

INSTRUCTION MANUAL



NBA 2 NIGHT
2002™



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 computer entertainment system, 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 computer entertainment system 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 computer entertainment system 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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Thank you for purchasing ESPN NBA 2Night 2002 by Konami. Please browse through this manual before starting play to get the most from your gaming experience.

Additionally, please keep this manual in a safe place, as Konami will not reissue it.

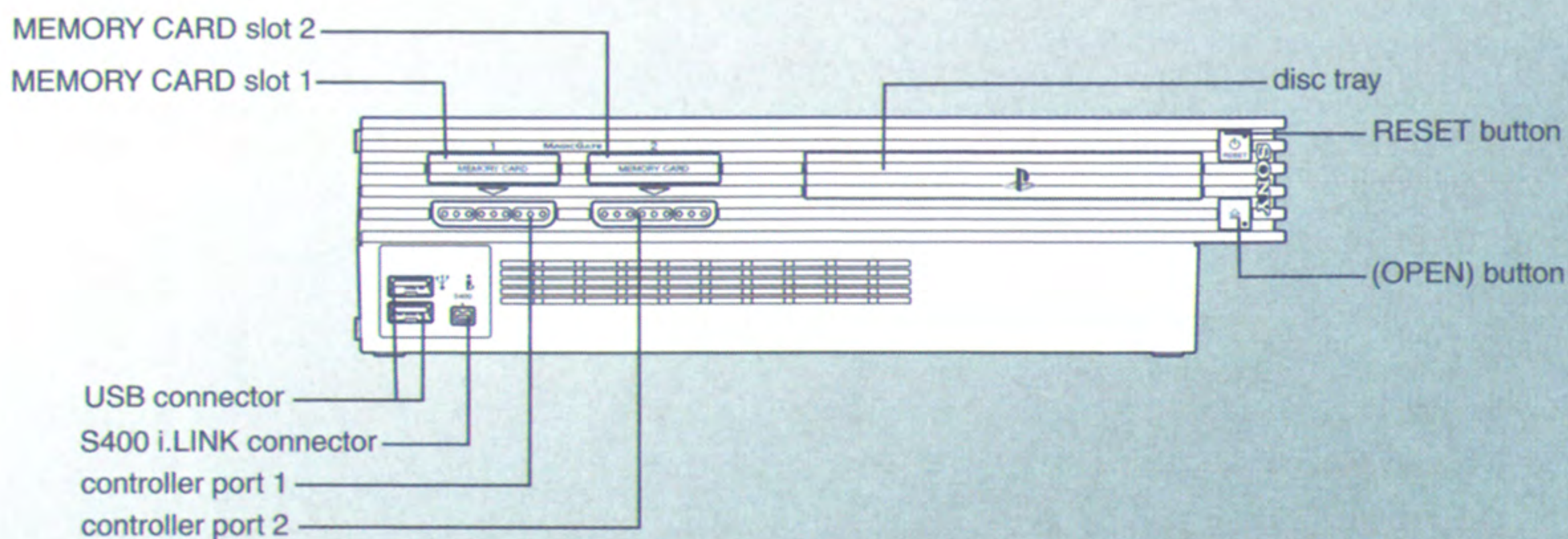
Please note: At Konami, we are continuously striving to improve the quality of our products to make them safer and more enjoyable for our customers. As a result, there may be slight differences among products of the same type, depending on the date of purchase.

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GETTING STARTED

CONSOLE



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 2Night 2002 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 the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card, or from any memory card containing previously saved games.

At least 200 Kb of free space must be available on the memory card in order to save game data. If less than 200 Kb of free space exists, erase some older data before saving.

If you have inserted a memory card (8MB) (for PlayStation®2) with saved ESPN NBA 2Night 2002 game data into your PlayStation®2 computer entertainment system, the data will load automatically.

CONTROLLERS

CONTROLLER CONNECTION

For a one-player game, connect the controller to controller port 1. For two players, connect controllers to controller ports 1 and 2.

Up to eight players can compete simultaneously, using the multitap (for PlayStation®2) (sold separately). When more than two players are competing simultaneously, you must connect a multitap to controller port 1 before turning on the PlayStation®2 computer entertainment system. Always connect a controller to controller port 1-A on the multitap first, and then connect the remaining controllers to ports 1-B, 1-C and 1-D. (For additional information on using the multitap, please refer to its Instruction Manual.) When more than four players are competing simultaneously, connect an additional multitap to controller port 2 then connect additional controllers beginning with controller port 2-A before connecting the remaining controllers.

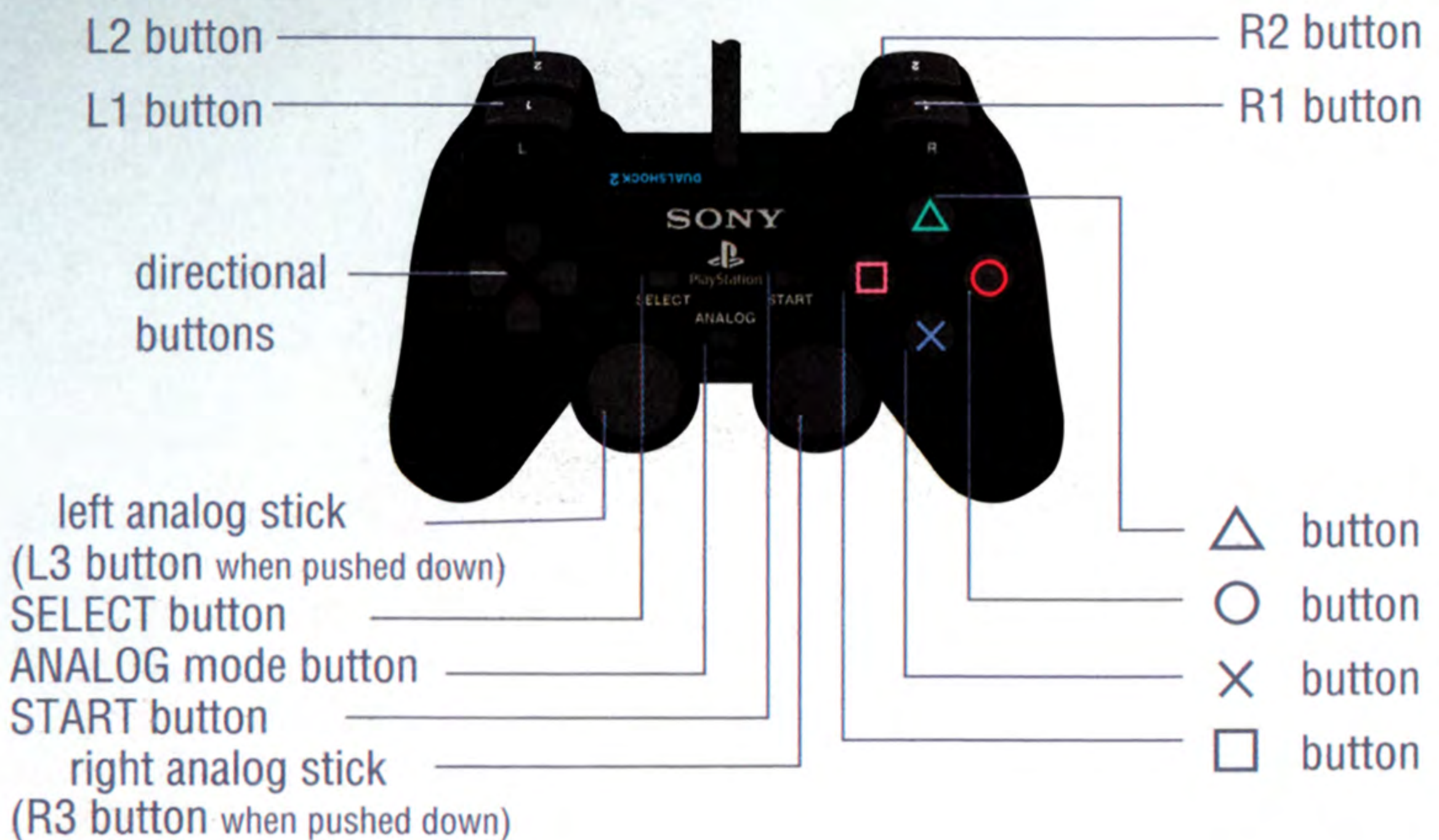
Note: If a controller is removed from its controller port while the game is turned on, please reconnect it to the same controller port. Connecting it to a different controller port will cause a different player number to be assigned to that controller.

DUALSHOCK®2 AND DUALSHOCK® ANALOG CONTROLLERS

ESPN NBA 2Night 2002 is compatible with the DUALSHOCK®2 or DUALSHOCK® analog controllers. Both the directional buttons and the left analog stick can be used. To use the left analog stick, press the ANALOG mode button (LED lit).

VIBRATION FUNCTION

The DUALSHOCK®2 and DUALSHOCK® analog controllers will vibrate in response to game action. You can turn the vibration function ON/OFF on the Controller Settings, Vibration/Assist section of the OPTIONS menu.


















USING MENU SCREENS

Using menu screens in ESPN NBA 2Night 2002 is easy and consistent throughout the game. This section describes how to use the menus.



Press the **L1** button to view the Help screen for menu items.

- Start game  button
- Highlight menu item directional buttons or left analog stick
- Change focus directional buttons or left analog stick
- Confirm selection/Go to next screen  button
- Cancel/Return to previous screen  button
- Scroll teams on Team Select screen  or  button
- Open Sub Menu or Mode Menu  button
- Change settings  or  button
- Select random team or conference **R1** button
- Simulate selected game  button
- Return to default settings  button
- View Profile of selected player  button
- Run play on Offensive Strategy screen **R1** button

- When selecting teams, press the directional buttons or left analog stick to highlight HOME or AWAY team boxes. Then press the  or  button to display the different teams. Press the  button to select the highlighted team.
- Press the directional button or left analog stick to change from one "focus" (an option or item box) to the next.
- Press the  button to open the Sub Menu from the Main Menu or the Mode Screen for the selected game mode. These menus have additional settings including game options, access to team clubhouses, strategy, player trading, free agent signing and creating a player, etc.
- View menu controls displayed at the bottom of any menu screen.

