



PlayStation

NTSC U/C

PlayStation®

EVERYONE



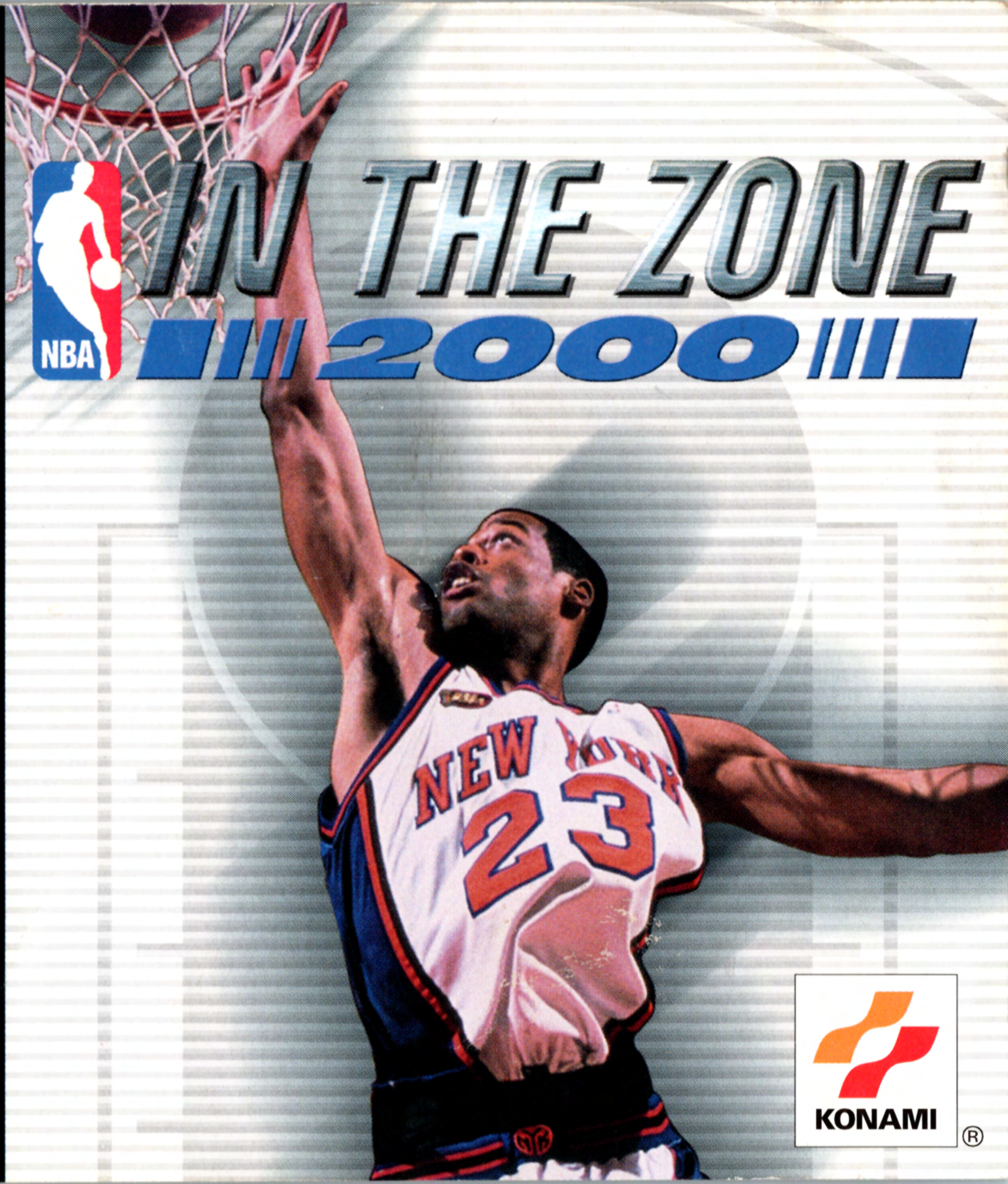
CONTENT RATED BY
ESRB

SLUS-01028



IN THE ZONE

2000



KONAMI

®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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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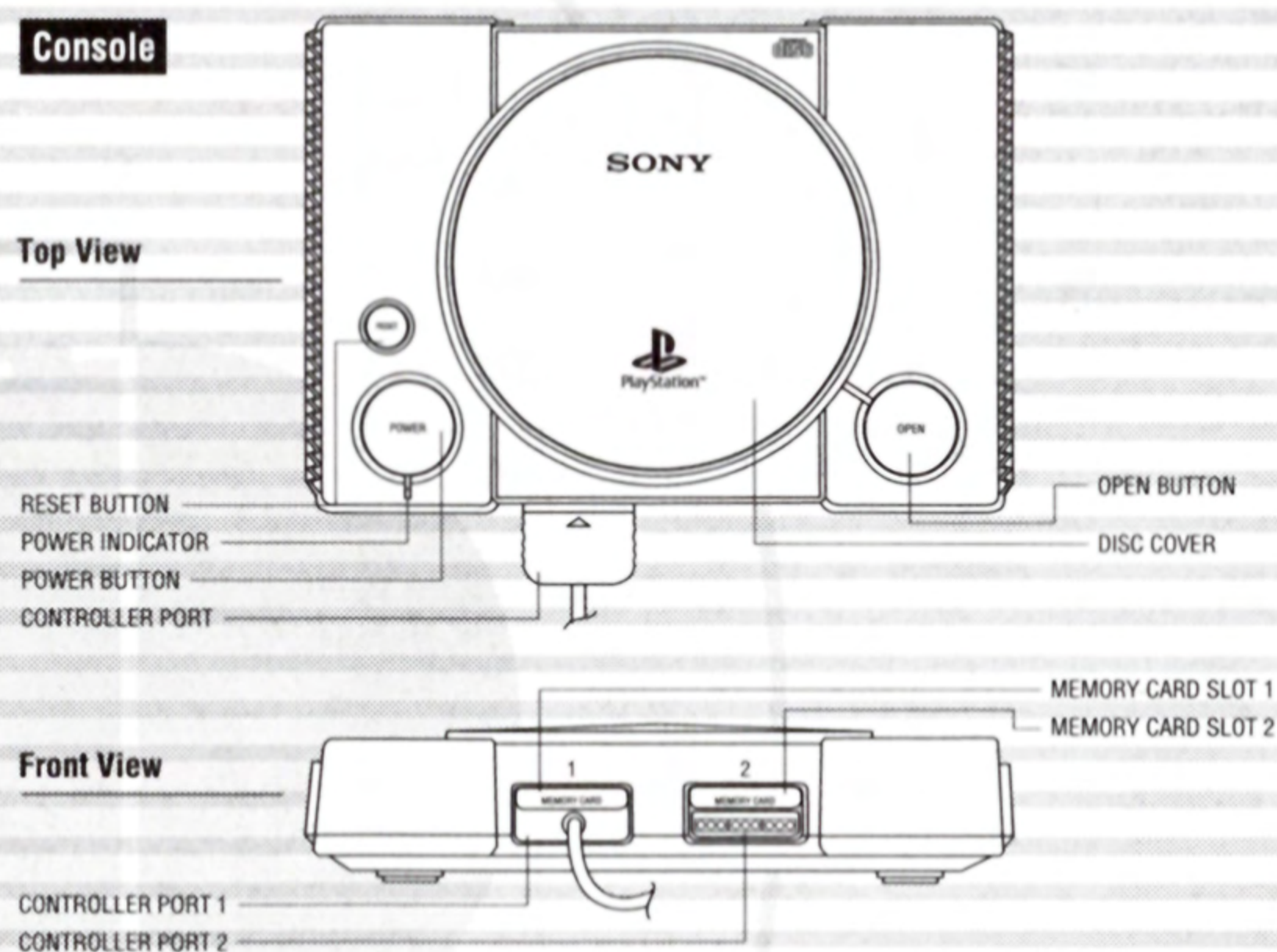
Thank you for purchasing Konami's NBA IN THE ZONE 2000. Please read through this manual to become familiar with the game features and to maximize your gaming experience. Enjoy the game, and please keep this manual as it will not be reissued.

