves in the game.

INSIDE STUFF

See pages 9 - 12.

PROFILE MENU

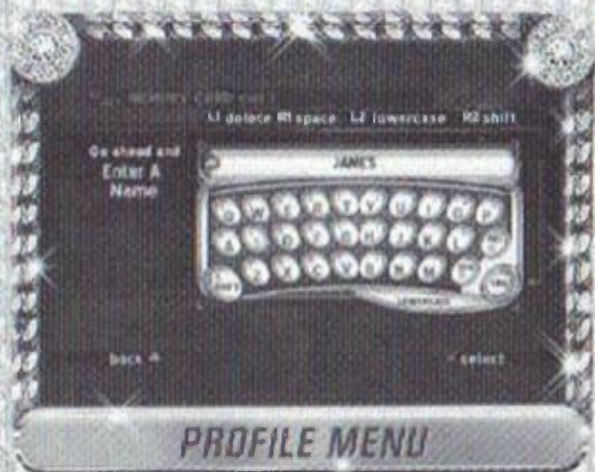
See next page.

Create/Save Profile

NBA Ballers lets you save accumulated data to your memory card (8MB) (for PlayStation®2). We highly recommend using a memory card to enjoy the many features you'll find in this game.

Each time you start the game on your PlayStation®2 computer entertainment system, the game will read your memory card, making it available for saving data. At the Profile Menu, you can Save or Create Profiles. Press the **L1** button or **R1** button to choose a memory card (if you have more than one inserted).

If you choose to create a Profile, the in-game keyboard will appear. Use it to spell out the name you want to use, then select END. It will then be available for use as a user profile.



Load Profile

If you already have a created user profile, it will be listed for selection when you choose LOAD PROFILE. The Status column will let you know if the data has been saved or needs saving. Simply highlight the unsaved data, and press the **X** button.

Unload Profile

Whenever you have a profile loaded, you'll have the opportunity to work with it. If you don't want it loaded, select this option, then select the profile. You'll be prompted to unload the entire profile.

As you save more and more data to the memory card, you'll need to keep track of the space available on the memory card.

The Profile Menu appears in several instances within the game, so you can always refer to this portion of the manual for reference.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.

The Inside Stuff Screen is the place to go to use the Credits you've earned to sign players and acquire cribs or to create a player. Use the directional buttons to select options, then press the **X** button to make selections. In some cases, menus will require pressing the **L1** button and **R1** button to cycle categories.



Before entering the Inside Stuff menu, the Profile screen will be displayed. If you have a profile created already, select it to go to the Inside Stuff menu. If you don't have a profile, select CREATE NEW PROFILE. Use the directional buttons to spell out the name of your profile, then select END. Select the new profile to go to the Inside Stuff menu.

Here's the rundown:

SIGN A BALLER

Got a lot of Credits burning a whole in your pocket? Use this option to unlock some of your favorite NBA players. They'll then be available for Versus, 1vs.1vs.1 and TV Tournament game modes. You'll notice that some players are unlocked by default.

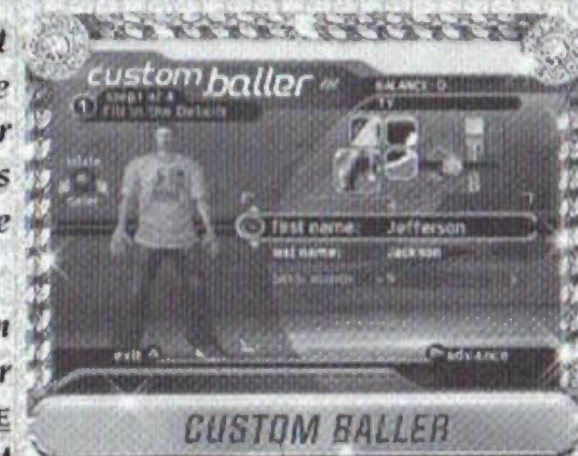
CUSTOM BALLERS

This is your opportunity to create the kind of baller you'd like to use in the game. Once created, this Baller will be selectable in Versus, 1 vs. 1 vs. 1 and TV Tournament game modes. It takes 4 steps to customize your Baller:

