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PlayStation®



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NBA
GAME
ON PS one™
THIS YEAR!



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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 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 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 FORMAT DISC:

- This disc is intended for use only with PlayStation and PS one 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.
-

NBA ShootOut 2004 Tips & Hints

■ Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation® and its peripherals. Representatives are available Monday - Saturday 6AM-8PM and Sunday 7AM-6:30PM Pacific Standard Time.

■ Game Hint Guide Information

PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

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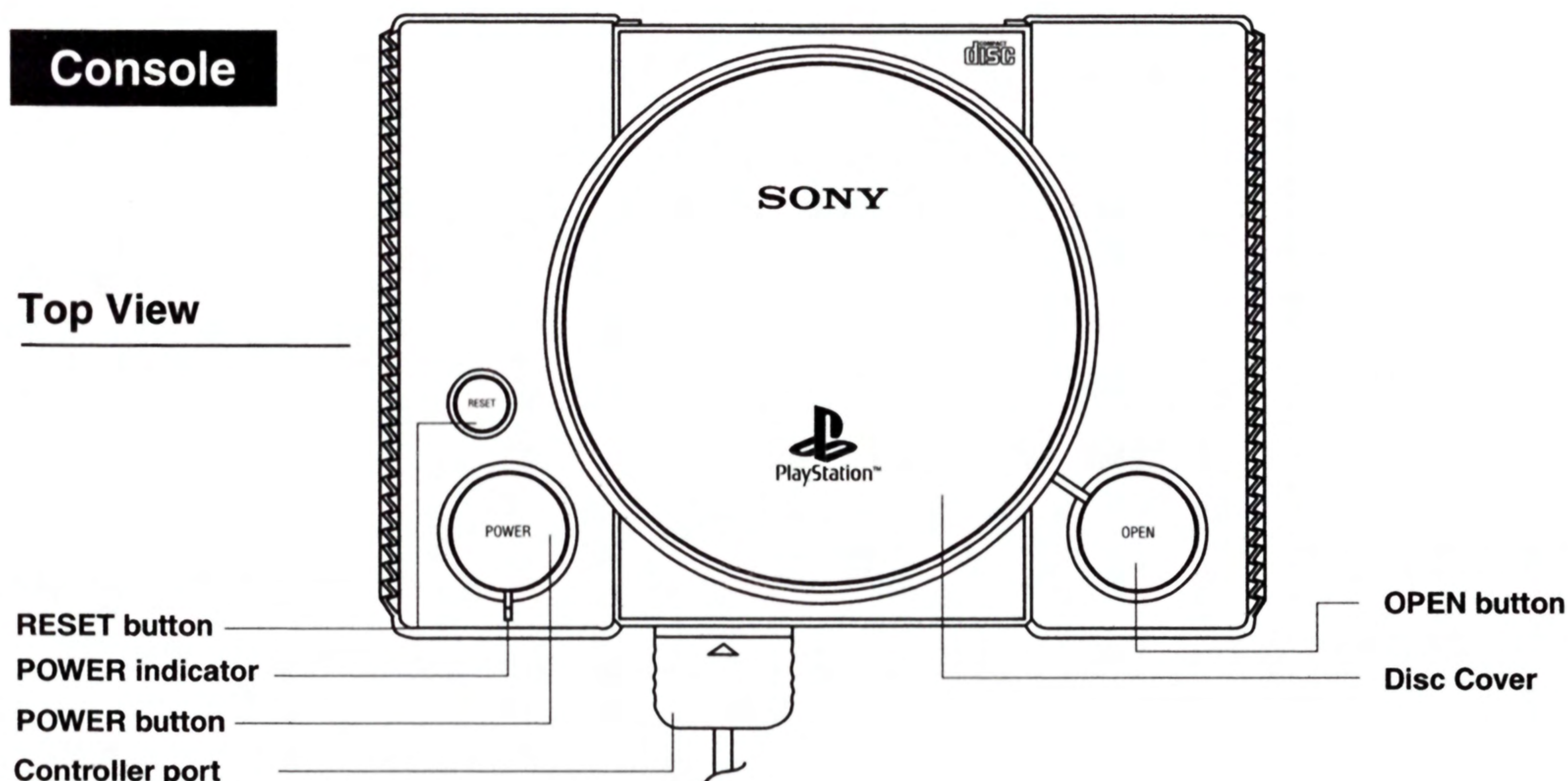
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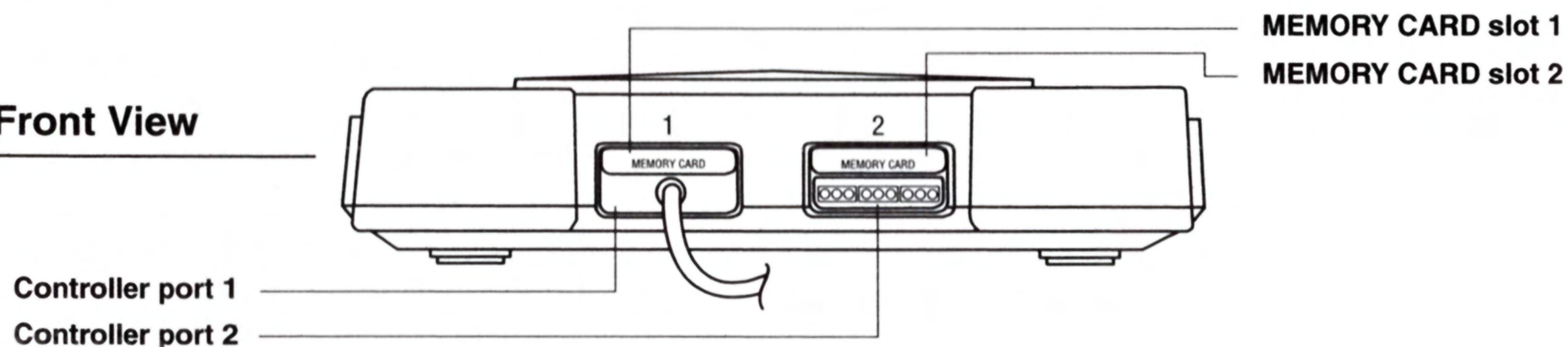
PLAYSTATION® SETUP