All photos and video used in this game are from the 1998-1999 NBA season. All NBA team rosters in this game are accurate as of October 22, 1999.

In order to deliver safer, more entertaining games to its customers, Konami is constantly improving the quality of its products. Because of this, some differences may be found in the same game title when units have been shipped at different times.

Setting Up

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 IN THE ZONE 2000 disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



MULTI-PLAYER GAMES

Up to 8 players can play NBA IN THE ZONE 2000 together. Multi-player games require 1 controller per player and 1 or 2 Multi-Taps (all sold separately).

- 2 players use 2 controllers.
- 3 – 5 players use 1 Multi-Tap and 3 – 5 controllers.
- 6 – 8 players use 2 Multi-Taps and 6 – 8 controllers.

MEMORY CARDS

You can save game settings, team and player stats and game results, and continue play on previously saved games. To do that, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play.

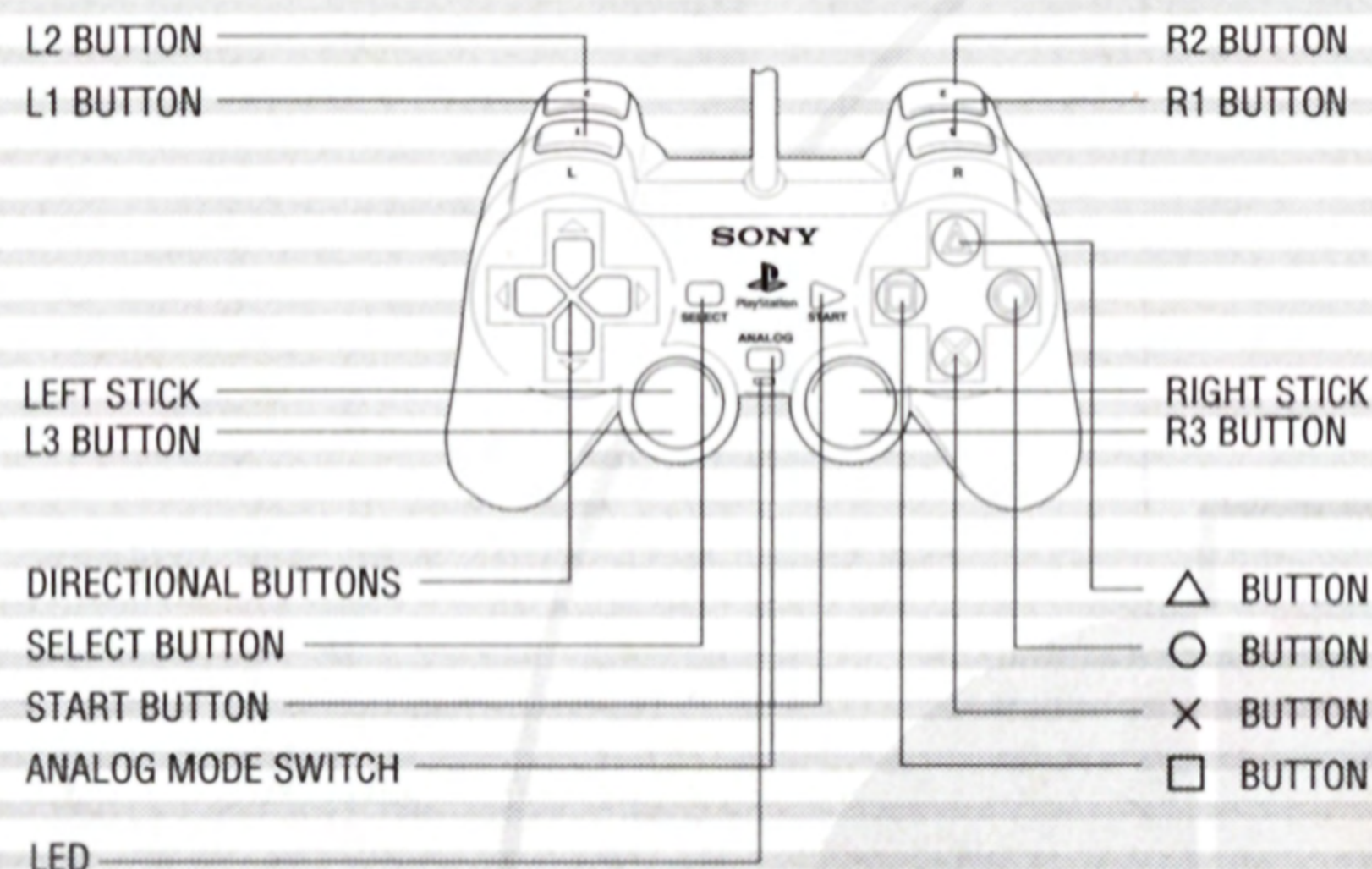
If you don't have a Memory Card, the game will allow you to play without saving.