Step 1: Fill in the Details

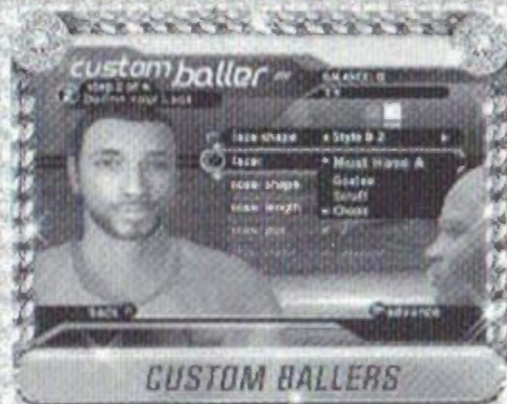
For both Name options, select your Baller's First or Last name, then press the **X** button access the keyboard. Spell out the names you'd like for your Baller, then select END to return to the previous menu. Press the **START** button to advance to the next screen.

For the rest of the options (other than NICKNAME), press the directional buttons **←** or **→** to modify the setting. For the NICKNAME option, press the **X** button to view and select from a preset list of available nicknames.



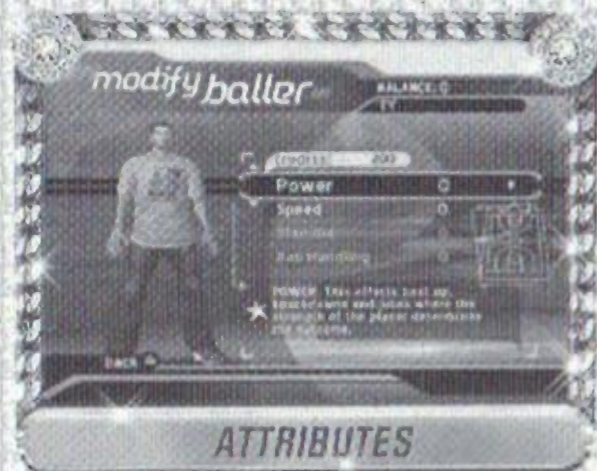
Step 2: Define Your Look

Highlight an option, then press the directional buttons ← or → to modify the setting. As you define your Baller's look, you'll see the changes take place on the screen. Press the **START** button to advance to the next screen.



Step 3: Develop Your Skills

This option allows you to distribute points to specific player skill attributes. You decide how strong or weak your created player's skills will be. Once you've acquired some Credits, you can come back to this option, and purchase more points to boost a player's attributes.



By default, you'll start out with **400** points to distribute to your created player. Highlight an attribute, then press the directional buttons ← or → to increase or decrease the points given to an attribute. Repeat this process to distribute the points the way you want.

You can only distribute a maximum of **35** Attribute Points to each category during the creation phase. Once, your finished adjusting points, press the **START** button to advance to the next screen.

NOTE: In Rags to Riches, the attributes must be earned on the court. You may not acquire them with credits.

Step 4: Review Your Work

Before you finish customizing your Baller, review your work. If you need to go back and change something, press the **△** button to return to a previous menu.



MODIFY BALLER

Once you have created and saved your Baller, this menu will be displayed. It's also displayed if you select a previously saved Baller from the Custom Ballers option. Use this menu to make changes to your saved, customized Baller.

Attire, etc.

Keep your Baller looking sharp by changing his facial features, clothes and his bling. Select an item to view available (selectable) and unavailable items (in grey). Not all items are free, so the amount of Credits you'll need for a particular item is displayed.

Skills

As you gain more Credits, you can use this option to add more Attribute Points to your Baller's skills. This will let you continue to make him a better player on the court. See **STEP 3: DEVELOP YOUR SKILLS**, pg. 10).

NOTE: In Rages 2 Riches, your skills will upgrade automatically based on how you play.

Rides, Friends, Etc.

Once you've acquired some Credits, come back and check out this option. You can turn in your Credits for an entourage, some cool rides or set up some **SPECIALS** that will spice up your play on the court.