CONTROLLER ASSIGNMENT SCREEN

Before beginning gameplay in any mode except Quick Start, the Controller Assignments Screen appears. From this screen, each player can decide which team to control.

- Press the directional button or left analog stick [left/right] to assign a controller to a team. You are also selecting whether you play for the away or home team.
- Press the or button to take control of a specific player or position.
- If you want your PlayStation®2 computer entertainment system to control both teams, leave the controllers in the center position.



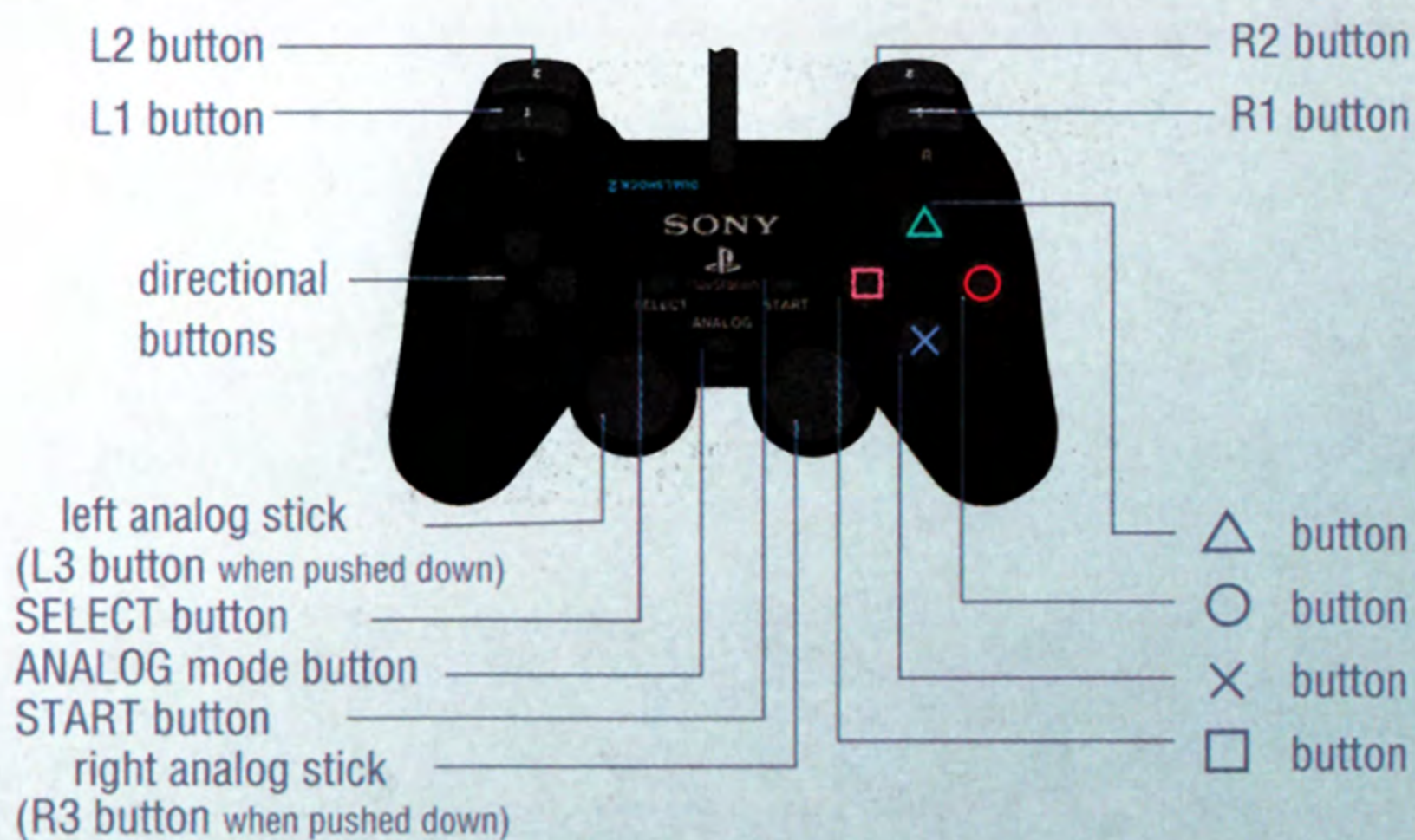
Changing Controller Assignments During Play


You can switch the teams you are playing for during a game or join a computer-controlled game in progress.

To change controller assignments during play:

1. Press the button to open the Pause Menu.
2. Select **OPTIONS** and **CONTROLLER ASSIGNMENTS**. Make the changes you want and press the button.








GAMEPLAY CONTROLS



You can change button assignments on the Controller Settings screen in the Options Menu. Press the  button with the Main Menu displayed and select OPTIONS from the Sub Menu.

Controls using the left analog stick can also be executed with the directional buttons.














Basic Controls

- Jump Ball  button when ball is tossed
- Move /Dribble..... left analog stick
- Speed Burst..... button (hold)
- Formation Select  button or R3 button to open the Formation Window and select formation by pressing  button,  button,  button or  button . Press the **L1** button for further options.
- Throw In  button

Note: Set formations in the SUB, SEASON, PLAYOFFS, or FRANCHISE menus on the CLUBHOUSES/STRATEGY screen.

Offensive Controls

With the Ball

- Shoot.....  button
- Shot Fake Tap  button
- Pass.....  button
- Trust Pass.....  button (hold)
- Control Pass **L1** button (hold) + , , , , or **R1** button to designate receiver
- Shake  button
- Call for a Screen..... **L2** +  button
- Drive/Dunk/Lay-up **L2** +  button
- Alley-oop Pass **L2** +  button
- Fake a move.....  button + left analog stick
- Protective Dribble **R1** button

GAMEPLAY CONTROLS

Without the Ball

- Change Player.....X button
- Jump/Rebound.....△ button
- Call Shot.....○ button
- Call for a Pass.....□ button
- Position for Screen Play.....R1 button
- Call Screen.....L2 + △ button
- Control Player Select.....L1 button (hold) + ○, X, □, △ or R1 button to designate player to control.
- Call Alley-oop Pass.....L2 + □ button

Defensive Controls

- Steal/Intercept.....□ button
- Change Player.....X button
- Rebound/Block.....△ button
- Closest to the Basket.....○ button
- Face up.....R1 button
- Control Player Select.....L1 button (hold) + ○, X, □, △ or R1 button to designate player
- Intentional Foul.....L2 button (hold) + □ button
- Call for Help.....L2 button (hold) + △ button

Instant Replay Controls



- Replay.....○ button
- Reverse Playback.....□ button
- Change Camera.....△ button
- Shift the Target.....X button
- Changeable Playback.....right analog stick
- Raise/Rotate Camera (when set to Manual).....left analog stick
- Camera Zoom-in.....button
- Camera Zoom-out.....L2 button
- Change Replay Speed.....L1 button – For quick transition
R1 button – For slow transition
- Toggle HELP Display ON/OFF.....SELECT button
- Cancel Replay.....START button

PLAYING OFFENSE

Handling the Ball

- Take a Shot** To take a shot, press and hold the **○** button. Time the release to the top of your jump for the most accurate shot.
- Fake a Shot** Tap the **○** button to fake a shot.
- Pass** Press the **×** button.
- Trust Pass** Press the **×** button. The computer will automatically take the action after receiving the pass.
- Control Pass** When you hold down the **L1** button, the Search Pass icons appear over your players' heads. Press the corresponding button (**□**, **○**, **×**, **△** or **R1**) to pass to the desired player.
- Alley-oop Pass** Press the **L2** + **×** buttons to pass the ball to a spot near the hoop when a teammate is near the basket or is breaking to the basket.
- Movement Fake** Press the **△** button and press the directional button or left analog stick to fake to a specific direction.
- Protective Dribble** Press the **R1** button, to take a protective posture with the ball. Depending on the distance between the ball handler and opponents, your man may power dribble.
- Call a Screen** Press the **L2** + **□** buttons to call a nearby teammate to set a pick.
- Drive** Press the **L2** + **○** buttons to go for a lay-up, dunk or slam.
- Speed Burst** Press and hold the **○** button to drive toward the net or dash around an opponent. Your player's speed burst abilities diminish and must be recharged. Speed Burst abilities vary with the player.
- Shake** Press the **□** button to shake off a defender.

Without the Ball

- Call Shot** Press the **○** button to call for the ball handler to shoot.
- Call Pass** Press the **□** button to call for the ball handler to pass.
- Screen Play** Press the **R1** button to assume a screening position.
- Control Player Select** Hold the **L1** button to display the search player icon. Press the corresponding button (**□**, **○**, **×**, **△** or **R1**) to switch control to the desired player.
- Call Screen** Press the **L2** + **△** buttons to call a nearby teammate to set a pick.
- Call Alley-oop Pass** Press the **L2** + **□** buttons to signal the ball handler for an alley-oop pass.