QUITTING THE GAME

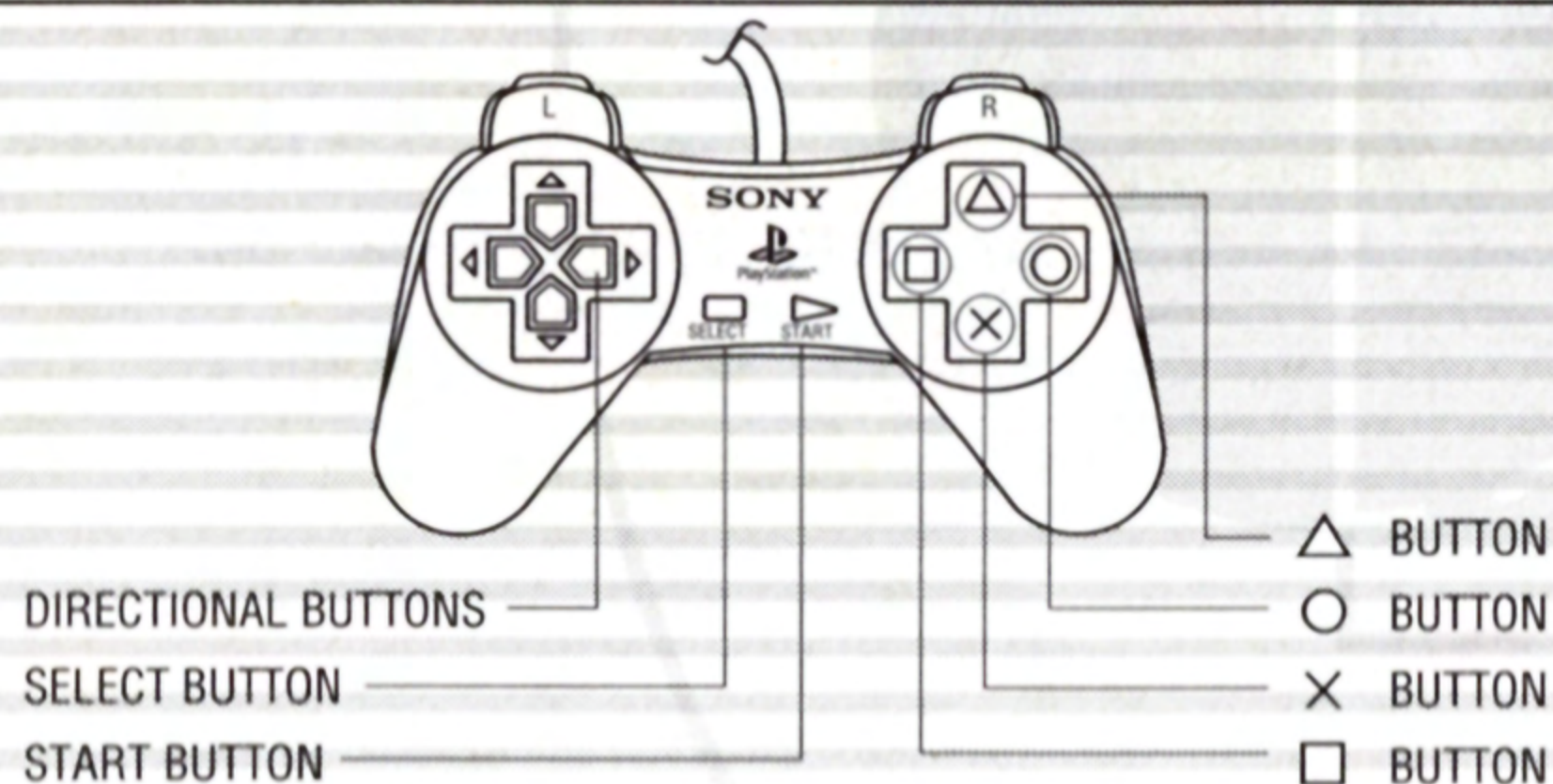
Open the Disc Cover before turning the power OFF and remove the disc after it stops rotating. Removing the disc while it is rotation may result in damage to the disc.

Controls

DUALSHOCK™ analog controller



Controller



DEFAULT CONTROLS

This section describes the default game controls. You can reassign the controls in Setting mode (see pg. 16.)

ANALOG AND DIGITAL MODE

Press the Analog Mode Switch to toggle between analog mode (LED on: red) and digital mode (LED off).

VIBRATION FUNCTION

An analog controller vibrates in both analog mode (LED on: red) and digital mode (LED off). Vibration can be turned ON/OFF in Setting mode. (DUALSHOCK™ analog controller only.)

OFFENSE

Directional button/Left Stick

△ button

○ button

× button

□ button

L1 button

L2 button

R1 button

R1 button + Directional buttons

R2 button

Analog Mode Switch

START button

SELECT button

Right Stick

Move player

Action/Evade steal

Change player under control

Pass

Shoot/Rebound

Screen: teammate provides a screen

Icon button: display icon above each player's head

Turbo button: play with extra power charge while turbo gauge lasts

Dash

Formation change: press together with preconfigured button to change formations

Activate/Deactivate Left Stick

Pause

Not used

Not used

DEFENSE

Directional button/Left Stick

△ button

○ button

× button

□ button

L1 button

L2 button

R1 button

R1 button + Directional buttons

R1 button + × button

R2 button

Analog Mode Switch

START button

SELECT button

Right Stick

Move player

Action/Automatically mark player in possession

Change player under control

Steal: attempt a pass intercept or steal

Block shot/Attempt rebound

Screen: doubleteam ball handler

Icon button: display icon above each player's head

Turbo button; play with extra power charge while turbo gauge lasts

Dash

Power steal: attempt a steal at the risk of committing a foul

Formation change: press together with preconfigured button to change formations

Activate/Deactivate Left Stick

Pause

Not used

Not used

Basic Moves

DRIBBLE

Press the Directional buttons when the player has possession of the ball. The player will dribble as he moves.