SPECIALS

Highlight an ability, then press the **⊗** button to activate it. Press the directional buttons ← or → to turn a Special On or Off. Here are the Specials:

- HOT SPOT** - Pick a spot on the floor where your scoring chances increase
- FIRE MODE** - Make it possible for a player to catch fire
- BACK-IN MODE** - This mode allows you to post up your opponent
- LEGAL GOALTENDING** - You're allowed to goaltend any shot (only one legal goaltend allowed per round)
- EXTRA MOVES** - Pull off moves not available in the default moves list
- PUT BACK DUNKS** - Allows you to dunk your missed shots
- STUNT DUNKS** - Perform some inhuman dunks
- PASS TO FRIEND** - Pass to a friend standing off-court then get it back
- 2x JUICE REPLENISH** - Your Juice replenishes twice as fast
- SUPER BLOCKS** - Get way up there to block shots
- ALLY-OOP** - Perform amazing ally-oops

NOTES:

- These moves must be purchased before you can use them.
- A good way to experiment with Specials is to pick any NBA player that has the Special you want to try.



ACQUIRE A CRIB

Use your growing Credits to acquire a home. Press the directional buttons **↑** or **↓** to change homes and the background will change, giving you a nice look at your new crib. You'll notice that some cribs are already unlocked by default.

GARAGE

It's time for a new ride. Use your accumulated Credits to select a new car. Press the **LS** button and **RT** button to cycle the cars, then select a color. Colors will only be selectable if you have enough Credits to select the car.

COLLECTIBLES

NBA Ballers includes a gallery of images you can unlock and view. Choose MAGAZINES, FRIENDS, BIG SHOTS or MIDWAY, then work toward unlocking the collectibles. To find out what is required for unlocking an image, highlight the blank image and press the **⊗** button. Text will describe what is required to unlock the image. Completing image sets unlocks certain players.

BALLER'S CINEMA

The Baller's Cinema includes the OPENING MOVIE, PLAYER MOVIES, CREDITS listing the names of the people who worked toward creating Ballers, as well as some DVD EXTRAS.

PHRASE-ODOGY

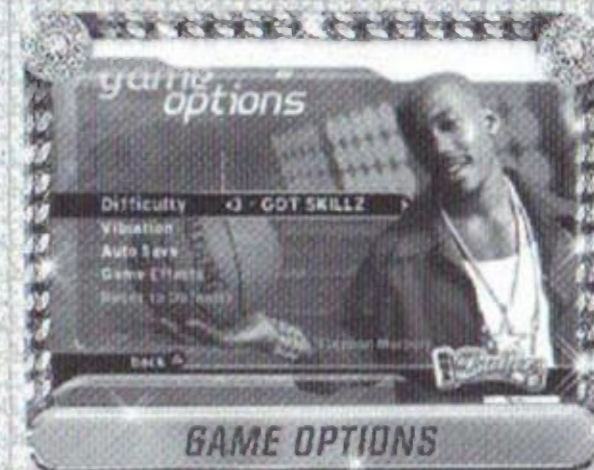
Codes, Codes, Codes! NBA Baller's Phrase-ology option allows you to select up to four words to unlock special features in the game. Highlight a word, then press the **⊗** button to select it. Select up to four words to create a phrase. In some cases, one or two or three words will work.

Ballers Phrase-ology can be found in Strategy Guides, Magazines, the internet or with a little experimentation on your part.



AUDIO OPTIONS

Highlight an option, then press the directional buttons **←** or **→** to increase or decrease the Game FX, Player Chatter, In-Game Music, Announcer, Crowd, Menu Music or Pause Music. You can also change the Audio Output to Stereo or Mono.



GAME OPTIONS

Make adjustments to the game's default settings.

Difficulty

Select from 5 difficulty settings, ranging from Pretender to NBA Baller .Level 3, GOT SKILLZ, is the default difficulty setting).

Vibration

Turn the controller vibration On or Off.

Auto Save

Turn the game's Autosave feature On or Off. When On is selected, the game will automatically save your game settings.