Console

Top View



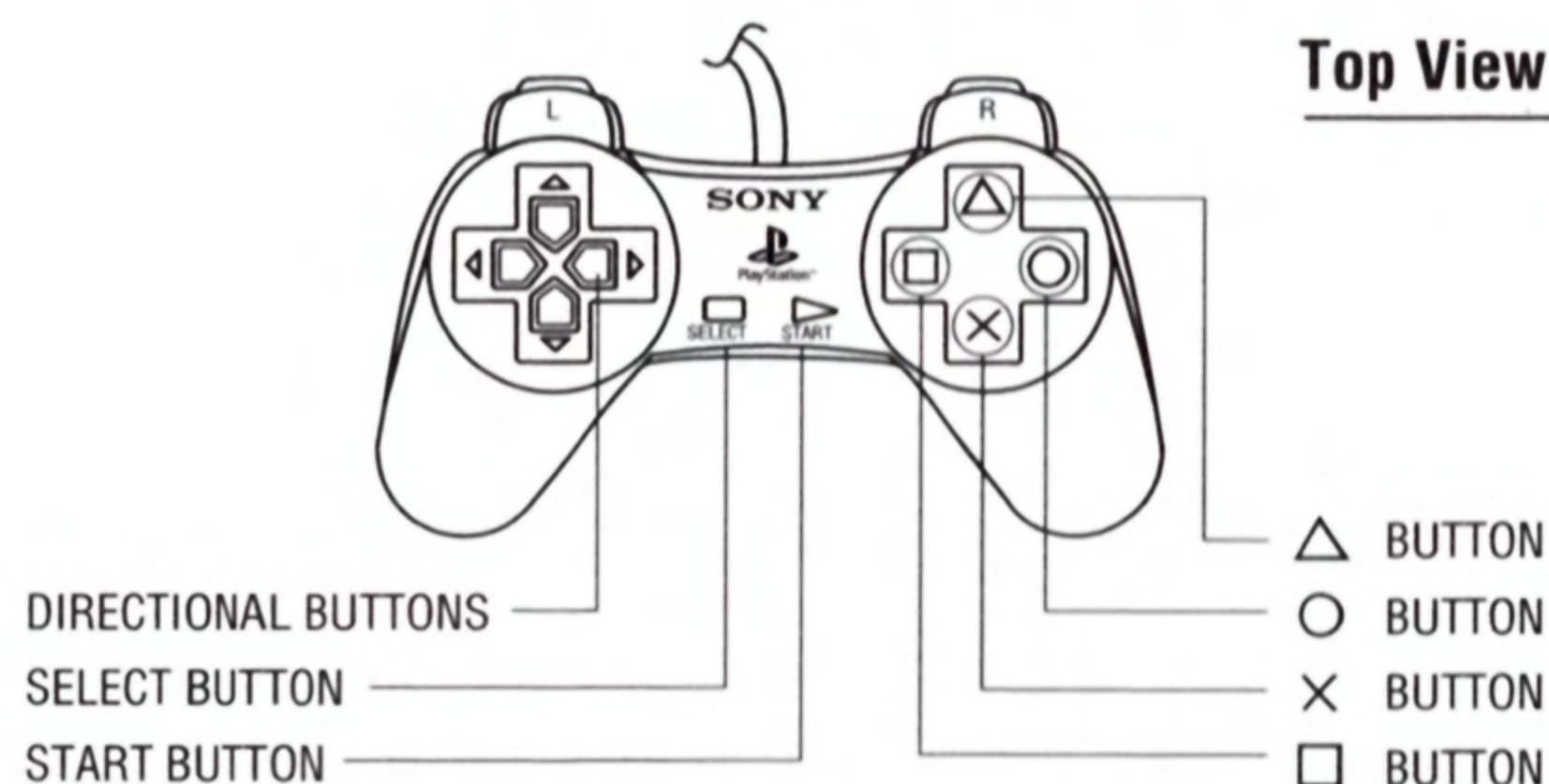
Front View



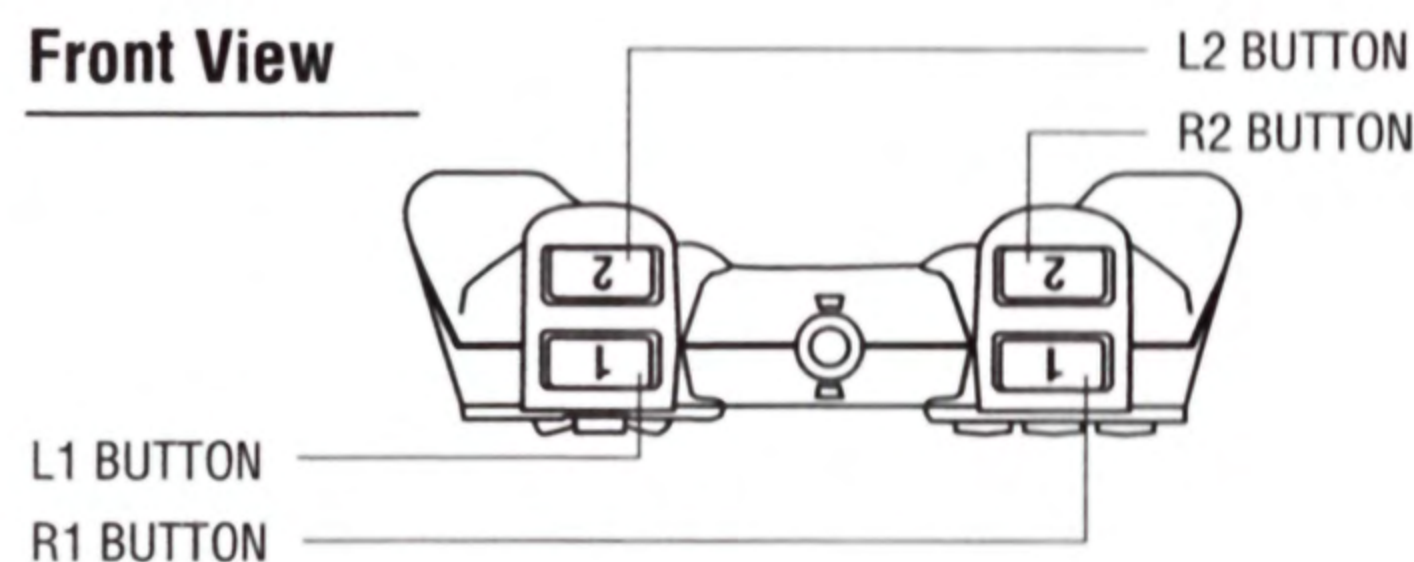
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the NBA ShootOut 2004 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