PLAYING DEFENSE

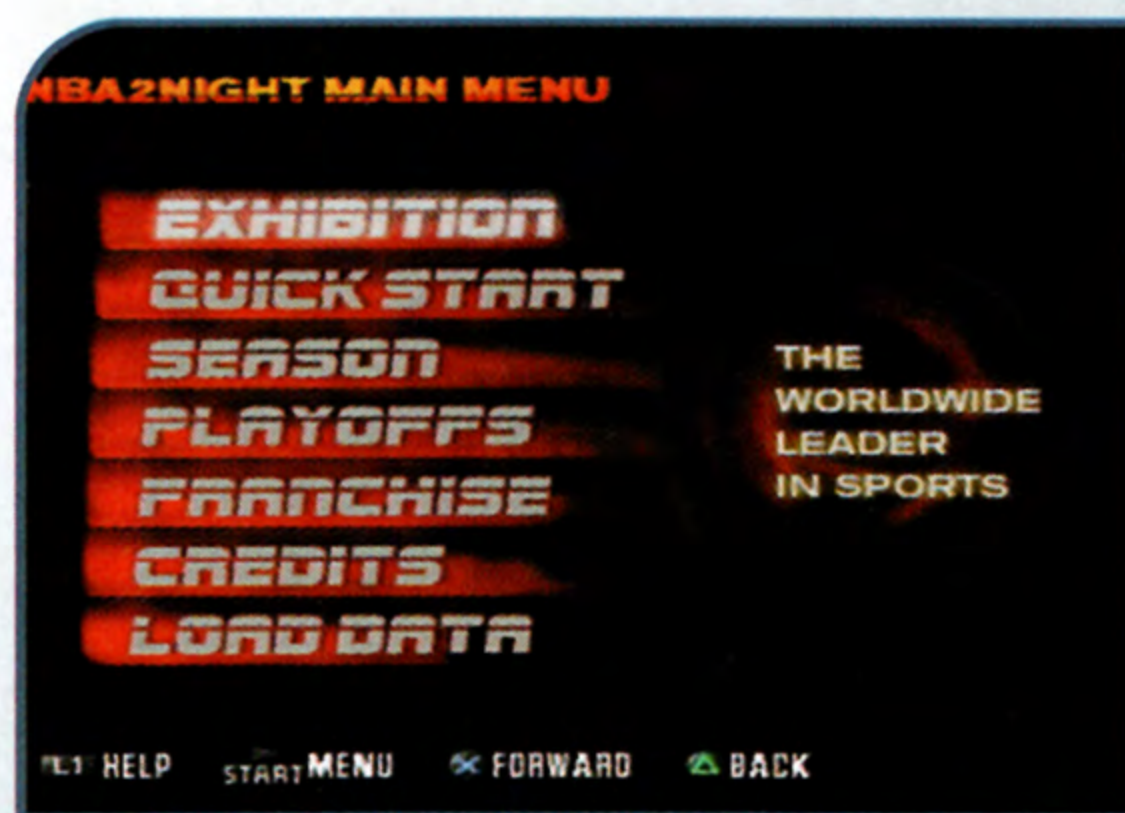
- Closest Defender** To change control to the player closest to the ball handler, press the **X** button.
- Last Defender** Press the **O** button to switch control to the team member closest to the offensive basket.
- Face Up** Press the **R1** button to assume a defensive posture.
- Control Player Select** When you hold down the **L1** button, the Search Player icons appear over your players' heads. Press the corresponding button (**□**, **O**, **X**, **△** or **R1**) to switch control to the desired player.
- Call for Help** Once you have a controlled player close to the ball handler, press the **L2** + **△** buttons to double-team the opponent with the ball.
- Attempt to Steal** Get close to the ball handler and press the **□** button.
- Intercept the ball**
- Block a Shot** Press the **△** button when the ball handler goes up to shoot.
- Intentional Foul** Press the **L2** + **□** buttons to intentionally foul the ball handler.


Free Throws




Press the **L1** and **R1** buttons simultaneously to start the indicator on the shot gauges moving upwards. Try to center both indicators in the blue sections of the gauge by timing the second press both of the **L1** and **R1** buttons.

THE MAIN MENU



Press the  button at the title screen to display the Main Menu screen.

Press the directional button or left analog stick [up/down] to highlight a menu item and press the  button to select it.

EXHIBITION

Select two NBA teams for an exhibition game. Select any of the 31 teams including East and West All-Star teams.

QUICK START

This is the fastest way to get into a game. Teams are randomly chosen and the game begins immediately.

SEASON

Compete in a regular NBA season. Play up to a maximum of 82 games with the team of your choice. Make it to the playoffs and take a shot at the World Championship.

PLAYOFFS

Go straight into the playoffs. Choose a team and the number of games for your playoff tournament.

FRANCHISE

Become the team general manager, taking care of team business on-court and off. Trade players, negotiate for free agents and draft promising rookies.

CREDITS

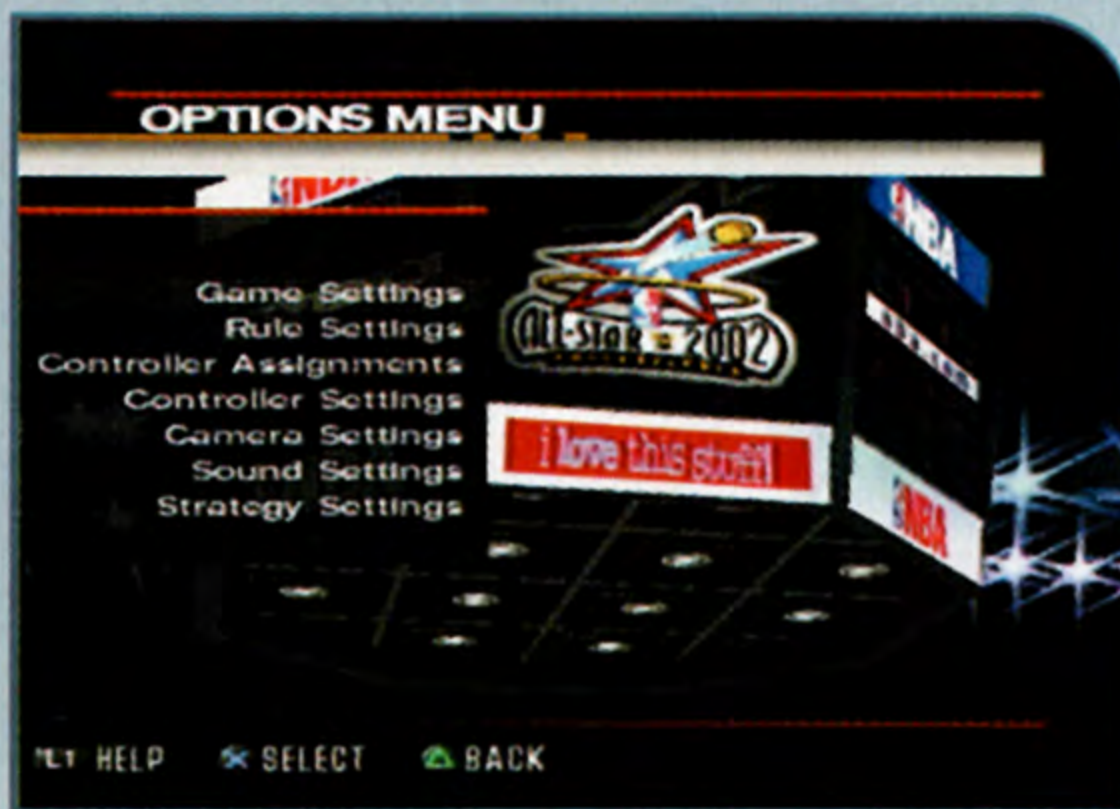
See who created ESPN NBA 2Night 2002.





LOAD DATA

Load saved game data. See "Saving and Loading Game Data" on page 31.

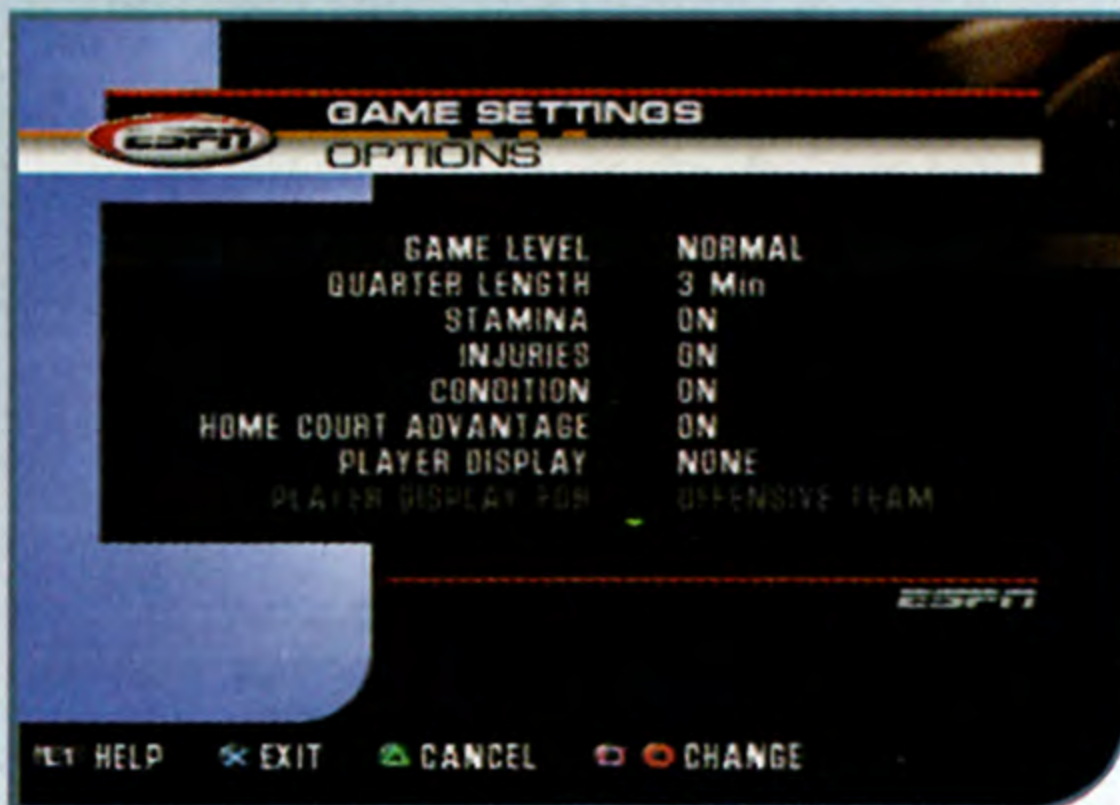
SETTING OPTIONS

You can set game options before or during a game. Settings may be different for Exhibition, Quick Start, Season, Playoffs, and Franchise modes.



- To open the Options Menu from the Main Menu before beginning play, press the  button to open the Sub Menu. Select OPTIONS and press the  button.
- To open the Options Menu during gameplay, press the  button to open the Pause Menu. Select OPTIONS and press the  button. Some options cannot be changed during gameplay.