Effects

Select OLD SKOOL to play with all visual special effects turned on. For a more "simulation" style play experience, select NEW SKOOL. This will turn off most of the special visual effects.

GETTING STARTED

NBA Ballers' new Online feature allows you to connect to the Internet and play a 1-on-1 game against other players online. In order to access NBA Ballers's Online mode, you will need a network adaptor (Ethernet/modem) (for PlayStation®2), a memory card (8MB) (for PlayStation®2), and a broadband connection to the Internet from an Internet service provider (ISP). Use the following procedure to log on:

Choose Online listed on the Main Menu screen to view the Network Setup screen. If there is an existing configuration file beneath the "CHOOSE YO' CONNECTION" header, select it to enter the NBA Ballers Network Login screen. If Create or Modify is the only selectable option, select it and follow the instructions within the Add Settings listing on the Networks Settings screen to properly configure your PlayStation®2 computer entertainment system for online play.

NOTE: During Online Setup, you cannot edit or delete AOL network settings. Also, you'll be required to view and accept the terms and conditions. Online service for this title is guaranteed only through April 5th, 2005.

NETWORK SETTINGS

- ADD SETTINGS** - Follow on-screen instructions to configure Internet settings.
- EDIT SETTING** - To make changes to your settings, follow on-screen instructions.
- DELETE SETTING** - Delete settings you'll no longer need.
- TEST CONNECTION** - To make sure you've successfully entered your setting, put the settings to the test.

Note: Network setting(s) can be created using the network adapter start-up disc (SCEA) network adapter utility disc (SCEE) included with the SCE network adapter.

Network Compatibility

NBA Ballers supports Online gameplay using the network adaptor (Ethernet/modem) (for PlayStation®2) to connect to the network. The in-game networking uses the official IANA registered Ps2 UDP port number:

ps-ams 3658/udp PlayStation AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/firewall. GameSpy room pings require UDP Port 13139 to be open for unsolicited UDP.

LOGIN

On the NBA Ballers Login screen you'll have three options: **LOG IN TO NBA BALLERS**, **NEW ACCOUNT** or **DISCONNECT**. If this is your first time playing NBA Ballers online, or you want to create a new account, select **NEW ACCOUNT**. Enter your **USERNAME** and **PASSWORD**.

Once you're finished entering a birthday, name, password, city and state name it will prompt you if you want to save this account to a memory card. If you have an existing account choose **LOG IN TO NBA BALLERS**, then enter your previously created **USERNAME** and **PASSWORD**. Access your memory card to load previously saved player profiles.

NBA BALLERS CENTRAL

At the NBA Ballers Central screen you will find two playable modes: **BALL COURT** and **TOURNAMENT**. You can check out the **BEST OF THE BEST**, view the **LEAGUE LEADERS**, visit the **NBA BALLERS HALL OF FAME** and stay current on all NBA Ballers news & updates. If you select the **BALL COURT** option, the Ball Court Lobby screen will be displayed. You can then challenge other players connected to the network. If **TOURNAMENTS** is selected, you can find a game and view the standings.

ONLINE (CONT.)

Voice Chat/USB Headset

This product allows the use of the USB headset (for PlayStation®2). 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.

TV TOURNAMENT

This is where you'll unlock NBA players by winning tournaments. The opponent at the top of each ladder is unlocked to your roster once you defeat him. First, you'll need to select an episode. Each episode has a different set of tournament opponents and a prize.

Enter Profile

Before entering the tournament, the Load Profile screen will be displayed. If you have a profile created already, select it to go to the Tournament screen. If you don't have a profile, select **CREATE NEW PROFILE**. Use the directional buttons to spell out the name of your profile, then select **END**. Select the new profile to the Tournament screen.