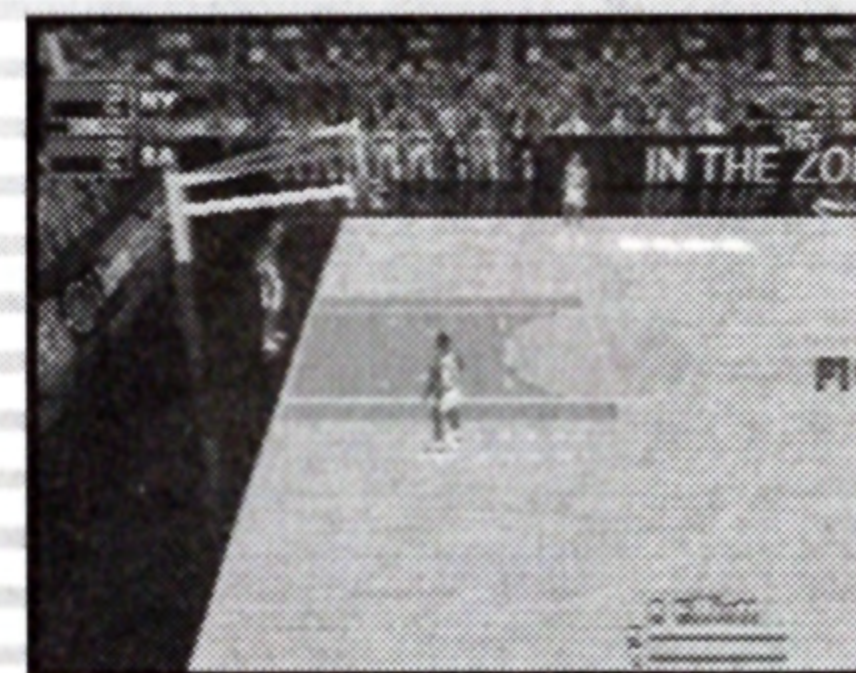
JUMP BALL

Wait for the right timing and press the  button after the ball is tossed.



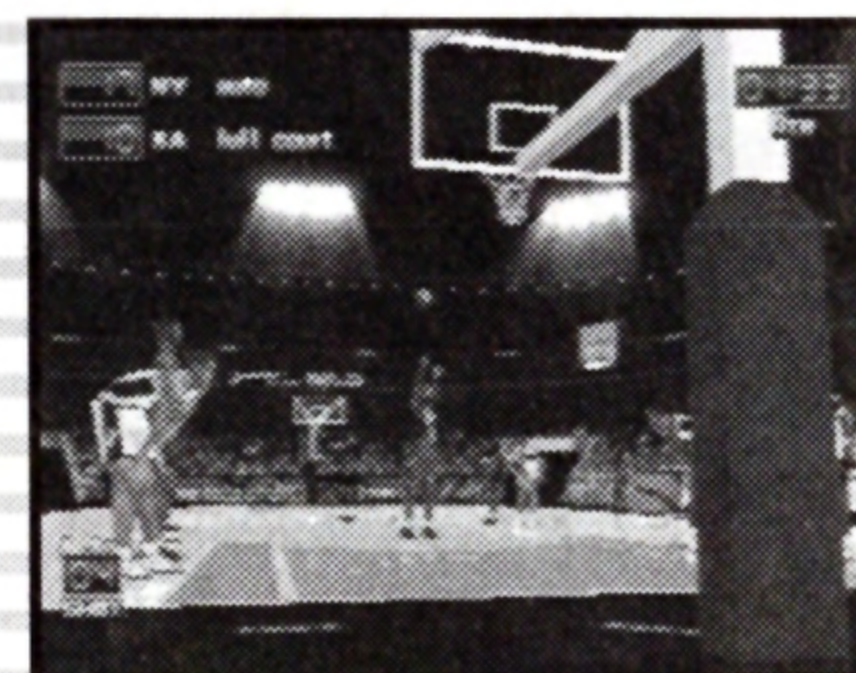
THROW IN

Press the  button to throw the ball back into the court. If you don't press the button within 5 seconds, possession passes to the other side.



FREE THROW

Pay attention to timing and press the  button so that the yellow shot gauge registers as high as possible.



Techniques

DUNK SHOT  button (default)

Break away from the defense and get as close to the basket as possible, then press the shoot button.

ALLEY OOP  button +  button (default)

While in possession of the ball and when there is a teammate present under the basket, press the shoot and pass buttons simultaneously.

FADE AWAY Directional button +  button (default)

Press the Directional button away from the basket when making a shot.

FAKE  button (default)

Tap the shoot button briefly.

REBOUND DUNK ACTION  button (default)

Immediately after an unsuccessful shot, give a well-timed tap to the shoot button under the basket.