GAME SETTINGS



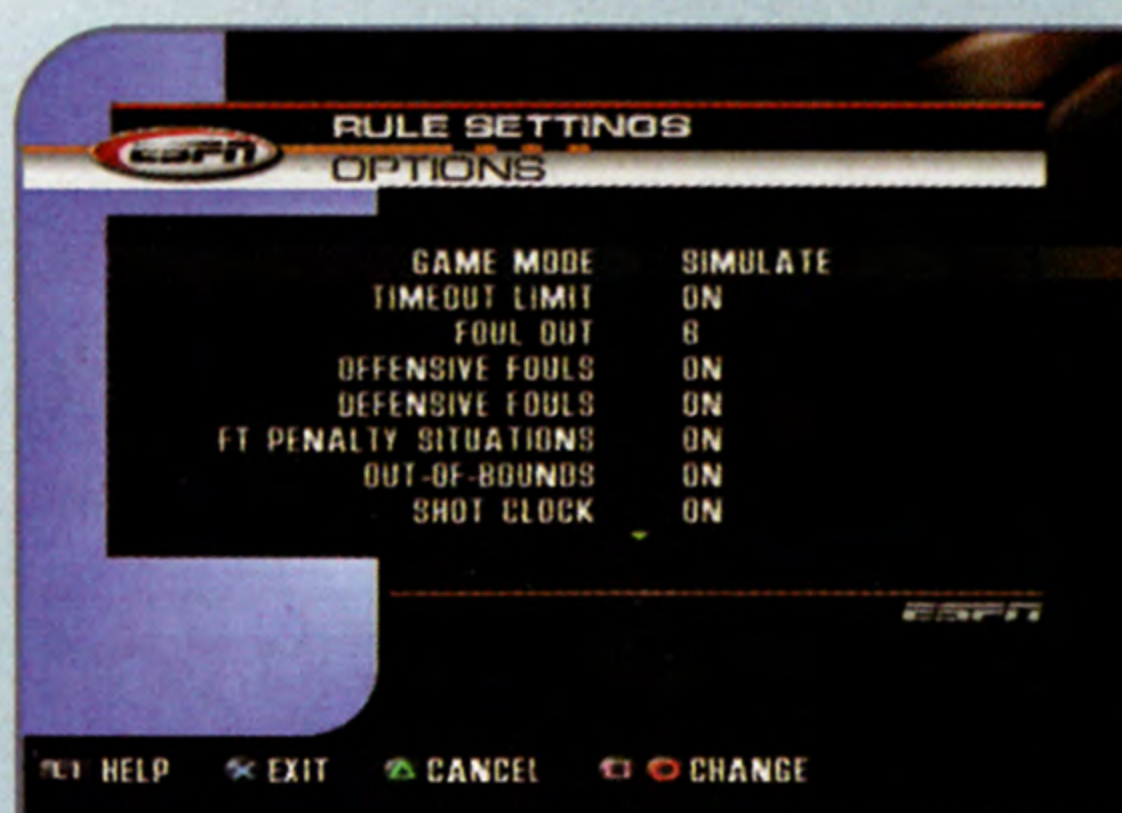
Set game options for each of the modes.

Game Level	Set to EASY, NORMAL, HARD, VERY HARD and SUPER HARD.
Quarter Length	Set the time for each quarter.
Stamina	Set to ON or OFF. When set to ON, players become tired and begin to play poorly. Player stamina varies. Send in subs to replace tired players.
Injuries	Set to ON or OFF. Players can be hurt and may need replacement during a game. Depending on the injury, players may have to sit out a game.
Condition	Set to ON and player condition changes during a game or season. Set to OFF and player condition remains NORMAL. View player condition on the Starting Lineups/Conditions screen prior to the beginning of a game.
Home Court Advantage	Set to ON or OFF. Teams perform better on their home court.
Player Display	Set to NAME, POSITION, NUMBER or NONE.

SETTING OPTIONS

- Player Display For** Sets information displays. If the Player Display is set to NONE, you cannot set this option.
- Marker Player – Display information for human controlled players only.
 - Player with Ball – Display information for ball handler only.
 - Offensive Team – Display information for all players on team in possession of the ball.
 - Both Teams – Display information for all on-court players.
- Ball Motion Blur** Set to LOW, MEDIUM, HIGH or OFF. When set to LOW, MEDIUM, or HIGH the ball will blur when in motion.
- Second Jersey** Some teams have an extra jersey style. Set to ON and teams will change jerseys.
- Auto Replay** When a great play or shot occurs, a replay is shown automatically. You can adjust the frequency of auto replays from 1 to 10 or turn the feature OFF.

RULE SETTINGS



- Game Mode** Choose SIMULATE to keep all rules enforced. Choose ARCADE to play without any rules or out-of-bounds.
- Timeout Limit** Set to ON or OFF. Enforces per-team timeout limit.
- Foul Out** Set 1 to 6 or OFF. Sets the number of fouls that players must acquire to foul out of the game.
- Offensive Fouls** Set to ON or OFF. Determines whether referees will call fouls on the offense.
- Defensive Fouls** Set to ON or OFF. Determines whether the referees will call fouls on the defense.
- FT Penalty Situations** Set to ON or OFF. Players are awarded free throws when fouled if the opposing team is over the foul limit for the period.
- Out-of-Bounds** Set to ON or OFF. Enforces floor boundaries during play. Turned off, players do not have to worry about stepping out of bounds.
- Shot Clock** Set to ON or OFF. Enforces 24-second shot clock rule.
- 8 Second** Set to ON or OFF. Enforces 8-second mid-line rule.

SETTING OPTIONS

3 Second Inbounds	Set to ON or OFF. Enforces 3-second in-the-key rule.
Backcourt	Set to ON or OFF. Enforces 5-second in-bounds rule.
Back to Basket	Set to ON or OFF. Enforces over-and-back rule.
Defensive Goaltending	Set to ON or OFF. Enforces Back-to-Basket rule.
	Set to ON or OFF. Enforces defensive goaltending rule.

CONTROLLER ASSIGNMENTS (IN-GAME PAUSE MENU ONLY)



Change controller configurations and add new players to the game. Press the directional button or left analog stick [left/right] on the controller to move or add a player to a team.



CONTROLLER SETTINGS

Change button settings specific to each controller and turn the vibration function on DUALSHOCK® 2 and DUALSHOCK® analog controllers ON/OFF. You can also set formations and free throws to AUTOMATIC or MANUAL.



Button Control Settings



To change a button control:

1. Press the directional button or left analog stick [up/down] to select OFFENSE BUTTON or DEFENSE BUTTON.
2. Press the directional button or left analog stick [right] to change focus to the controls.
3. Press the directional button or left analog stick [up/down] to select the button control you want to change and press the  button. The selected control will begin flashing.
4. Press the button you want as the new control and press the  button to confirm the new settings.

SETTING OPTIONS

Vibration/Assist


To change Vibration/Assist settings:

Select VIBRATION/ASSIST and press the directional button [right], then [up/down] to highlight an option. Press the  or  button to change a setting.

Offense and Defense In the Auto mode, the computer will run randomly chosen plays for you. In Manual mode, your team will run the same play until you change it. Set Offense/Defense to AUTO or MANUAL.

Free Throw In the Auto Mode, the computer will make free throws for you. In manual mode, you make free throws. Set Free Throw to AUTO or MANUAL.

Vibration Turn the vibration function ON or OFF.

If you change your mind about the controller settings you made, press the  button with the Controller Settings screen displayed and all settings will return to the default.

CAMERA SETTINGS

Change the view of the court during play.

Camera Type Choose the standard angle of view during play. You have 10 options.

Zoom Level Determine how close the camera is to the court. Set from 1 to 100.

Height Determines the camera's height off the floor. Set from 1 to 100.

Auto Zoom Zooms camera closer to the floor in certain situations. Set to ON or OFF.

Camera Mode Determines if and how the camera rotates after each basket. Set to INSTANT, ROTATE or OFF.

Reverse Angle Both teams move in the same direction (right to left or left to right) and the camera rotates after each basket. Set to ON or OFF.

SOUND SETTINGS

Set each of the fields related to game sound.

STRATEGY SETTINGS

Set game strategies for offense, defense and the coach. See page 16 "Setting Strategy and Coaching."

CHEAT

Enter cheat commands by typing in codes on the keyboard or turn the option ON/OFF.

SAVE SETTINGS, LOAD SETTINGS

Save or load the setting data onto a memory card (8MB) (for PlayStation 2).

This is only displayed on the Sub Menu Options opened from the Main Menu.

THE GAME SCREEN



DESIGNATING RECEIVERS

- Button symbols appear over players' heads (when you press and hold the **L1** button) to designate which button to press to pass to a specific player.
- Each player's controlled man is marked by a different color.
 - Player 1 – Grass Green
 - Player 2 – Magenta
 - Player 3 – Violet Blue
 - Player 4 – Yellow
 - Player 5 – Blue
 - Player 6 – Violet
 - Player 7 – Aqua
 - Player 8 – Orange

SPEED BURST METER

Press and hold the **L1** button for a speed burst. The controlled player will run and maneuver quickly until the meter runs out or you release the **L1** button. You must allow the meter to recharge by releasing the **L1** button.

SHOT CLOCK

The Shot Clock will appear and begin counting down when the offense has 10 seconds remaining to take a shot.

SETTING STRATEGY AND COACHING

Set strategy for your offensive and defensive games by setting formations that correspond to a specific button control. Set Coaching options on the Coach Screen. Once set, call a strategy (formation) during a game by pressing the **SELECT** button or R3 button to display the Formation Window and press a button to set up the specified formation.



To open the Strategy Menu from the Main Menu or Team Select screen:

1. Press the **START** button, select CLUBHOUSES and press the **X** button. Press the **○** or **□** button to select a team.
2. Select STRATEGY and press the **X** button.

To open the Strategy Menu during a game:

1. Press the **START** button to display the Pause Menu and select Options.
2. Select STRATEGY SETTINGS and press the **X** button.

SETTING OFFENSIVE STRATEGY

1. Select OFFENSIVE STRATEGY and press the **X** button.
2. Press the directional button or left analog stick [up/down] to select a button control for a specific formation and press the **○** or **□** button to change the formation. Look at the formation changes displayed on the Offensive Strategy diagram.
3. Press the **R1** button to run the play on the diagram. The white circles are the players and the red circle is the ball.
4. Press the **X** button to confirm the formation changes.