The Tournament

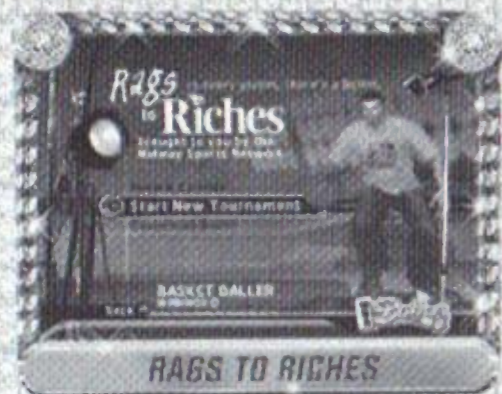
The Tournament screen displays three NBA players who represent your final opponent. Each final opponent represents an episode of the tournament. Press the directional buttons **←** or **→** to select an episode. Details on the episode are displayed. Press the **⊗** button to make a selection.



At the Baller Selection screen, press the directional buttons **↑** or **↓** to scroll through available NBA Ballers, then press the **⊗** button to select. Press the **⊙** button to preview your opponents.

At the Match-Up screen, you can enter codes for power ups or special abilities. See **ENTERING CODES**, pg. 17. As you win matches, you'll continue to play until you've either lost a match or won the tournament. As you collect prizes, remember to use the Inside Stuff option to use your winnings (see **INSIDE STUFF**, pg. 11-12).

This game mode is NBA Ballers' career mode where you can create a baller, then play games to earn Credits and prizes. You'll then spend those earnings to live the good life with mansions, cars, jewels and even an entourage, but you'll need to earn it on the court!



Before you can get started, you'll need to Create or Load a profile. If you have a profile created already, select it to go to the Rags to Riches screen. If you don't have a profile, select **CREATE NEW PROFILE**. Use the directional buttons to spell out the name of your profile, then select **END**. Select the new profile to go to the Rags to Riches screen.

REVIEW EPISODE

This option will give you an opportunity to review your progress in Rags to Riches. It includes selectable movies that you've unlocked during the progression of your Rags to Riches story.

CUSTOMIZE BALLER

This option allows you to spend your riches to shed those rags. As you win matches and progress through the story, your earned Credits will be displayed at the bottom of the screen. See **CUSTOMIZE BALLER**, pg. 9, for details on customizing your baller.

Play-Per-View

The Play-Per-View screen is used to get an overview of your progression through the Rags to Riches story. It displays the current Tournament you're playing in, as well as past and upcoming tournaments. Press the directional buttons **←** or **→** to highlight each tournament. Information about each tour is displayed below.



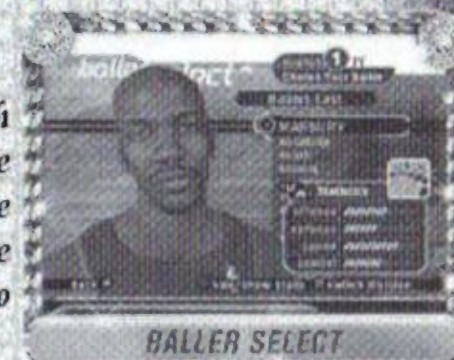
NOTES:

- You can only select the current tournament you're involved in. You can't select previous or future tournaments. The Play-Per-View screen is a nice map of the tournaments you can use to check your progression.
- In Rags to Riches mode, your Ballers attributes automatically upgrade, based on the way you play after the initial attribute assignment. For example, to be a better 3 pt. shooter, you must attempt and make a lot of 3 pointers.

Prior to a **VERSUS** or **I VS I VS I** game, you'll need to select a Baller and a Crib for your match. Once you've done that, you can enter special codes just before the match begins. Here's how to do it all:

BALLER SELECT

Press the directional buttons **↑** or **↓** to scroll through the available NBA Ballers. Press the **□** button to cycle between the divisions, then press the **⊗** button to make a selection. Do the same for your opponent if you're playing the CPU. If you're playing a friend, let him do it. The Select a Crib screen will appear.



SELECT A CRIB

NBA Ballers includes some great venues for playing your matches. You'll select one of many home courts. Press the directional buttons **↑** or **↓** to scroll through the available cribs. Feel free to press the **⊙** button for details on the crib.