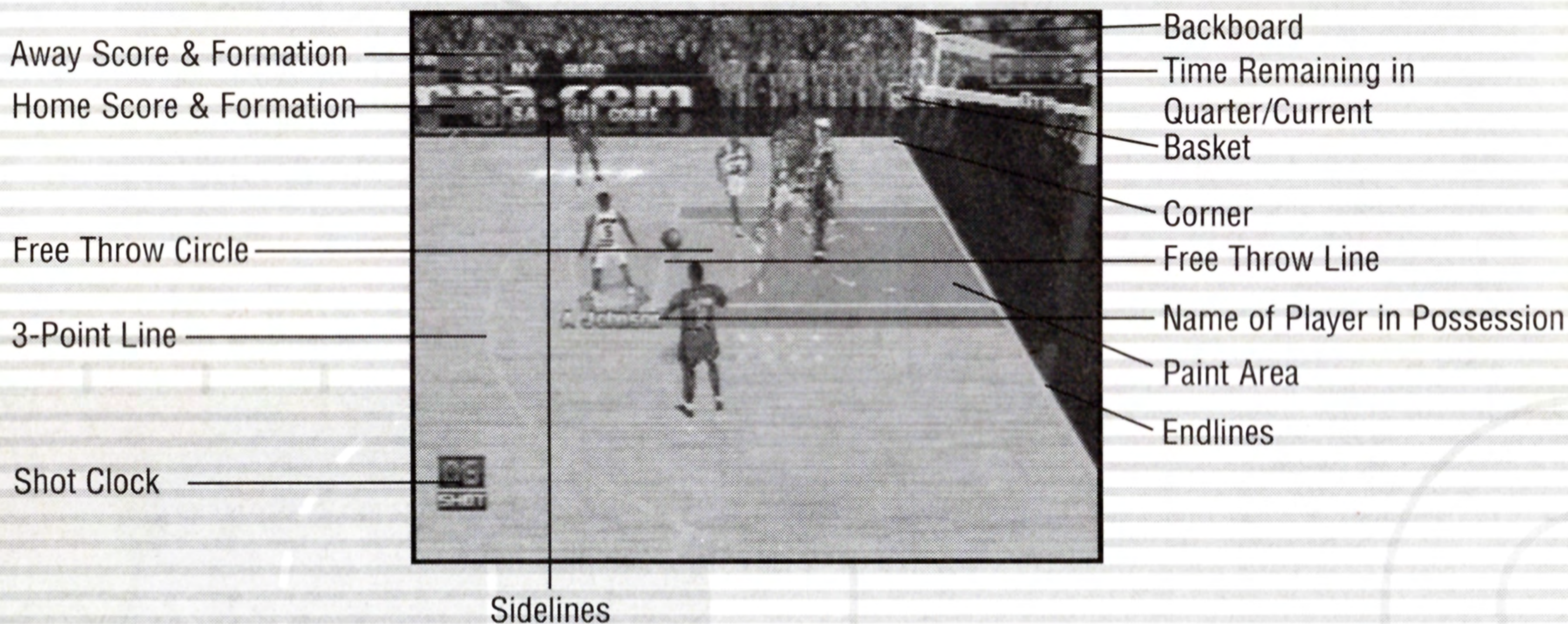
DOUBLE CLUTCH  button +  button (default)

Press the action button during a layup or a dunk shot.

DRIVE IN R1 button (hold) +  button (default)

With the ball in possession, press the action button while holding down the turbo button.

Game Screen



Icon Button

Press the L2 button to display a button icon above each player's head. These buttons indicate each player's position. Press the indicated button to pass to that player.

Note: Icons used when changing the controlled player are also matched to player position.

PLAYER POSITIONS & BUTTON CONTROLS

SF	□ button	Small Forward
C	⊗ button	Center
SG	△ button	Shooting Guard
PF	⊙ button	Power Forward
PG	R1 button	Point Guard



Formation Button

The Formation button lets you quickly adopt a variety of offensive and defensive patterns at will.

OFFENSIVE FORMATIONS & BUTTON CONTROLS

Press the R2 button + the indicated button control to change formations.

Auto	Directional button ↑	Automatically selects one of the 5 formations according to circumstances.
Box	Directional button ↓	A basic scheme that starts out in a specific layout. The box offense involves alternately providing screens to free up a player and make passes.
3-Point	Directional button →	A formation with the 3-point shot as its objective. A shooter moves around in wait along the 3-point line.
High Post	Directional button ←	A formation that unfolds with the high post player as the starting point.
Side Line	△ button	An offensive scheme which emphasizes the outside game. Players make passes on the outside and attempt to create an opening.
Inside	⊙ button	An offensive scheme emphasizing the inside game. With this formation players near the basket frequently provide screens for nearby teammates in order to free them up.
Isolation	◻ button	Arranges a one-on-one for the player in possession of the ball.

DEFENSIVE FORMATIONS & BUTTON CONTROLS

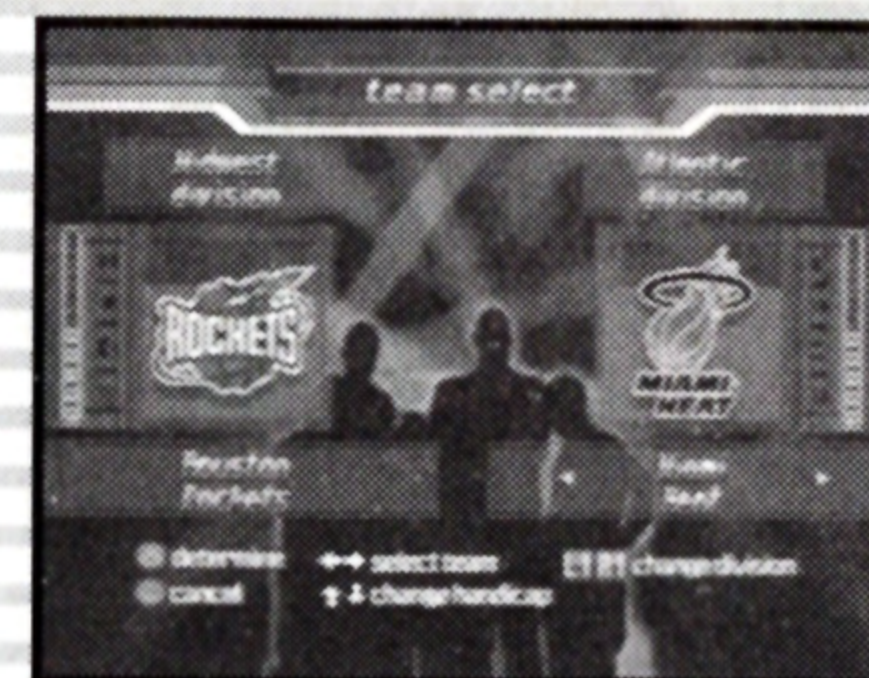
Press the R2 button + the indicated button control to change formations.

Auto	Directional button	↑	Automatically selects one of the 4 formations according to circumstances.
Half Court	Directional button	↓	With the defending players concentrated below the basket, defense is not as difficult and rebounds are easier to make.
3/4 Court	Directional button	→	This formation is midway between Half Court and Full Court.
Full Court	Directional button	←	An all-court defense. Turnovers and steals are easy to perform, making for an aggressive defense. Once penetrated, however, the basket area is vulnerable.
Trap	⊙ button		In order to constantly aim for a trap defense in full court, the player in possession does a double-team even without pushing the call button. Once penetrated, however, the basket area is vulnerable.

Starting a Game

TEAM SELECT SCREEN

After selecting a game mode (except for CONTINUE and SETTING), you'll see the Team Select screen. Select a team using the Directional button $\leftarrow/\rightarrow$; change the handicap using the Directional button $\uparrow/\downarrow$, and change Divisions using the L1 and R1 buttons. Confirm with the $\times$ button or cancel and return to the previous screen with the $\triangle$ button.