CONTROLLER DIAGRAMS

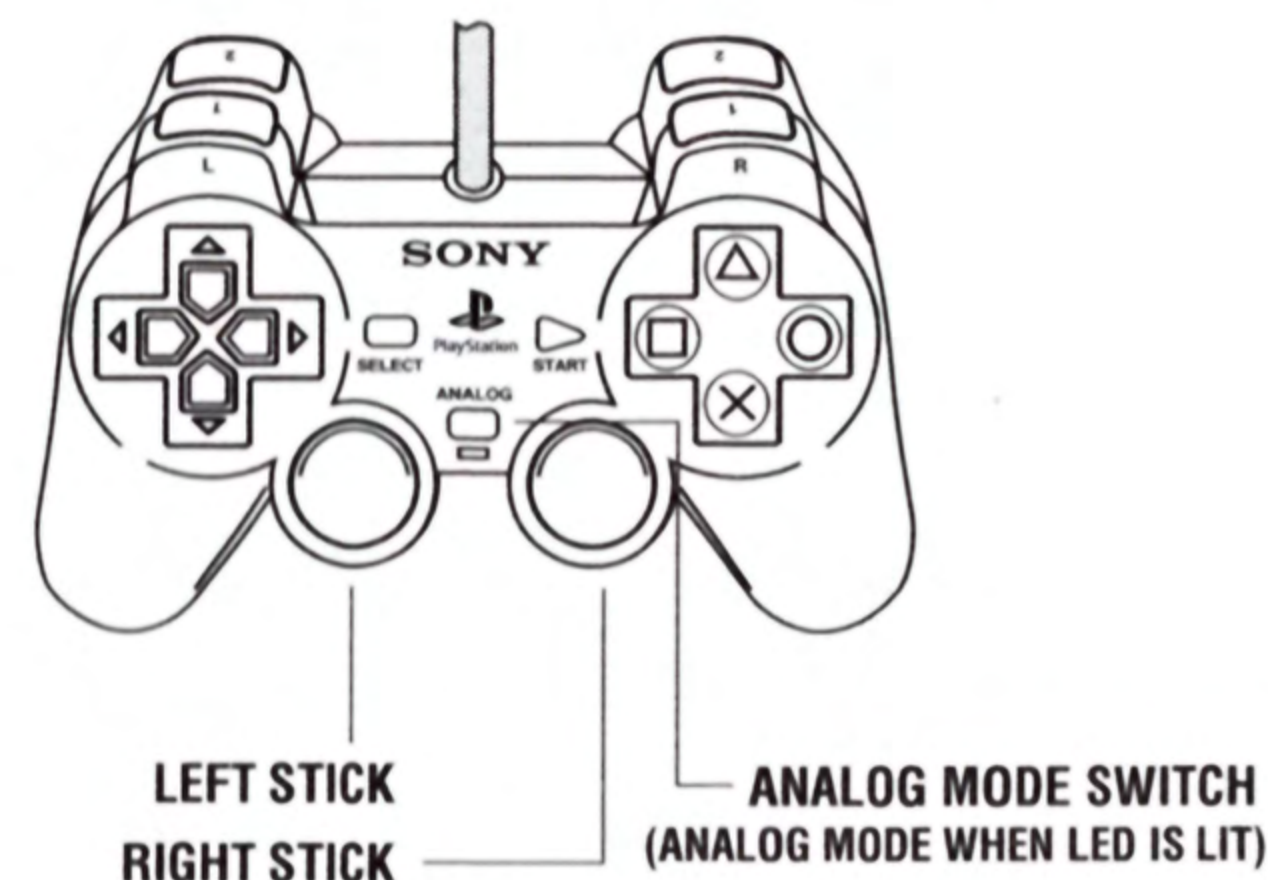
Digital Controller



Front View



DUALSHOCK® analog controller



NOTE: COMPATIBLE ONLY IN ANALOG MODE

MULTITAP

When using the Multitap, at least one controller must be connected to Controller Port 1-A or 2-A.

SAVING DATA

You must insert your MEMORY CARD before you save or load a file. NBA ShootOut 2004 saves user-defined options and all data for seasons, playoffs, records, roster changes, and created players. Four blocks of memory must be available on your MEMORY CARD in order to save game data. Two blocks of memory are needed to save user records and settings. If you don't use a MEMORY CARD, all NBA ShootOut 2004 data will be lost when you turn OFF your PlayStation game console. See *MEMORY CARD* on page 9 for more information.

GAME CONTROLS

Left Analog Stick

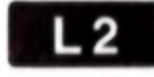
Use the Left Analog Stick to control any aspect of the game where you would use ←, →, ↑, or ↓.

Offensive Player with the Ball

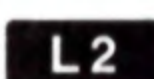
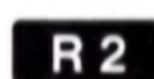
← / → / ↑ / ↓		Move player
○		Shoot ball / Attempt free throw
Tap ○		Pump fake
×		Pass ball
× + ← / → / ↑ / ↓		Pass ball in a specific direction
○ then ×		Jump pass (Jump to shoot, then pass ball)
L1 + L2		Alley-oop
△		Special dribble
□		Pivot to protect ball
Hold □		Back-down dribble / Post-up
R1		Speed burst
R2		Screen (Closest man to the ball sets screen)
L1 + ○ / △ / □ / ×		On-The-Fly Play Calling
L2 + ○ / △ / □ / × / R2		Total Control Passing™
START		Pause game

Offensive Player without the Ball

← / → / ↑ / ↓		Move player
---------------	-------	-------------

		Jump / Rebound
		Switch to a different offensive player (In multi-player games)
 / 		Tip-in (Tip ball in after a missed shot)
		Speed burst
		Box out
 +  /  /  / 		On-The-Fly Play Calling
 +  /  /  /  / 		Total Control Switching
		Pause game

Defense

 /  /  / 		Move player
		Jump / Block shot / Rebound
		Switch to closest defender
Hold 		Auto defend
		Steal
		Intentional foul
		Speed burst
		Take a charge
 +  /  /  / 		On-The-Fly Play Calling
 +  /  /  /  / 		Total Control Switching