SETTING DEFENSIVE STRATEGY


To set defensive strategy:

1. Select DEFENSIVE STRATEGY and press the **X** button.
2. Press the directional button or left analog stick [up/down] to select a button control for a specific formation press the **○** or **□** button to change the formation.



SETTING STRATEGY AND COACHING

COACHING STRATEGY

Select the COACH option and press the  button.

Substitution Request Press the  or  buttons to toggle substitutions to AUTO or MANUAL. If set to AUTO, the Lineup and Substitution Timing options become available.

Lineup Select the Lineup options.

- Career – CPU will determine the lineup based on Player's career.
- Condition – CPU will determine the lineup based on Player's condition.
- Normal – CPU will determine the lineup based on both above conditions.

Substitution Timing Select timing options.

- Soon – Computer brings new players into the game sooner than normal.
- Normal – Computer subs for players normally.
- Late – Computer leaves players in longer than normal.

Fast Break Set fast breaks to ON, AUTO or OFF. When set to ON, the team tends to run the ball on defensive rebounds and steals.


Crash Board Set to ON, AUTO or OFF. When set to ON, the team is aggressive at rebounding.

Select Formation Set to AUTO or MANUAL. If set to MANUAL you have to open the Formation Window to set a formation.

THE PAUSE MENU

Press the  button during a game to display the Pause Menu.






TIMEOUT

Highlight Timeout and press the  button. Select REGULAR TIMEOUT or 20 SECOND TIMEOUT.

SUBSTITUTION

You can make substitutions at any time, but the players will only enter the game when the ball is dead.

To send in a sub:

1. Press the  button, select SUBSTITUTION and press the  button.
2. On the Substitution screen, select the active player you want to take out of the game and press the  button.
3. Select the player you want to send in and press the  button.
4. Press the  button to confirm the action.





Pos	PLAYER	No	OVR	PTS	PF	STM	COND
C	Tuakululu	25	70	0	0	91	Excellent
PF	Rogers	54	71	0	0	92	Normal
SF	Miron	31	69	0	0	93	Poor
SG	Hardaway	1	73	0	0	92	Good
PG	Mirbury	3	85	0	0	93	Excellent
SF	Blancher	26	57	0	0	100	Normal
SG	Dal Negro	15	62	0	0	100	Normal
PG	Dalk	00	72	0	0	100	Normal
PF	Gugliotta	24	69	0	0	100	Good
SF	Majerle	9	71	0	0	100	Good
C	Vorkuhl	43	53	0	0	100	Normal
PF	Wallace	22	57	0	0	100	Normal

TR1 Orlando

HELP EXIT CANCEL SELECT

SHOT CHART

View the shot chart. Press the  button or  button to select a specific player or the team total. The court diagram shows the position of shots made with an "O" and missed shots with an "X".



THE PAUSE MENU

BOX SCORE

BOX SCORE							
THIS GAME							
ALL-STAR EAST	POS	MIN	PTS	OFF	DEF	REB	F
33 A. Mourning	C	3	0	0	0	0	0
30 C. Robinson	PF	3	0	0	0	0	0
55 E. Williams	SF	3	4	0	1	1	0
30 K. Kittles	SG	3	11	0	0	0	0
50 G. Anthony	PG	3	2	0	0	0	0
40 E. Johnson	C	0	0	0	0	0	0
33 A. Davis	PF	0	0	0	0	0	0
30 L. Murray	SF	0	0	0	0	0	0
34 R. Allen	SG	0	0	0	0	0	0
TEAM TOTAL	---	15	17	0	1	1	0
OPPONENT	---	15	18	3	1	4	0

RT L.A. CLIPPERS

RT1 HELP Δ CANCEL □ ○ CHANGE

View the box score. Press the directional button or left analog stick [up/down] to scroll through the player roster and [left/right] to scroll through the stats. Press the **R1** button to toggle between the teams.

INSTANT REPLAY

View the last play from any angle.
See "Gameplay Controls" on page 07.

OPTIONS

Open the Options Menu. See "Setting Options" on page 11.

QUIT GAME

End the current game.

EXHIBITION MODE

Choose two teams and play one game.

To play an exhibition game:

1. Highlight EXHIBITION on the Main Menu and press the **X** button.
2. Select two teams on the Team Select screen and press the **X** button. If you selected All-Star teams and want to trade or release players to create your own All-Star team, see "All-Star Trade" below.
3. Make controller assignments and press the **X** button to begin play.

ALL-STAR TRADE

If you select All-Star teams, you can adjust the All-Star rosters before beginning the game.

To conduct a trade:

1. On the Team Select screen, press the **START** button, select CLUBHOUSES and press the **X** button.
2. Press the **○** or **□** button to select ALL-STAR WEST or ALL-STAR EAST and ALL-STAR TRADE will appear as an option on the menu.
3. Select ALL-STAR TRADE and press the **X** button to display the All-Star Trade screen.

On the left side of the screen is the current team. On the right side of the screen is the pool of players and the release box.

4. To acquire a new player for the All-Star team, shift focus to the pool of players, highlight the teams and press the **□** or **○** to select the team or free agent pool containing the player you want. Highlight the player you want and press the **○** button.

ALL-STAR EAST		SELECT DALLAS	
ROSTER	OVR	POOL	OVR
40 E. Johnson	C 73	44 S. Bradley	C 81
45 B. Outlaw	PF 80	5 J. Howard	PF 73
13 G. Robinson	SF 81	41 D. Nowitzki	SF 74
31 J. Terry	SG 79	4 M. Finley	SG 82
5 J. Kidd	PG 88	13 S. Nash	PG 76
55 D. Mutombo	C 88	21 G. Buckner	SG 58
35 C. Weatherspoon	PF 75	42 E. Eschmeyer	C 67
21 M. Harpring	SF 85	7 A. Griffin	SF 55
23 M. Jordan	SG 92	10 T. Herdaway	PG 80
50 S. Anthony	PG 83		
34 C. Oakley	PF 74		
3 B. Wellece	C 78		

RELEASE

RT HELP X EXIT Y CANCEL ○ CHANGE

5. Shift focus to the All-Star team on the left side of the screen, select the player you want to trade and press the **○** button to complete the trade.

To release a player from the All-Star team:

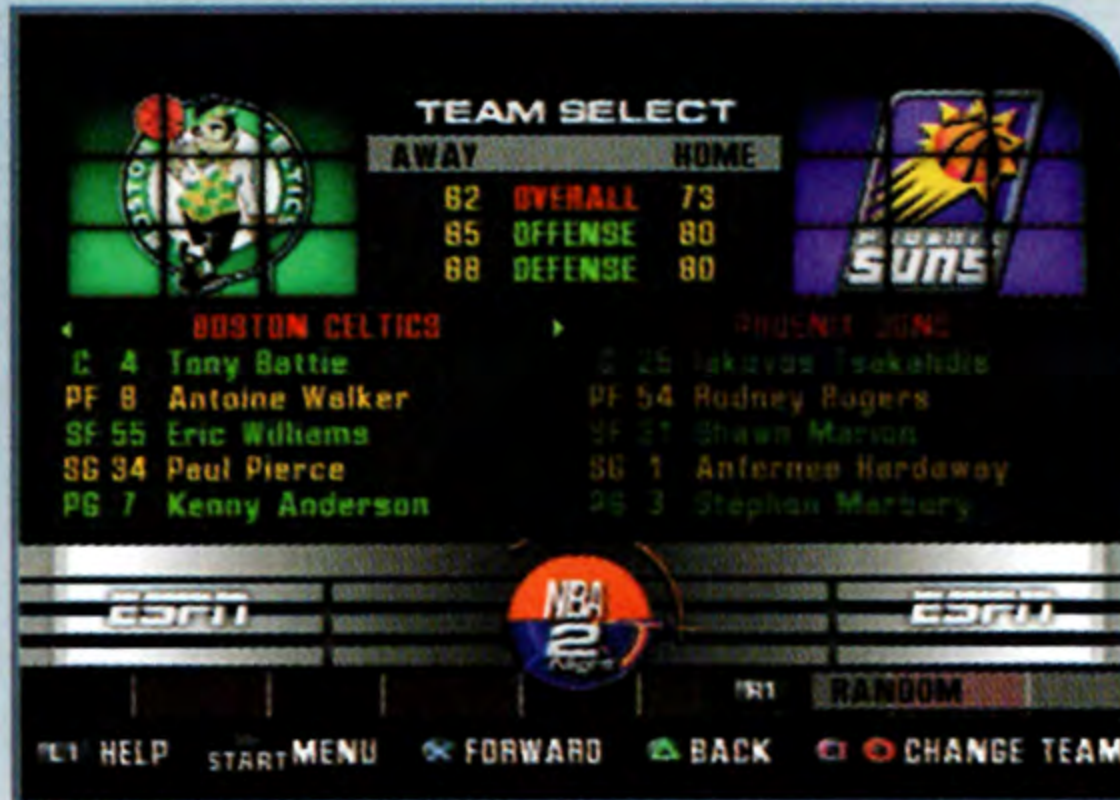
1. Select an All-Star player and press the **○** button.
2. Change focus to the Pool side of the screen and press the **○** button. A prompt will appear asking if you want the player to be waived. Highlight YES and press the **X** button. The player will be removed from the All-Star team roster.

SEASON MODE

Take your team through a regular season and hopefully to the season playoffs to become the NBA Champion.

To start a season:

1. On the Main Menu, select SEASON and press the **X** button to open the Team Select Screen. Before selecting a team, you can press the **START** button to open the Season Menu and change options or open the Clubhouses screen to set strategies, create a player, and check player profiles, etc. Press the **C** button or **□** button to cycle through the teams or press the **R1** button to randomly select a team and press the **X** button.



2. On the League Edit screen, you can change the league by swapping teams into different conferences. Select the team you want to move and press the **C** button (the selected team will turn orange.) Next, select the team you want to swap from any league and press the **C** button again to complete the swap. Press the **X** button.