Custom Rules

After you select a crib, you'll select from a list of custom rules for your match:

- | | |
|--------------------------|--|
| FREE FOR ALL | - No clearing and no ball checks |
| DO OR DIE | - One round wins all. |
| BREAK THIS! | - While "On Fire", any shots scored will subtract the same amount from your opponent's score. Remember to select a player that has the "On Fire" Special, or this rule won't work. |
| GOALIE MATCH | - Goaltending is allowed. |
| CLEARLY CLEAN | - No ball clears |
| NO FOULS | - Play a game without fouls. This means no free throws. |
| CHANGE EVERYTHING | - Allows you to customize everything |

Press the **⊙** button to back out and return to the Select a Crib screen. When you're ready, press the **⊗** button to go to the final Pre-Game screen to enter any codes.

ENTERING CODES

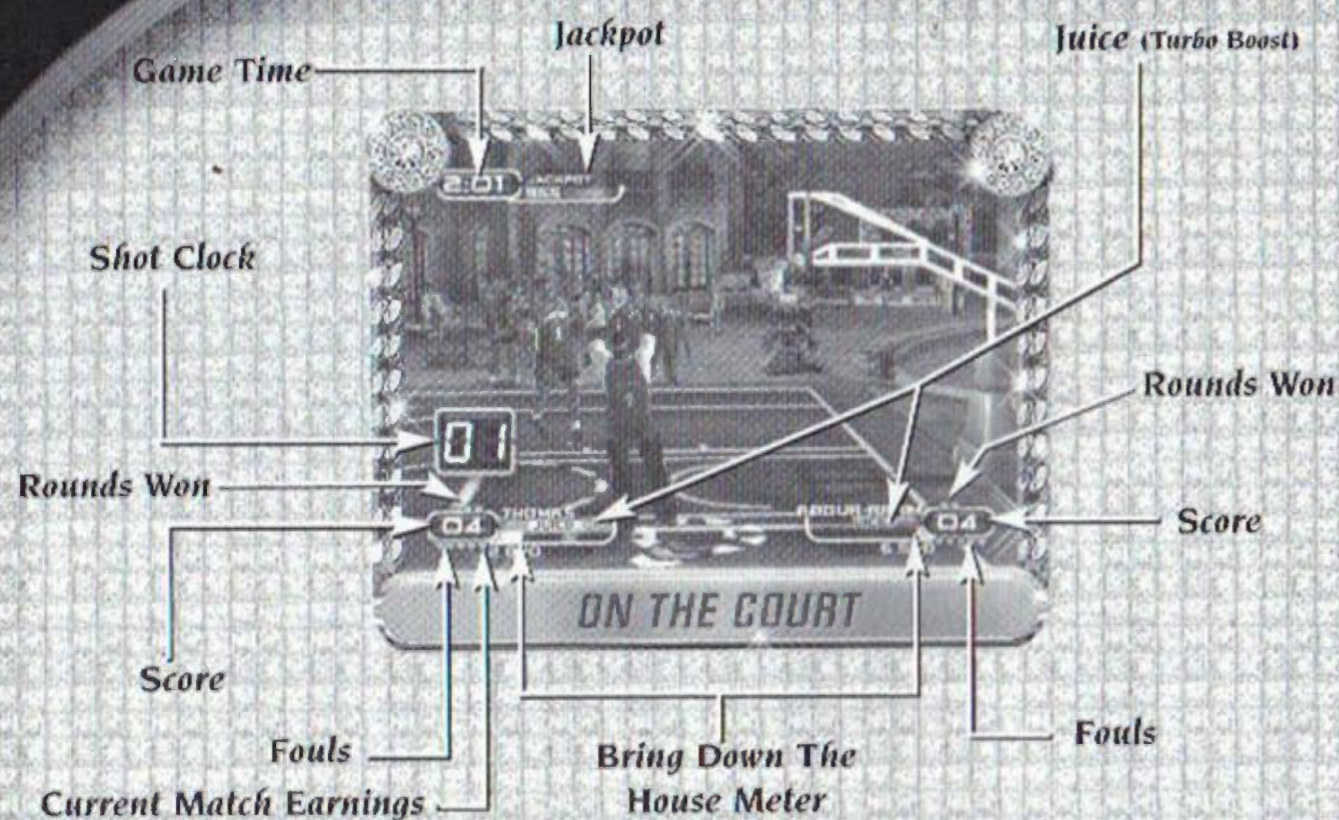
Just before the game begins, you'll have a brief opportunity to enter special codes. Codes can be entered by displaying three specific icons, along with pressing the directional buttons **↑**, **↓**, **←** or **→**.