		Pause game

CPU Player Control

		Force CPU player to shoot
		Force CPU player to pass

PLAYING THE GAME

TOTAL CONTROL PASSING™

Using Total Control Passing, you can pass the ball to any of your teammates. By holding **L2**, passing icons will be shown above each player. Pass the ball by pressing an icon button that corresponds to one of your teammates. If you don't want to use Total Control Passing to pass the ball, you can still control the direction of a pass by pressing **⊗** + **←** / **→** / **↑** / **↓**.

TOTAL CONTROL SWITCHING

Total Control Switching allows you to switch control of a player to any of your teammates. On offense, this can only be done if your player is not handling the ball. To make a player switch, press **L2** to bring up the switching icons, then select an icon button that corresponds to a different player.

ON-THE-FLY PLAY CALLING

With On-The-Fly Play Calling, you can make a number of different play calls during game action. Hold **L1** to bring up the play-calling screen. On offense, you'll be selecting a set and a play to run. On defense, press the icon button of a new defensive game plan. You can also set your offensive playbook, defensive strategy, and defensive matchups using the Team Strategy option from the Pause Menu. By customizing your plays, you'll be more efficient making calls during the game.



CPU PLAYER CONTROL

During a multi-player game or when using the Player Lock function, when the ball is in the hands of a CPU

controlled player, you can force that player to pass the ball by pressing  or shoot the ball by pressing . See *Player Lock* on page 8 for more information.

SHOOTING THE BALL

Touch Shooting

With Touch Shooting, you'll be using a shot meter to help with the shooting touch of your players. When your player shoots the ball, a shot meter will appear on the screen. To give yourself the best chance of making shots, hold  to start the shot, then release  when the gauge of the meter reaches the green region. If you have good timing, you'll make the shot. If the green region does not appear when you attempt a shot, your player is out of range for his skill level.