3. On the Season Settings screen make any changes you want before starting the season.

Game Level	Set to EASY, NORMAL, HARD, VERY HARD or SUPER HARD.
Quarter Length	Set to 1-12 minutes per quarter.
Sim Quarter Length	Set from 1 to 12 minutes per quarter for simulated games.
Season Length	Set to 14, 28, 56 or 82 games.
Playoffs Match	Set to 1-1-1-1, 1-3-3-3, 3-5-5-5 or 5-7-7-7 for the playoffs format.
Fantasy Draft	Set to ON or OFF. For more on Fantasy Drafts, see page 24.
CPU Trades	Set to ON or OFF. When set to ON, computer will initiate trades with player-controlled teams and computer-controlled teams.
Player Points	Set to ON or OFF. Limits player's team to 1000 total points in Franchise Mode to allocate to all players.
Trade Deadlines	Set to ON or OFF. Disallows trades after a particular date during the season.


SEASON MODE

NBA2DAY SCREEN

On the NBA2DAY screen, you can select a game to play, simulate a selected game or move to the next day after simulating or playing all games up to the point of the next day. All games must be simulated or played to advance to the following day.

Select a match-up and play the game by pressing the  button. Simulate games by pressing the  button. Continue the season in this fashion until reaching the playoffs.

SEASON MENU

Pressing the  button during settings or on the NBA2DAY screen brings up the Season Menu screen.

Clubhouses	Team information and team member records can be changed.
Standings	Team standings and results from games played are displayed.
League Leaders	Individual athlete rankings are displayed.
Team Leaders	Rankings within the team are displayed.
Team Statistics	Team records are displayed.
League News	See news and player injury information.
Options	Change game options. See "Setting Options" on page 11.
Save Data	Save game progress. See "Saving and Loading Game Data" on page 31
Load Data	Load saved game data. See "Saving and Loading Game Data" on page 31.
Quit Season	Quit Season Mode and return to the Main Menu.

Set the number of matches, the participating teams, and the team match-ups, and hold a playoff tournament.

To set up a playoff:

1. Select one team from the TEAM SELECT screen and press the **X** button.
2. On the Advance Team screen, you can change the playoff teams. Your team is listed in yellow. Select a team on the list you want to change and press the **C** or **S** button to change the team in that seeding position. Press the **R1** button to change the positions at random. Make sure your team remains on the list.
3. On the Playoffs Settings Menu, set the options you want and press the **X** button to display the Bracket screen.



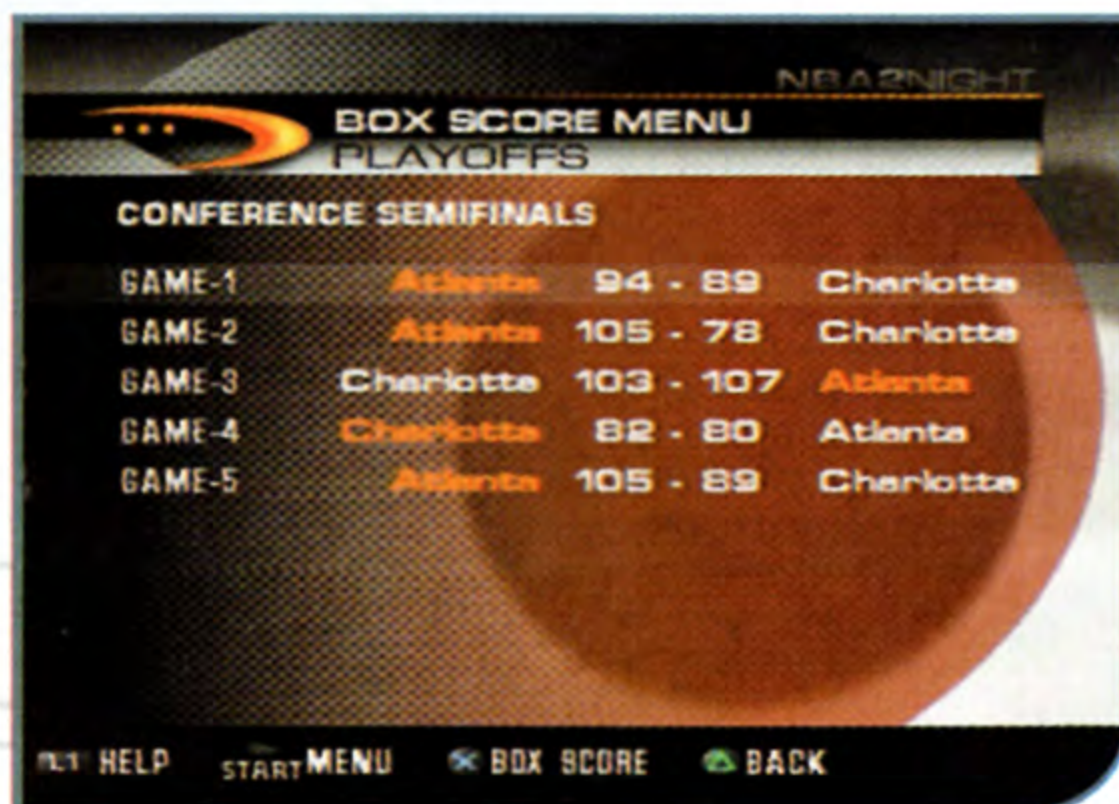
PLAYOFFS BRACKET SCREEN



The playoff match-ups are displayed.

- Select a match card and play a match by pressing the **X** button. To simulate a match-up, highlight it and press the **S** button, highlight YES at the prompt and press the **X** button.
- Press the directional button or left analog stick [left/right] to view First Round, Conference Semi Finals, Conference Finals and NBA Finals.

Note: Eastern Conference teams are in the blue brackets. Western Conference teams are in the red brackets. Use the directional button or left analog stick to view both brackets and to find your team.



- Highlight the match-up and press the **C** button to open the Box Score Menu. Highlight a match-up and press the **X** button to display the Box Score for the selected match-up.
- Current playoff progress can be saved using the SAVE DATA option on the Playoffs Menu. Press the **START** button to open the Playoffs Menu and select SAVE DATA.

FRANCHISE MODE

Run the team both on and off the court over a period of years. You are the General Manager of a team, with the last word on rookie drafts, trades, and free agent contracts.

To set up a franchise:

1. On the main menu, select FRANCHISE.
2. Select a team from the TEAM SELECT screen. Press the button or button to cycle through the teams. Press the button to confirm your team selection.
3. On the League Edit Screen, you can swap teams between conferences and divisions. Select a team you want to move and press the button. Select another team and press the button to complete the swap.
 - If you want to randomly mix up the teams, press the **R1** button.
 - To return everything to default (real world) NBA settings, press the button.
4. Customize your career on the Franchise Settings Menu. Press the or button to change settings. Be sure of the settings you choose. You cannot change them once they are confirmed (button).
 - Play Years – Set your Franchise career to 5, 10, 15, 20 or 25 years.
 - Game Level – Set the difficulty level of the game to EASY, NORMAL, HARD, VERY HARD or SUPER HARD.
 - Quarter Length – Set the quarter length from 1 to 12 minutes.
 - Sim Quarter Length – Set the simulated game quarter length from 1 to 12 minutes.
 - Season Length – Set the total games for a season to 14, 28, 56 or 82 games.
 - Playoff Matches – Set the playoffs to 1-1-1-1, 1-3-3-3, 3-5-5-5, or 5-7-7-7.
 - Fantasy Draft – Set Fantasy Draft to ON or OFF.

Note: If FANTASY DRAFT is set to ON, you can conduct a draft for all players before you begin play. Once all settings have been completed, the TEAM SCHEDULE screen appears.

- CPU Trades – Set to ON or OFF. Set to ON, the computer will initiate trades with player-controlled teams and computer-controlled teams.
- Player Points – Set to ON or OFF. Limits player's team to 1000 total points allocated to all players for Franchise Mode.
- Trade Deadlines – Set to ON or OFF. Disallows trades after a particular date during the season.

THE FANTASY DRAFT

If you set FANTASY DRAFT to ON on the Franchise Settings Menu, you begin Franchise Mode on the Fantasy Draft screen.

1. Press the directional button or left analog stick [right] to change focus to the NBA pool of players.
2. Press the **R1** button to change the pool to the player position you want to fill. Note the position in the first column to the right of the player name.

ORLANDO		NBA POOL		OVR	PTS	YRS
LIMIT	Net	AVLBL				
1000Pts	538Pts	482Pts	4 S. Swift	PF 63	37	3
			32 O. Harrington	PF 63	48	4
50 D. Robinson	C		5 K. Brown	PF 63	37	4
3 S. Abdur-Rahim	PF		34 R. Troyler	PF 62	35	1
44 B. Grant	PF		3 T. Chandler	PF 62	35	4
41 G. Rice	SF		8 C. Rogers	PF 62	45	1
52 E. Piotkowski	SG		51 L. Funderburke	PF 62	43	3
30 M. Blount	C		41 M. Pope	PF 61	33	1
8 D. Menning	PF		0 W. McCarty	PF 60	37	1