Press the **□** button (top), **⊙** button (middle) and **⊙** button (bottom) to cycle the three code icons. When the icons you want are displayed, press the directional buttons **↑**, **↓**, **←** or **→**. If you have the correct combination of icons and the correct direction on the directional buttons, a code will be displayed and entered. If you enter wrong, the icons will reset and no code will be entered. You can enter as many codes as you have time for. Remember, there isn't much time, so be quick.

NOTE: Special codes can be found in strategy guides, magazines, the internet or with a bit of experimentation on your part.

on the court - the display



The Display has a lot of information that may or may not need explanation. Nonetheless, here's the rundown:

Fouls

You have 5 fouls to give. After the 5th foul, your opponent will go to the Free Throw line.

Game Time

This displays the game time remaining.

House Meter

The House Meter builds as you make moves and shots. When the House Meter fills completely, you can "Bring Down the House". This requires a special button combination you'll need to discover on your own.

Jackpot

As you and your opponent make moves, you'll accumulate credit that will be awarded to the player that makes the shot. If you build the Jackpot and miss the shot, the Jackpot will remain until someone does hit the shot. The winner of the match walks away with all of the credits in his match earnings.

Juice

This is your turbo boost meter. As you use your Juice, the meter will diminish. It will recharge when you're not activating your juice.

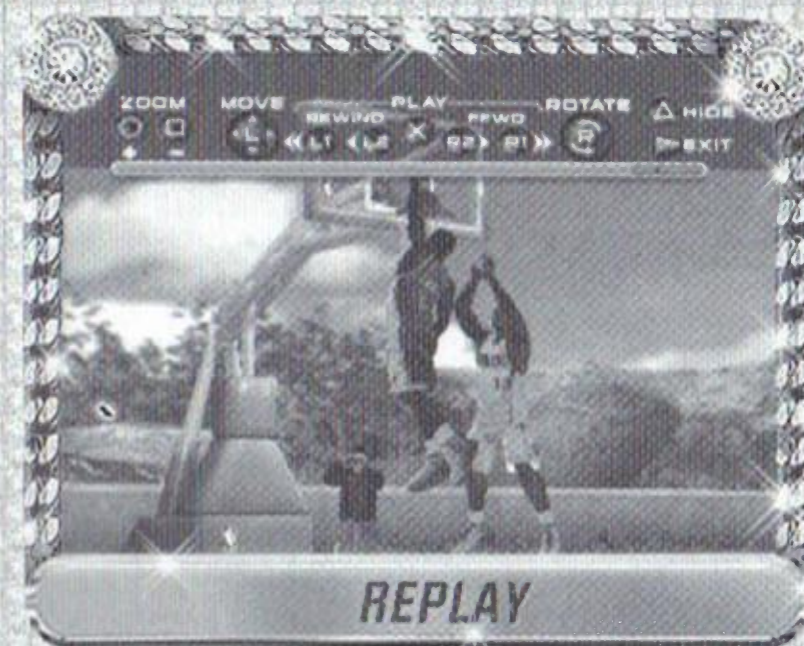
Rounds Won

Blue circles appear when you win a match round.

Shot Clock

This meter will be displayed once you've gotten down to 10 seconds.

pause options



At any time during a game, press the **START** button to view the Pause Options screen. Use it to make adjustments to your game or view a replay of the most recent game action or make changes to the game's options. You can also use it to see your players in detail.

Replay

If you'd like to take another, more detailed look at an incredible play, select this replay option. On-screen controls show you how to replay the action, zoom in, zoom out and also move 360 degrees around the action.

Game Options

See **OPTIONS**, pg. 13.