Free Throw Shooting

A player will attempt free throws when he is fouled in the act of shooting or his team has reached its foul limit. At the stripe, you'll be using a free throw meter to shoot the ball. The goal is to stop the moving basketballs in the center of the meter. As the ball moves back and forth (direction of the shot) or up and down (height of the shot) through the accuracy zone, press  to stop the ball. The difficulty level of free throw shooting will be based on the free throw shooting ability of the player. The better the ability, the slower the balls move through the accuracy region.



USER RECORDS

User Records allow you to keep track of your stats for each game that you play. You can create up to ten user names that can be assigned at the Team Select screen. When you have accumulated player and team statistics, view the user stats associated with each player at the completion of your games. For 2-player games, have some fun and tag both controllers with different user names so you can compare user vs. user game statistics at the game's completion.

Edit Users

- Press **←** / **→** / **↑** / **↓** to select a user number.
- Press **×** to edit a name.
- Press **←** / **→** to highlight a letter, then press **↑** / **↓** to choose a different letter.
- Press **×** when finished editing a name.
- Continue this process to create up to ten user names.
You can delete a created name by selecting a user name and pressing **○**. Press **↑** / **↓** to select YES, then **×** to confirm the delete.
- Press **△** when you're finished.



SELECTING TEAMS

When selecting teams for your matchup, be sure to use the following game options from the Team Select screen to create a more complete basketball experience.

Rosters

For each game, you have the option to play with the 2003-2004 season's roster or use a current roster, which is one that you've altered by trading or releasing players, signing free agents, adding created players, or holding a draft. To make a roster selection, press **←** / **→** to choose a roster. From this screen, press **□** to move to the Rosters Menu to make additional changes to any league roster.

Controllers

Use this screen to assign your controller to a team, choose a Player Lock option, and set User Logins.

Player Lock

Using the Player Lock function, you can lock onto one player, controlling him for the entire game. For example, if you want to control Laker guard Gary Payton for the entire contest, rather than always controlling the player with the ball, you can set your controller to lock on to his player position. After selecting a team for your controller,

press  to cycle through and choose a player lock position. If you don't want to control just one player, select No Lock and you'll always be in control of the offensive player possessing the ball.

User Login

Setting your controller to keep track of user statistics is a great way to see how good of a gamer you really are. When you've selected a team, you can set a user name that you've already created to your controller. This will allow you to keep track of player and team statistics during the game. After selecting a team for your controller, press  to cycle through your available user names and assign one for your team. See *User Records* on page 7 for more information.

MEMORY CARD

The MEMORY CARD is used to load and save files. Before starting an NBA ShootOut 2004 game, you can load a saved file from your MEMORY CARD. For example, you can load seasons to continue, user records set in other games, or new rosters that you've created. Before loading, saving, or deleting files on your MEMORY CARD, make sure the MEMORY CARD is in slot 1 of the PlayStation game console.

Saving a File

- Press  /  to the SAVE option, then press .
- Press  to create a file name.
- Enter a name for the file, then press  to save the file.

Loading a File

- Press  /  to the LOAD option, then press .
- Press  /  to select the file to load (season, settings etc.), then press .
- When prompted, press  /  to select YES, then press  to load the file.

Deleting a File

- Press  /  to the DELETE FILES option, then press .
- Press  /  to select a file to delete, then press .
- When prompted, press  /  to select YES, then press  to delete the file.

CHOOSING A GAME MODE

EXHIBITION

Exhibition games are one game formats matching up any two teams from the league. Unlike season games, results of exhibitions are not recorded, so use them to enjoy the game or get some practice before competing in a season. Playing in exhibition games is also a good opportunity to play a team that isn't normally on your schedule or to setup a classic matchup of two recent dynasties.

SEASON

Seasons are a multiple game format that can be setup to include 28, 56, or 82 games. At the end of a season, if your team qualifies, you'll enter the playoffs and compete for the NBA Championship. During a season, reports and statistics are compiled to give you current, in-depth information about every player and team.

Season Options

The season options give you a chance to customize certain aspects of your season. These options are only available to you until you select a season team at the next screen. Once a team is selected, your season will be locked into using these options.

Roster

Select a roster for your season. An Original Roster is the team's makeup before any roster changes have been made. A Revised Roster is one that has already been changed by trading, releasing, signing, or creating players.

Season Length

Set the number of games played during the Season to 28, 56, or 82.

Playoff Length

Set your playoff length to use a format that consists of four consecutive seven game series (7-7-7-7) or one that uses single elimination.

Trade Deadline

You can choose to have a trade deadline for your season to force all teams to complete player trades by a certain date set by the league.

Injuries

To make player injuries a part of your season, set this option to ON. Injuries will be recorded during each game of the season and playoffs.

Transactions

By allowing transactions to occur during the season, you'll be able to consider trade offers made by other teams. At any time an offer is made, you can elect to accept or reject the trade.

Season Schedule

The Season Schedule screen is where you choose your season team and select a game to play. You can play any game on the schedule. If you play a game further down in the schedule, all games prior to it will be simulated. If there are games on the schedule that you don't feel like playing but you want to continue the season, you can simply simulate those games and keep moving toward the playoffs. From the season schedule, simulate games by selecting a game date and pressing . Each simulation will complete all games in the league played on that date.