DATA	OVR	PTS	YRS	TEAM
4 Stromile Swift	PF 63	37	3	FA

R1 POSITION

HELP FORWARD CANCEL PROFILE SELECT

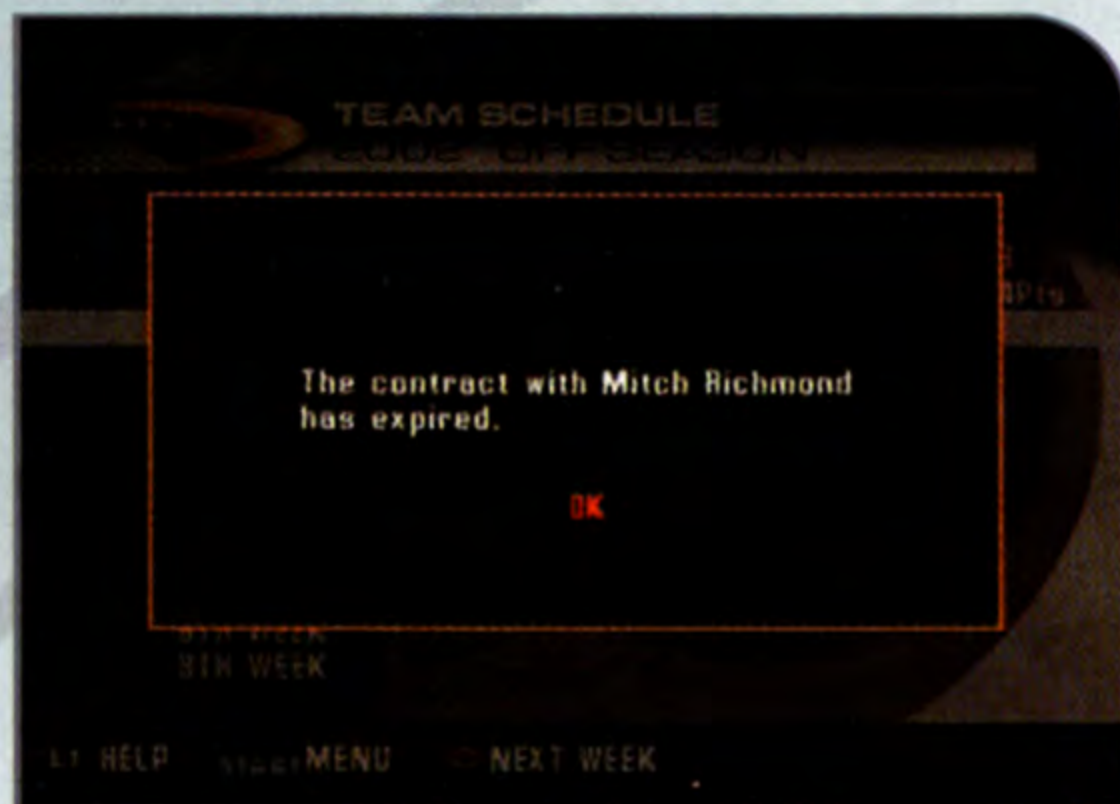
FRANCHISE MODE

Note: See "Statistical Abbreviations Used In The Game" on page 32 to see the full position name and other abbreviations used throughout the menus.

3. Press the directional button or left analog stick [up/down] to scroll through the player pool. Press the  button to check out the profile of any selected player.
4. When you have the player you want highlighted, press the  button to add the player to the team roster on the left side of the screen.
5. Press the  button to confirm your Fantasy Draft selections. At the prompt highlight YES to end the draft and open the Team Schedule screen.

OFF-SEASON


During the Off-Season, the player must carry out, within a fixed time frame, the rookie draft, re-signing contracts for team players, contracting free agents, and trading players with other teams. If team members are contracted with the Player Points set to ON (on the Franchise Settings Menu), it will be necessary to set the points and number of years of the contract for each one of the players. See the "The Clubhouses Menu" on page 29.



The off-season lasts 3 months (12 weeks), during which time the player follows the schedule chart and conducts business at one week per turn. After the 12 weeks are over, the next season begins.

After the playoffs are finished, a number of team members will retire. Members that have retired can be verified on the League News screen.

FRANCHISE MENU

Press the  button on any of the screen displays to open the Franchise Menu. Menu information is the same as that for the Season or Playoffs Menu, with the addition of the GM Leaders screen, which displays the ranking of the different general managers.



The screenshot shows the "GM LEADERS" screen with a table of team performance statistics. The table has columns for TEAM, PTS, SEASON (W, L), PLAYOFFS (W, L), and FINAL (FA, FV). The teams are ranked from 1 to 11.

TEAM	PTS	SEASON		PLAYOFFS		FINAL	
		W	L	W	L	FA	FV
1 CHICAGO	100	48	34	0	0	0	0
1 PORTLAND	100	58	28	0	0	0	0
3 UTAH	90	47	35	0	0	0	0
3 WASHINGTON	90	48	38	0	0	0	0
5 MILWAUKEE	80	48	38	0	0	0	0
5 SEATTLE	80	50	32	0	0	0	0
7 INDIANA	70	45	37	0	0	0	0
7 PHOENIX	70	48	38	0	0	0	0
9 MEMPHIS	80	44	38	0	0	0	0
9 TORONTO	80	45	37	0	0	0	0
11 ATLANTA	50	43	39	0	0	0	0

SAVING FRANCHISE DATA

Select SAVE DATA on the Franchise Menu to save your progress. See "Saving and Loading Game Data" on page 31.

END OF GAME SCREEN

Select an option and press the  button.

Shot Chart

View the shot chart for either team or any player in the game.

Box Score

View stats for one quarter or the whole game.

Retry

Begin a new game with the same teams.


Exit Game





Return to the Main Menu in one-game events or prepare for the next game in Season, Franchise and Playoffs Mode.







CREATE PLAYERS

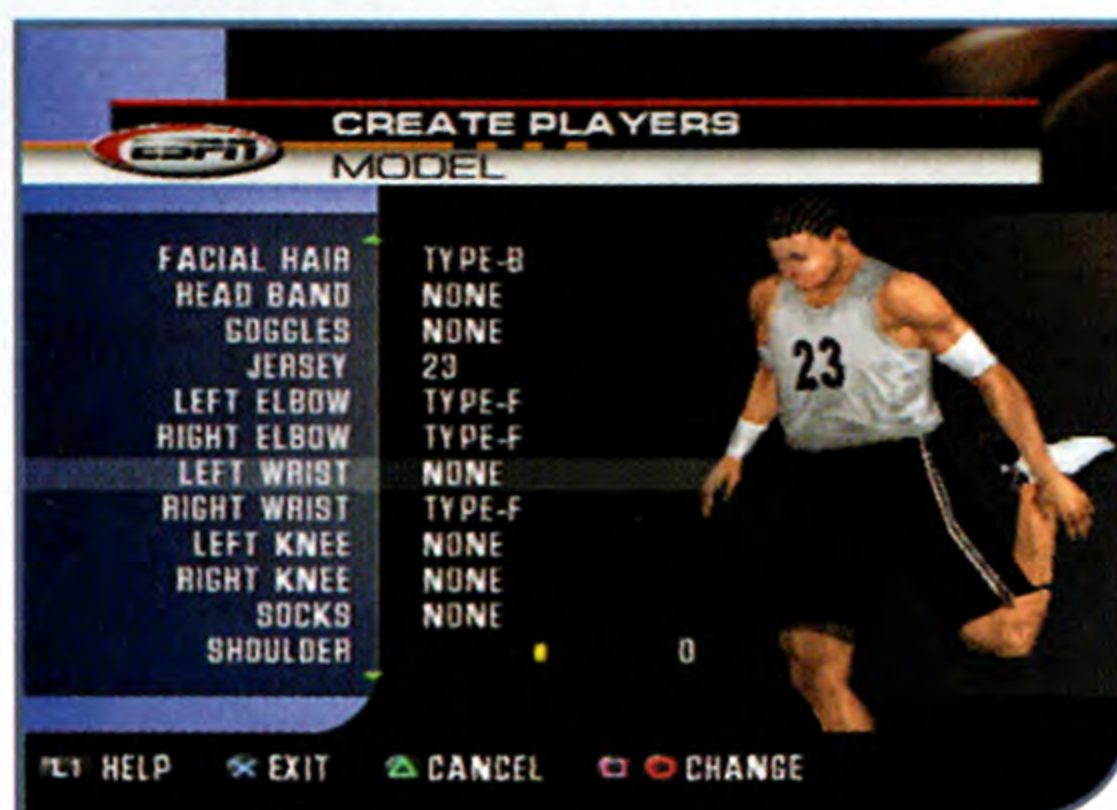
You can create your own player with individual physical characteristics and abilities and sign him with an NBA team.





1. On the Main Menu, highlight EXHIBITION, SEASON or PLAYOFFS.
2. Press the  button to open the menu for the selected mode and select CLUBHOUSES.
3. Select CREATE PLAYERS and select a number from the Players List marked EMPTY.

4. Fill in the fields with first name, last name, nickname and hometown. Press the  button to open the keyboard to input information. Press the directional button or left analog stick to highlight a letter and press the  button to enter it. If you change your mind about an entry, highlight the [BACKSPACE] key and press the  button. When you have the entry the way you want it, press the  button.

5. Press and hold the  or  button to change birth year, birth month, birthday and drafted year. The player's years of experience will change automatically based on the draft year. When your information is complete, press the  button to move forward to the next screen.
6. Create your player's physical characteristics and clothing accessories on the Model screen. You can watch him change as you make adjustments. Press the directional button or left analog stick [up/down] to highlight an attribute and press the  or  button to change a characteristic or accessory. When he looks the way you want him to, press the  button to move forward to the next screen.



7. Decide on your player's abilities. Your created player starts with 280 maximum ability points. The points are distributed based on the adjustments you make to your player's abilities. Press the directional button or left analog stick [up/down] to select POSITION, HEIGHT, WEIGHT, ARM or any of the abilities. Press the  button to change or increase an ability. Press the  button to change or decrease an ability. If you decide to redistribute points, decrease one ability to add points and apply them to a different ability.

CREATE PLAYERS

8. When you have player abilities the way you want, press the **X** button to Register your new player. He will be added to the Free Agents list and ready to play.
- Once the player is registered, his attributes cannot be changed.
 - A free agent cannot be picked up by a team with 15 original players. To make an opening for your created player, remove a player from a full team on the Players List screen.

PLAYER SKILLS

Skills are the special abilities of each player. Players may already have skills when they are created using the Create Player option, and through the course of the season, a player may also increase skills in certain areas. The status of skills can be checked on the PROFILE screen.








The Skills are:

Clutch.....	Performs well under pressure.
Low Composure.....	Performs poorly under pressure.
Consistent.....	Consistently solid play.
Inconsistent.....	Player's abilities fluctuate wildly.
Excellent Recovery.....	Recovers stamina quickly.
Low Recovery.....	Recovers stamina slowly.
Good Shooting Rhythm.....	Plays well even when tightly covered.
Intimidator.....	Pressures well on defense.
Streaky.....	Tends to shoot well in streaks based on the initial conditions.
Toughness.....	Does not injure easily.
Injury Prone.....	Injures easily.
Strong Home Court Play.....	Plays well at home.
Strong Road Game Play.....	Plays well on the road.
Rivalry.....	Reacts fiercely against opponent's style.
Burst Recovery.....	Speed burst meter recovers quickly.
Energizer.....	Controls the game's overall mood.
Good Concentration.....	Focuses on own play regardless of others.
Body Control.....	Shoots well even from awkward positions.