Audio Settings

See **OPTIONS**, pg. 13.

Quit

Quits a match and returns you to the Main Menu.

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February 5, 2004

CH01/12325322.2

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Technical Lead	Patrick Lynn
Art Director	Ricardo Boronat
Game Design	John Vignocchi & Pete Actipis
Production	Lee A. Helmer, Mike Bilder & Tracy Johnson
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Character Art Lead	Gary Oliverio
Player Head Artist	Trevor Hemington
Interface Art Lead	William Fox
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Commentary Talent	MC Supernatural & Terry Abler
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Channel Marketing Manager	Echo Storch
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John Vignocchi

Friends Photos

by Markese Photography - www.MarkesePhotography.com

Appearing as himself

MC Supernatural

Appearing as Bob Benson

Terry Abler

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Ballers Music

"Shake The Glass"

Written by Adam Cherrington and Kenny Knox

Performed by Kenny Knox

Produced by Wyshmaster

"You A Baller Right"

Written by Adam Cherrington and Brandon Ranard Burris

Performed by Point Game

Produced by Wyshmaster

"Floss Out"

Written by Adam Cherrington and Joe Young

Performed by Jelly Joe

Produced by Wyshmaster

"Ballin' Outta Control"

Written by Adam Cherrington and Nick Furlong

Performed by Raskal

Produced by Wyshmaster

"Where You At"

Written by Adam Cherrington and Jason Cavaliere

Performed by Jsin Sinatra

Produced by Wyshmaster

"B-Ball"

Written by Antoine Rogers and Ernest Franklin

Performed by Bobby Creekwater of Jatis

Produced by Sol Messiah for Sol Messiah Entertainment

"Skillz Like This"

Written by Antoine Rogers, Antonio L. Sawyer and Tracy Ogilvie

Performed by Bobby Creekwater and Charlie Jangles of Jatis

Produced by International Postman for Sunday Delivery

74th Generation

Recorded by/Mixed by Tracy Ogilvie

"Gameface"

Written by Eric Hairston, Doug Hairston

Performed by 5fth and Semi of Iron Fist

Composed and Produced by Khalifani

Mixed by Jarvis Blackshear for Meta Music

Co-Produced by Khalifani for Meta Music

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"Rags to Riches"

Written by La Vaughn Finley

Performed by Big Gov

Courtesy of In R Circle Records

"Inside the Game"

Lyrics by Theartis Jeron Thomas

Performed by Ness Lee

"Holla at Me"

Written by Nicole Marie Whitehead and Webster White

Performed by Nikki and CJ

Produced by CJ

Engineer: Jarvis Blackshear

Additional Music: Benny Demus

"NBA Bailout"

Written by Malik Taylor and Dion Liverpool

Performed by Phife Dawg

Produced by DJ Rasta Root

Engineer: Morgan Garcia

Courtesy of Smokin' Needles Records ©2003

"We Can Do This"

Written by Christopher Thurston and Dion Liverpool

Performed by Jax

Produced by DJ Rasta Root

Engineer: Morgan Garcia

Courtesy of Smokin' Needles Records ©2003

"Itz On Now"

Written by Ernest Gibbs, Leon Griffin, Brellyn Griffin and Brian Hood

Performed by 4Pound

Produced by B. Hood

"We Will Not Lose"

Written by Taboo and Lexo

Performed by Rouge

Courtesy RAH Music

"So You Want To Be A Baller"

Written by Shaun Damore and Shawn McCullough

Performed by Buck

Courtesy of Breakthrough Recording Studio

"NBA Ballers Theme"

Performed by MC Supernatural

Lyrics by R. Price

Produced by Ominus B. Lurkin and Chewbacca

Additional Audio Support by DJ Rocky Rock

"My House"

Lyrics by Theartis Jeron Thomas

Performed by Ness Lee

"N.B.A."

Performed by Tony Gunz-n-Swiff

Written by Anthony Dash and Aaron Jenkins

Produced by Psique Music Concepts

Color commented by Craig "Soopafri" Frierson

"NBA Ballers"

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