To select a team for your season:

- Press **L1** / **L2** / **R1** / **R2** to cycle through and select a team.
- Press  or  to lock in your choice. Once you lock in your team, you can view all team schedules for the year by pressing **L1** / **L2** / **R1** / **R2**.

To select a game to play:

- Press  /  to choose a game on the schedule, then press  to continue.



Season Report

Available during the course of the season and updated each week, season reports display the team activity taken place up to the current date.

Trade Update

The Trade Update provides a list of all the league's player trades. You can view each trade's player comparison by pressing  or the team comparisons by pressing .

Injury Report

The Injury Report provides a list of all player injuries that have occurred during the season. You can view each player's stats by pressing  or his team's stats by pressing .

All-Star Voting

By checking on the progress of the All-Star Voting, you can keep track of the players getting the most votes throughout the season. You can view each position's player comparisons by pressing  or the league leaders by pressing .

Awards

At the end of a season, you can find out who won the MVP, Scoring, Assists, Defense, Rebounds, and 6th Man awards. You can view each player's stats by pressing  or the league leaders by pressing .

PLAYOFFS

The playoffs consist of the Eastern and Western Conference brackets. Each bracket is made up of the top eight teams from the conference. If you would like to continue a previously saved playoff, you must first load the series from a MEMORY CARD.

Playoff Options

Playoff Options are only available to you until you enter the playoff tree. Once you enter the playoff tree screen, your playoff will be locked into using these options. See *Season Options* on page 10 for more information.

Playoff Team Select

Start the playoffs with the existing bracket lineups or change them with teams not already in the playoffs. To change playoff teams:

- Press **←** / **→** to choose a conference.
- Press **↑** / **↓** to highlight a team within a matchup.
- Press **L1** / **L2** / **R1** / **R2** to cycle through unseeded teams not already in the playoffs.
- When the teams are set, press **←** / **→** / **↑** / **↓** to select your team for the playoff, then press **⊗** to bring up the playoff tree.

PLAYOFF TEAM SELECT		NBA SHOOTOUT 2004	
Western Conference		Eastern Conference	
[1]	LA Lakers	Boston	[1]
[8]	Sacramento	Cleveland	[8]
[4]	Phoenix	New Jersey	[4]
[5]	Minnesota	Indiana	[5]
[2]	Dallas	Orlando	[2]
[7]	Seattle	Detroit	[7]
[3]	San Antonio	Toronto	[3]
[6]	Portland	Philadelphia	[6]

Playoff Tree

The Playoff Tree shows the matchups for each round. You can only play in the matchup that lists your team. Just like in season games, playoff games can also be simulated. Highlight any bracket within any round to simulate games. You can simulate one game or entire rounds throughout the playoffs by pressing **■**. To play a game:

- Press **←** / **→** to move through the Eastern and Western Conference brackets.
- Press **↑** / **↓** to highlight a game.
- Press **⊗** to bring up the Controller Setup screen. Follow the instructions for *Player Lock* and *User Login* on pages 8 and 9.
- Press **⊗** to continue to the Pregame Menu and start the game.

ROSTERS

Using the Rosters Menu, you have the power of a General Manager. You can trade and release players, sign free agents, create players, and participate in a draft. Your job is to make your roster a championship caliber unit. You also have control over all other league rosters. For example, you can release a team's superstar and sign him to your team or trade for any player you want. It's all up to you.

EDIT STARTERS

During a game, coaches look for anything to provide their team with an advantage on the court. If you have players that can play different positions, it might be to your benefit to make some changes to the lineup. By editing your starters you can put your best defensive unit on the floor or create mismatches by playing a small, quick lineup.

- Press **L1** / **L2** / **R1** / **R2** to choose a team.
- Press **←** / **→** / **↑** / **↓** to select a position, then press **×**.
- Press **↑** / **↓** to view the entire roster and highlight a player as the replacement.
- Press **×** to replace the starter.
- After editing the starting lineup, press **△** to return to the Roster Menu.

TRADE PLAYER

In NBA ShootOut 2004, you can make trades with as many players as you'd like. All trade attempts will be on a one-for-one basis.

- Press **L1** / **L2** / **R1** / **R2** to choose both teams for the trade.
- Press **←** / **→** to select a team, then **↑** / **↓** to choose a player for each team. Selected players will blink. You can view a player comparison before making the trade by pressing **○**.
- Press **×** to trade the players.

FREE AGENTS

Signing free agents can help your club become an instant contender. Free agents can be signed by any team and are found in the Free Agent Pool. The Free Agent Pool is made up of players released by other teams and those that have been created. Rosters max out at 12 players, so before adding free agents to your lineup, you must first release players into the Free Agent Pool. To sign a free agent:

- Press **R1** / **R2** to choose a team.
- Press **←** / **→** to select the free agent list.
- Press **↑** / **↓** to highlight a free agent.
- Press **×** to sign the free agent.

To release a player:

- Press **R1** / **R2** to choose a team.
- Press **↑** / **↓** to highlight a player.
- Press **⊗** to release the player into the Free Agent Pool.