THE CLUBHOUSES MENU

Operate the off-court business of your team. Set strategy, trade players, sign free agents or release players on the Clubhouses Menu.

1. Access the Clubhouses Menu by pressing the  button when the Main Menu or mode menu of the selected mode is displayed.
2. Highlight CLUBHOUSES and press the  button.
3. Highlight TEAM SELECT on the Clubhouses Menu and press the  or  button to select the team you want.
4. Press the directional button or left analog stick [up/down] to select the Clubhouses Menu option you want and press the  button.

STARTER/PROFILE



- To swap the player, highlight his name and press the  button. Select a new player name and press  button to complete.
- To view a profile of a player, highlight his name and press the  button to open the profile and press the  or  button to move through the screens for that player.
- To place a player on the Injury List, highlight his name and press the  button. Change focus to the Injury List and press the  button.

STRATEGY

Set team strategy for the Offense and Defense or make coaching decisions. See "Setting Strategy and Coaching" on page 16.

TRADE PLAYERS



You can trade or release players here. Trading players is limited by the team budget (shown in points over the Trade Box). Points for each player are listed by name.

- Limit** Total number of points. This number is consistent for each team at 1000 points.
- Net** Total number of point currently allocated among all players on the selected team.
- AVLBL** Points available to acquire players, either through trade or the free agent pool. As you trade or release players, your available points increase.

Note: You can only trade or release five players in one trading session.

THE CLUBHOUSES MENU

To trade a player:

1. In the team roster, select the player you want to trade and press the **○** button.
2. Change focus to the TRADE or RELEASE box and press the **○** button.
3. Continue this until all intended players are added to either the TRADE or RELEASE boxes, then press the **✕** button.
4. Select the team you wish to conduct a trade with, then choose the players wanted and press the **○** button. Move them to the TRADE box and press the **○** button. Press the **✕** button to display the TRADE SUMMARY screen.
5. Confirm the players involved in the trade and press **✕** to sign the deal. If the team accepts the trade, you'll get confirmation.

SIGN FREE AGENTS

ORLANDO			FREE AGENTS				
LIMIT	NET	AVLBL		OVR	PTS	YRS	
1000Pts	855Pts	345Pts	50 J. Wallace	SG	22	Min.	0
			41 M. Crotty	SG	22	Min.	0
50 D. Robinson		C	13 C. Sundov	SG	18	Min.	0
3 S. Abdur-Rahim		PF	50 J. McKie	PG	21	Min.	0
44 B. Grant		PF	34 S. Pope	PG	18	Min.	0
41 G. Rice		SF					
52 E. Pietkowski		SG					
30 M. Blount		C					
8 D. Manning		PF					

DATA	OVR	PTS	YRS	
13 Cedric Sundov	SG	18	Min.	0

Sign free agents or release players here. When trying to decide on which free agents to pick up, consider your budget (points) and the experience and ability of the player. View his profile (**□** button) to help you decide.

To sign a free agent:

1. Change focus to the Free Agent Box, highlight the player you are interested in and press the **○** button.
2. On the Negotiate screen, determine how many points you want to spend on the player and for how long you want to sign him. Highlight the MIN. NUMBER and press the **○** or **□** button to set the points (this is the points for one year). Highlight the YRS NUMBER and press the **○** or **□** button to set the length of the contract.

ORLANDO			FREE AGENTS			
LIMIT	NET	AVLBL		OVR	PTS	YRS
1000Pts	855Pts	345Pts	SG 43 Isaiah Szczerbiak		Min.	1
					Min.	1

Determine length of contract and player points.

3. Press the **✕** button to make your proposal. If negotiations work out, a prompt stating that your free agent is signed will display. The points paid for the free agent are subtracted from your available points. The player may counter-offer asking for more points or a longer contract. In that case, you may not renegotiate with that player for a period of one week. His name becomes unavailable on the free agents list.

To release a player:

1. Change focus to the team roster.
2. Select the player you want to release and press the **○** button.
3. Change focus to the Release box and press the **○** button. A prompt will appear asking if you are sure you want the player waived. Highlight YES and press the **✕** button to remove the player from your team roster. Points will be added to your Available budget to reflect the value of the player you released.

SAVING AND LOADING GAME DATA

SAVING

Save game data on a memory card (8MB) (for PlayStation 2).


- Game Settings and Options
- Team Rosters
- Season Progress
- Playoff Progress
- Franchise Information

Note: Data status can be checked by selecting "LOAD DATA" from the MENU Screen.

LOADING GAME DATA

Select your game data and load.

Delete Data

Select the file you want to delete and press the  button to delete the selected game data from the memory card (8MB) (for PlayStation 2).

Caution: Do not remove the memory card or turn off the power while saving or loading game data. The data may be lost.

STATISTICAL ABBREVIATIONS USED IN GAME

These abbreviations are used in menus and during the gameplay.

PLAYER POSITIONS

PF.....	Power Forward
SF.....	Small Forward
SG.....	Shooting Guard
PG.....	Point Guard
C.....	Center

STATISTICS

G.....	games played
GS.....	games started
MIN.....	total minutes played
FGM.....	field goals made
FGA.....	field goals attempted
3PM.....	3-point shots made
3PA.....	3-point shots attempted
FTM.....	free throws made
FTA.....	free throws attempted
OFF.....	offensive rebounds
DEF.....	defensive rebounds
REB.....	total rebounds
AST.....	assists
STL.....	steals
BLK.....	blocked shots
TO.....	turnovers
PF.....	personal fouls
PTS.....	total points
HI.....	high score
FG%.....	field goal percentage
3P%.....	3-point shot percentage
FT%.....	free throw percentage
RPG.....	rebounds per game
APG.....	assists per game
STLPG.....	steals per game
BLKPG.....	blocked shots per game
TOPG.....	turnovers per game
PFPG.....	fouls per game
PPG.....	points per game
MPG.....	minutes per game

Konami Computer Entertainment Osaka Inc.

Basketball Production

Development Producer Kazutomo Terada

Development Director, Planner Kazuo Iwasaki

Assistant Planner Kensuke Kokami

Program Unit

Chief Programmer Takeshi Maekawa

Systems Nobuhiro Kono

Artificial intelligence Ken Yokota

Motion System Yoshiaki Takahashi

Franchise Mode, Options Masatsugu Nagata, Kazuya Takahashi

Sound Akira Tanaka

Free Throw, Options Kohei Ogura

Data Assistant Hironobu Mori

Graphic Unit

Chief Designer Masato Hijima

Players Takeshi Shimazu

Arena, Options Keiko Idehara

Motions Takashi Onishi

Player Face Yasuyuki Syoji

Face Texture Syogo Hayashi, Hiroyuki Takano

Sound Unit

Chief Sound Producer Kazuhiko Uehara

Sound Producer Shigeru Araki

Sound Director Tsutomu Ogura

Sound Staff Naoyuki Sato, Takashi Ono, Kei Hiroki

Design Production

Producer Kazuhiro Nanba

Art Director Tatsuhiko Yamamoto

Product Management Yukihide Murakami

CREDITS CONT...

Production Administration	Masa Otani, Atsushi Yamamoto
Office Assistant	Miki Sodeoka, Akemi Ota
Executive Producer	Katsuya Nagae
Senior Executive Producer	Kuniaki Kinoshita

KONAMI CORPORATION Yoshi Aoyagi, Aki Saito, Kaz Tominaga

KONAMI OF AMERICA – Production Division

Chief Production Officer	Randy Broweleit
Director of Production	Sean House
Producer	Gerald DeYoung
Production Assistant	Jason Estebez
Director of Development	Bill Petro
Executive Liaison	Tomo Matsubayashi
Quality Assurance Manager	Michael Klug
Lead Tester	James Hui
Product Testers	John MacIntosh IV, Alex Krebs, Jason Pace
Staff Producer Liaison Group	Takeshi Minagawa
Assistant Localization Producer	June Honma

Konami of America

Chief Operating Officer	Dick Wnuk
VP of Marketing	Chris Garske
VP of Licensing & Strategic Planning	Chris Bergstresser
Director of Marketing	Rick Naylor
Product Manager	Justin Kubiak
Senior Manager, Creative Services	Monique Catley
Director of Public Relations	Chris Kramer
Director of Marketing Communications	Cherrie McKinnon
VP of Sales	Catherine Fowler

CREDITS CONT...

VP of Operations

Linda Stackpoole

Package & Manual Design

Ayzenberg Group

Manual Writing

Hanshaw Ink & Image

Special Thanks:

Jake Neri, Ken Ogasawara, Chris Thomas, Shawn Green, Scott Morris, Henry Bilbao, Michelle Bravo, Jamal Carter, Daniel Castillo, David Chen, Leslie Chen, Jean Chung, Rob Goff, Mark A. Gonzalez, Jim Hernandez, Lawrence Ignacio, Barbara Loo, Erica Mason, Candace McDonald, Doug Rebert, Brett Robinson, Matt Robinson, Kathie Thompkins, Sutton Trout, Christine Van Roy, Lee Allison Verdeckberg, David Zemke

Disney Interactive

Associate Producer

Keith Hargove

Assistant Producer

Eric Sorenson

Director, Marketing

Bob Picunko

Senior Manager, Marketing

Brad Schlachter

Disney Interactive Special Thanks

Jan Smith, Steve Finney, Dan Winters, Matt Bostwick, Steve Gilbert, Gary Sproule & Kurt Ackerman, Studio Director, NBA 2Night Studio Show

ESPN, Inc.

Vice President, ESPN Enterprises

Tori Stevens

Director, Consumer &
Media Products, ESPN Enterprises

Mary B. Moore

Marketing Manager

Rolanda Gaines

NBA Properties

Senior Director of
Interactive Licensing

Greg Lassen

MOTION CAPTURE

Motion Capture data provided by House of Moves Motion Capture Studios, LLC

MIDI MARK PRODUCTIONS

VOCAL BYTES

Karen Taylor, Cathy Glover, Patrick Alan, Mr.D

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