TEAM OPTIONS SCREEN

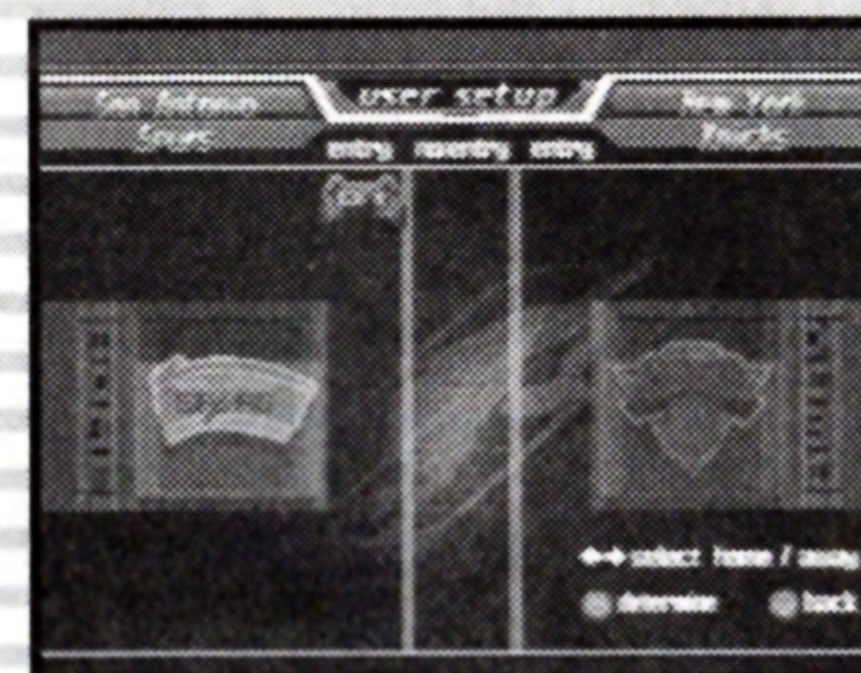
The Team Select screen is followed by a menu of options, which vary depending on which game mode you've selected.

Play Game	Go on to the User Setup screen.
Setting	Modify a variety of settings
Edit Playoffs Tree	(Playoffs Mode) Change participating teams.
Simulate Games	(Season/Playoffs Modes) Simulate a match and generate game outcome.
Standing	(Season Mode) Display a team's win/loss record.
Calendar	(Season Mode) Display the game calendar.
Playoffs Tree	(Playoffs Mode) Display the tournament chart.
Player Stats	Check out player records.
Team Stats	Review team records.
League Leaders	(Season Mode) Display player rankings.
Team Leaders	(Season Mode) Display team rankings.
Roster	Change player settings.



USER SETUP SCREEN

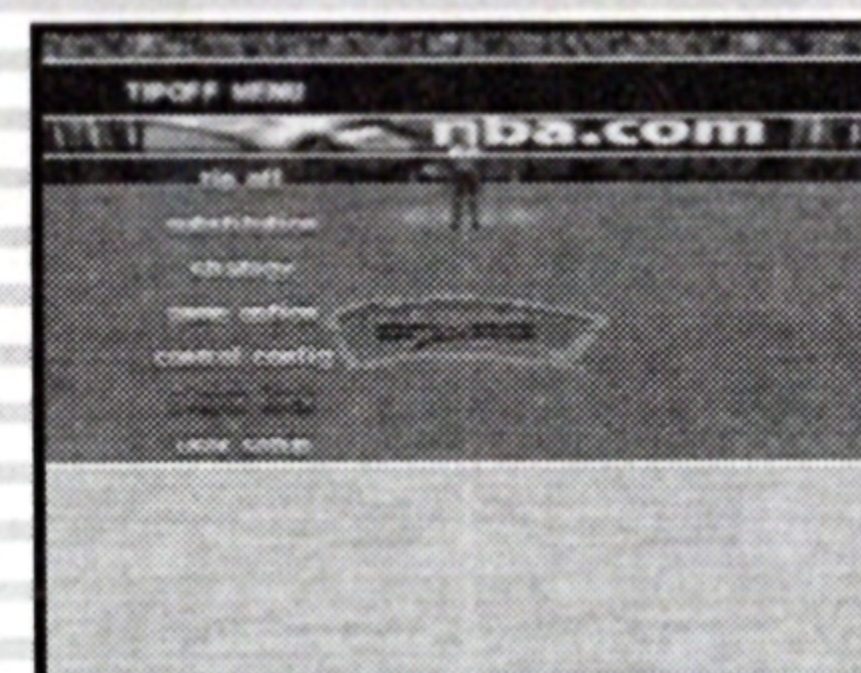
Select HOME or AWAY with the Directional button $\leftarrow/\rightarrow$ and confirm with the $\otimes$ button. Selecting NEITHER (screen center) launches a spectator game staged by the CPU.



TIP-OFF MENU

Confirm and make changes to various settings before a match.

Tip Off	Start the match.
Substitution	Change players. Select the player to replace with the Directional button $\uparrow/\downarrow$ and confirm with the $\otimes$ button. Select the substitute player and confirm with the $\otimes$ button.
Strategy	Team Order: Select the emphasis distribution for all items. Offensive Set: Confirm the Formation Change button for times in possession. Defensive Set: Confirm the Formation Change button for times not in possession. Defensive Matchup: Configure the emphasis on marking the opponent players during defense.
Game Option	Modify game settings.
Controller Config	Modify controller settings.
Player Lock	Change the locked user-player. (Player Lock in Rules must previously have been turned ON in Setting Mode.)
User Setup	Change your team by selecting another team using the Directional buttons $\leftarrow/\rightarrow$. Selecting neither launches a spectator game staged by the CPU.



3-Point Shootout

Shoot 25 balls within 60 seconds and compete for the high score.

CONTROLLER SELECT

Enter the participating users. Select ENTRY with the Directional buttons $\leftarrow / \rightarrow$, and confirm with the $\otimes$ button to participate. If no one chooses to participate, the CPU will stage a spectator game.

PLAYER SELECT

Enter the number of participants, the controlling person(s) and the participating players.