CREATE PLAYER

The Create Player option allows you to create starting players, fill holes on your roster, or add depth to a position. You can also have some fun and create yourself using your own name and physical attributes. All created players are added to the Free Agent Pool where they can be signed by any team.

- Create a first, last, and college name for your player by pressing **↑** / **↓** to highlight the option, then pressing **⊗** to activate the naming system.
- Spell out a name and press **⊗** to accept your changes.
- Press **↑** / **↓** through the rest of the player information, then press **←** / **→** to select new settings.
- Press **⊗** to continue.
- Press **↑** / **↓** to choose a player attribute.
- Press **←** / **→** to raise or lower the skill levels of your player. There are 1170 attribute points that you can use to distribute throughout 23 categories.
- Press **⊗** to continue.
- Press **↑** / **↓** to select a personality trait, then press **←** / **→** to change his tendencies.
- Press **⊗** to create the player.
- When prompted, press **↑** / **↓** to select YES, then press **⊗** to add the player to the Free Agent Pool.

DRAFT

Rearrange the team rosters by holding a league-wide draft. Players are drafted at five positions (Point Guard - PG, Shooting Guard - SG, Small Forward - SF, Power Forward - PF, and Center - C) for 12 rounds. You can control the draft for up to 16 teams. All other teams not selected will be drafted for automatically by the CPU. During the draft, you can also press **■** to let the CPU complete the draft. To cancel a draft in progress, press **△** at any time. When the draft is complete, press **L1** / **L2** / **R1** / **R2** to view the drafted rosters of each team.

If you want to draft for a team(s):

- Press **←** / **→** / **↑** / **↓** to make your selections.
- Press **⊗** to mark a team for manual drafting. To remove a team from manual drafting, highlight that team again and press **⊗**.
- Press **⊙** to shuffle the draft order.
- Press **⊗** to start the draft. To speed up the draft between your selections, hold **L1** / **L2** / **R1** / **R2**.
- When one of your selected teams comes up in the draft order, press **←** / **→** to choose a player position, press **↑** / **↓** to highlight a player, then press **⊗** to draft the player.

RESET ROSTERS

If you've made changes to any of the league's rosters and would like to erase all changes, use the Reset Rosters option. By resetting rosters, you'll delete all players that have been created, reverse all player trades, and undo all player signings and releases.

GAME OPTIONS / GAME RULES

The following are some of the key game options and rules that you can use to customize your game. Press **⊗** to toggle between Game Options and Game Rules.

Game Mode

Simulation mode best represents an NBA game with its realistic gameplay. Arcade mode has exaggerated gameplay that includes special moves.

Difficulty

The difficulty levels will determine each player's offensive and defensive abilities.

Fatigue

Players naturally get fatigued during the game. To avoid player fatigue, turn this option OFF and keep your players fresh throughout the game.

Close Scores

The CPU can force games to be close by enabling teams to go on scoring runs.

Fouls Called

You can set the frequency of foul calls during the game to a rate of High (frequent calls), Medium (regular calls), Low (a limited number of calls), and None (no calls).

Foul Out

You can choose the number of fouls each player gets for the game. Turn this option OFF for unlimited fouls.

Backcourt

Backcourt is a violation that happens when a player brings the ball back over the center court line once it has been crossed.

Out of Bounds

Once the ball is in play, if your players step out of bounds, you'll be called for an infraction.

3 Sec Clock

Offensive players are only allowed to be in the key for three seconds at a time.

5 Sec Clock

The ball must be inbounded within five seconds to avoid a turnover.

8 Sec Clock

The ball must get past midcourt within eight seconds of being inbounded to avoid a turnover.

Shot Clock

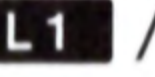
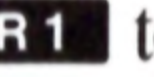
Each team has 24 seconds to shoot the ball and make contact with the rim.

STATISTICS

Statistics from the 2002-2003 season are available to view and provide detailed player and team information to help you make informed decisions in planning for player and roster changes. You can also view the statistical comparisons of any two players or any two teams. During a season, you can view current season statistics from the Season Menu.

CREATE DUNK

Dunking is one of the most exciting aspects of basketball. Create Dunk allows you to customize the style of 12 different dunks. Get creative and use dunks that will awe the crowd and the players on the court. To get a complete view of your dunk, press  or  to rotate the key frame model.

- Press  /  to the Slot option, then press  /  to choose a dunk number.
- Press  /  to the Name option, then press  /  to activate the naming system and create a new name for your dunk.
- When your name is complete, press  to end the naming process.
- Press  /  to the Takeoff and Dunk options, then press  /  to change the type of your dunk.
- Press  /  and  /  to the Joint option, then press  /  to cycle through and select one of the 14 joints. Notice that the characteristics of the remaining options of Bend, Twist, and Tilt will change as you select each joint. There are 14 human joints located on the key frame model.
- Press  /  to the Bend, Twist, or Tilt options, then press  /  to change each setting. To set these options randomly, press .
- Press  to save the dunk settings.
- Press  /  to choose a save option, then press .