Changing the number of participants and the controlling person(s)

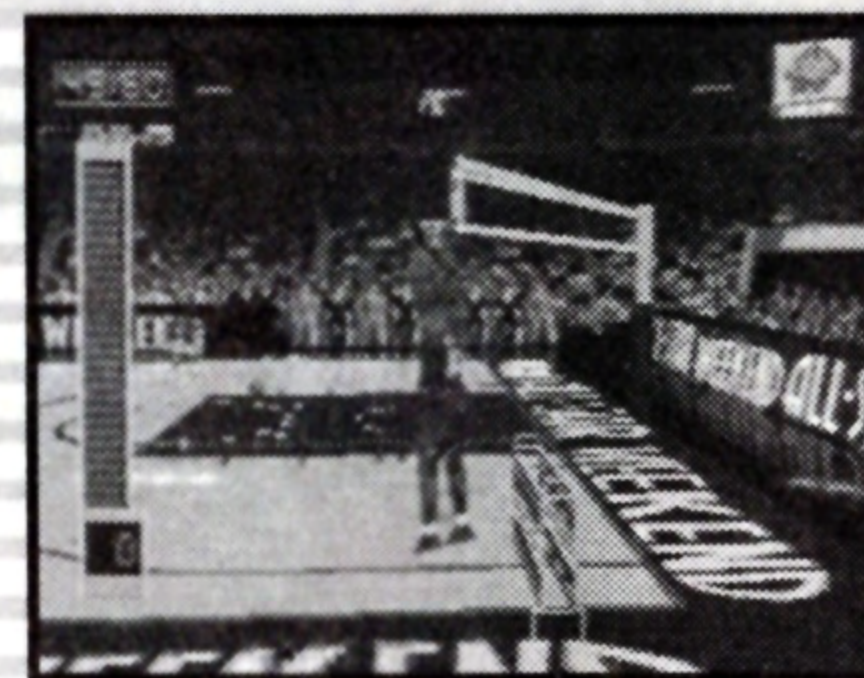
Select a player with the Directional buttons $\uparrow / \downarrow$ and toggle between P1-8 (Players 1-8), CPU and OFF with $\leftarrow / \rightarrow$.

Changing the participating players

Select a player with the Directional buttons $\uparrow / \downarrow$, enter with the $\otimes$ button, then press the $\otimes$ button again to display the player list. Select a team with the R1 and L1 buttons, select players with the Directional buttons $\uparrow / \downarrow$, and enter with the $\otimes$ button. Start the game with the START button.

3POINT SHOOTOUT RULES

- Shoot 25 balls within 60 seconds from 5 spots on the 3-point perimeter and compete for the high score.
- One point is awarded for each basket, and 2 points for scoring with the last ball of each rack. The maximum possible score is 30 points.
- The side with the highest score wins.



3POINT SHOOTOUT CONTROLS

Start the game with the  button. Take a ball with the  button, and move the Left Stick down to jump. Watch for the right timing, determine the high point of the jump and release the Left Stick to throw the ball.

Note: In analog mode, the Left Stick comes into operation regardless of setting; the Directional button cannot be used. With a digital controller, the Directional buttons are used instead of the Left Stick

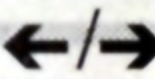
The accuracy of the shot is dependent on the left-right slant of the Left Stick and the timing of the ball's release.

Note: Press the  button to cancel the CPU play.

Dunk Contest

Make dunk shots while exhibiting different techniques and competing for difficulty of techniques and level of perfection. The type of move used and the success or failure of the dunk determine the score. With more than two players, the player with the highest score after two turns is the winner.

CONTROLLER SELECT

Enter the participating users. Select ENTRY with the Directional buttons   and confirm with the  button.



PLAYER SELECT

Enter the number of participants, the controlling person(s) and the participating players.

Changing the number of participants and the controlling person(s)

Select a player with the Directional buttons $\uparrow$ / $\downarrow$ and toggle between P1-8 (Players 1-8), CPU and OFF with $\leftarrow$ / $\rightarrow$.

Changing the participating players

Select a player with the Directional buttons $\uparrow$ / $\downarrow$, enter with the $\otimes$ button, then press the $\otimes$ button again to display the player list. Select a team with the R1 and L1 buttons, select players with the Directional buttons $\uparrow$ / $\downarrow$, and enter with the $\otimes$ button. Start the game with the START button.



GAME START

Select the starting positions and camera angles, then press the $\otimes$ button to start the game.

DUNK CONTEST CONTROLS

$\odot$ button	Tap repeatedly to start your run-up
$\otimes$ button	Jump
Left Stick/Directional buttons	Technique (dependent on your position)

DUNK CONTEST TECHNIQUES

One-Handed Dunk	Left Stick/Directional buttons $\leftarrow$ / $\rightarrow$ then $\otimes$ button during run-up.
Back Jump	1/2 rotation of the Left Stick/Directional buttons then $\otimes$ button during run-up.
Back Change	Left Stick/Directional buttons $\leftarrow$ / $\rightarrow$ / $\rightarrow$ / $\leftarrow$ then $\otimes$ button during run-up.
Power Pause Dunk	Left Stick/Directional button $\uparrow\uparrow$ during jump.
Clutch Dunk	Left Stick/Directional button $\downarrow$ / $\uparrow$ during jump.

Back Jump + Clutch Dunk Combo

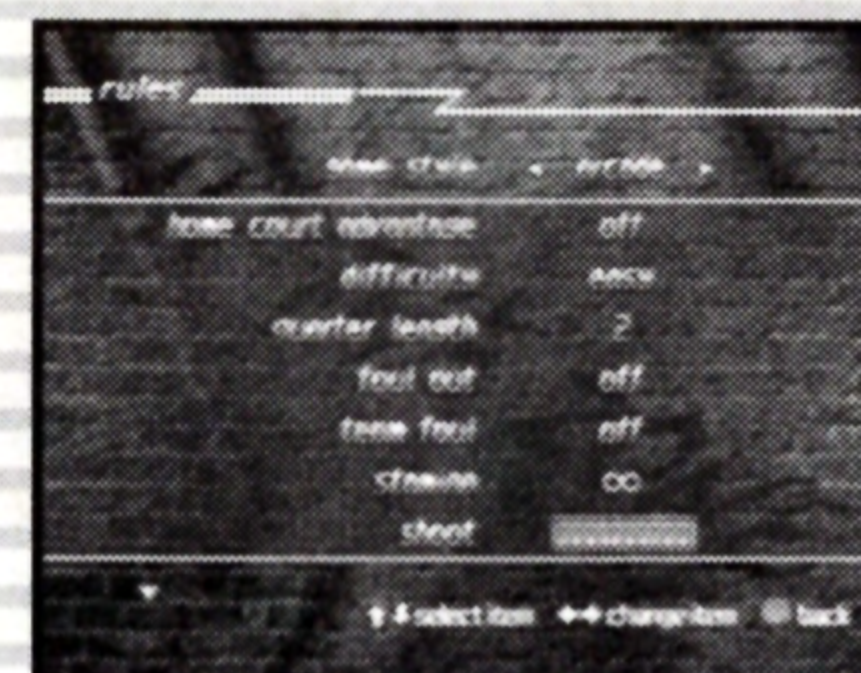
1. Tap the $\odot$ button repeatedly to start the run up, then enter the Back Jump command.
2. While in the air, enter the Clutch Dunk command.
3. Your player dunks the ball.