CREDITS

KILLER GAME

Matt Brisbois, Mike Saucedo, Cyrus Kamada, Sanjit Patel, Mark Sweat, and Tom Braski

989 SPORTS

Senior Producer

C.J. Connoy

Producers

Eddy Cramm and Jody Kelsey

Senior Project Manager

Craig Ostrander

Licensing Account Manager

Kristin Mason

Director of Art

Homoud Alkouh

Director of Technology

Scott Murray

Director, Product Development

Services Group

Dwayne Mason

Director, Audio Services

Buzz Burrows

Director, Music

Chuck Doud

Sound Design Manager

David Murrant

Manager of Sports Audio

Rex Baca

Movie Music

"Al Naafiysh" (The Soul)

Performed by Hashim, Written by Gerald Calliste Jr., Published by Cutting Records Music [ASCAP], Produced and mixed by Jerry Calliste Jr. and Aldo Marin. Recorded at Secret Sound Studio, NY Engineered by Tom Gartland and Jim Lyon Executive producers Amado and Aldo Marin, Under license from Cutting

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Front End Menu Music

"Al Naafiysh" (The Soul)

Performed by Hashim, Written by Gerald Calliste Jr., Published by Cutting Records Music [ASCAP], Produced and mixed by Jerry Calliste Jr. and Aldo Marin.

Recorded at Secret Sound Studio, NY Engineered by Tom Gartland and Jim Lyon Executive producers Amado and Aldo Marin, Under license from Cutting Records, Inc., © 1983 Cutting Records, Inc., All Rights Reserved.

"My Rock" – written and performed by Chuck Carr

In Game Music

C.S. Productions, Inc. Additional Music Composition by SCORPIO SOUND, LLC

Sound Designer

Chris Jahnkow

Speech Designer

Joel Copen

Play-by-play

Ian Eagle

PA Announcer

Mike Carlucci

Technical Script Writer

Pat Hegarty

Cinematic Manager

Scott McMahon

Cinematic Production Supervisor

Brian Johnson

Cinematic Creative Project Lead

Gene Strocchio

Cinematic Project Manager

Nonet Vargas

Cinematic Lead Editor / Composer

Jahil Nelson

Cinematic Editor

Aaron McFarland

Rotoscope Artists (Interns)

Kevin Funaki, Christin Fisher, Lauri Matanane, Guy Perrelet, Brenda Ries, and Peter Stoll

Cinematic Audio Post Production

Mark Reis

Motion Capture Manager

Brian Rausch

Motion Capture Project Coordinator

Scott Peterson

Motion Capture Technology Supervisor

Percy Sagun

Motion Capture Senior Animator

Chad Moore

Motion Capture Animator

Brian Phipps, Frank Strocchio, Michael Graessle, and Eryn Rosten

Motion Capture Specialist

Travis Parks, Johnny Walker, and Jake Wilson

Motion Capture Studio Supervisor

James Scarafone

Motion Capture Studio Technician

Daniel Legg and Ryan Beeson

Motion Capture Tracking Supervisor

Michael Shinkle

Motion Capture Tracking Technician

Gerry Ashworth, David Ibarra, and Marla Rausch

3-D Scanner Lead

Chip Parsons

3-D Scan Technical Supervisor

Tyler Crook

3-D Scanner Technician

Tony Lui and Doug Hagstrom

PRODUCT DEVELOPMENT FIRST PARTY QUALITY ASSURANCE

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Michael Blackledge

TEST TEAM

Senior Manager

Ritchard Markelz

Test Manager

Mike Veigel

Game Test Engineers

Monty Rimorin and Cruz Garcia

Analysts

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Kevin Simmons

Lab Technician

Vince Loughney

Tech Support Specialist

Jason Coker

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Jason Villa

Release Coordinator

Eric Ippolito

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Manager, Public Relations

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Public Relations

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Loyalty & Channel Marketing

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Director, Creative Services

Ed DeMasi

Creative Services

Dan Aquino, Josh Bingham, Marv Cabanero, T.J. Consunji, Peggy Gallagher, Sheri Hockaday, Ted Jalbert, Jennifer Jones, Marie Macaspac, Quinn Pham, Jack Siler, Noel Silva, and Tammy Tsuyuki

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SONY COMPUTER ENTERTAINMENT AMERICA, LEGAL & BUSINESS AFFAIRS

Game Attorney

Dan O. Figueroa

Game Attorney Team

Leslie Hoffman and Ross Trindle

Intellectual Property Attorney

James P. Williams

Intellectual Property Team

Christine DeNezza and Michelle Manahan

Marketing Attorney

Shelly Gayner

Marketing Team

Marla Dressen, Susan O'Driscoll, and Rich Daniels

Music Licensing Attorney

Brian Fukuji

Music Licensing Team

Mary Nappi

SPECIAL THANKS

Tracy McGrady, Ray Allen, Gary Payton, Shelly Ashitomi, Becky Boyd, Claudette Castillo, Lori Chase, Robert Clark, Jennifer Clucas, Annamieke Frost, Jennifer Kacizak, John Koller, Chuck Lacson, Randy Lopez, Kristi McCormick, Kristin Mason, Glenn Nash, Susan Nourai, Maggie Rojas, Steve Ross, Rick Rossiter, Tracy Rossiter, Sarai Sequeira, Jamie Tica, Mark Valledor, and The National Basketball Association

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