Note: There are many other Left Stick/Directional button and dunk move combinations in addition to the ones listed above.

Setting

RULES

Reconfigure the game rules.



GAME OPTION

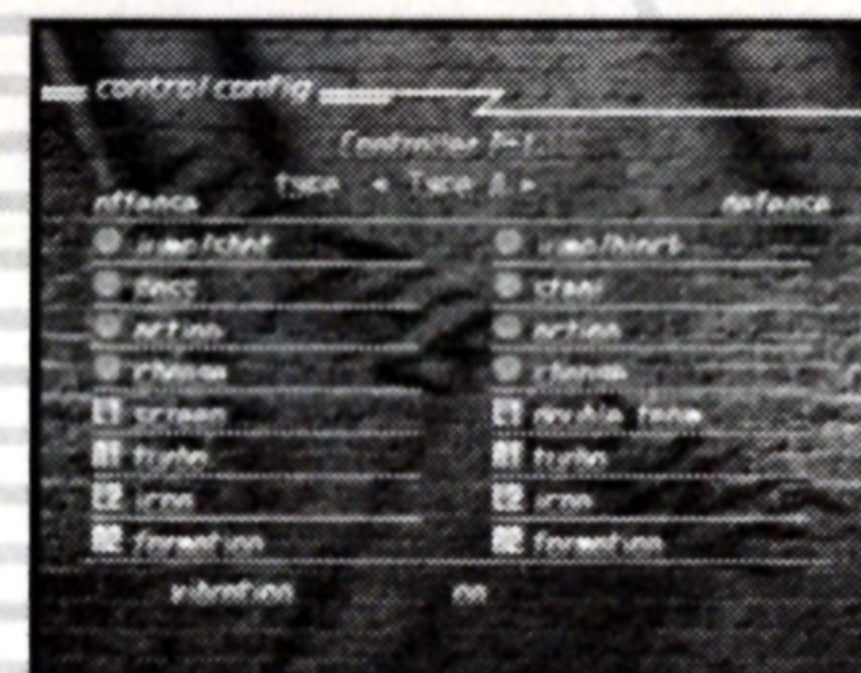
Reconfigure the game settings.



CONTROL CONFIG

Reconfigure the function set for each controller button.

- Select the button configuration from A/B/C/Edit using the Directional buttons $\leftarrow/\rightarrow$.
- Select EDIT to configure the buttons according to your preferences.
- Turn the vibration function ON/OFF with VIBRATION (DUALSHOCK™ analog controller only).



ROSTER

Modify player configurations.

Trade Player

Trade players with another team. Select a team with the L1 and R1 buttons, select the player to trade using the directional button $\uparrow/\downarrow$, and confirm with the 5 button. Select the other team and the player to trade for and confirm with the $\times$ button.



CREATE PLAYER

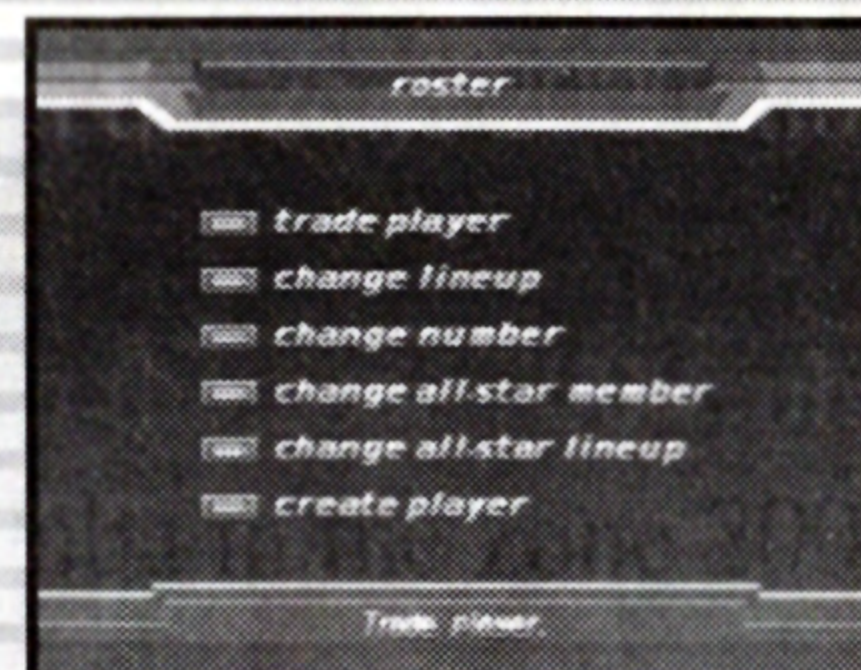
Create an original player.



SEASON/PLAYOFFS ROSTER

Manage the season and playoffs roster.

- Configure according to your preference at the beginning of the season or the playoffs.
- NBA rules forbid trading during the season (after February 25th) or the playoffs.



LOAD/SAVE SETTING

Save or load the following content on a Memory Card:

- Ongoing game content for New Season, Playoffs and NBA Finals.
 - Data items configured in Setting.
1. Select Memory Card Slots with the Directional button $\leftarrow/\rightarrow$ and enter with the $\otimes$ button.
 2. Select the file using the directional button $\uparrow/\downarrow$, and enter with the $\otimes$ button.

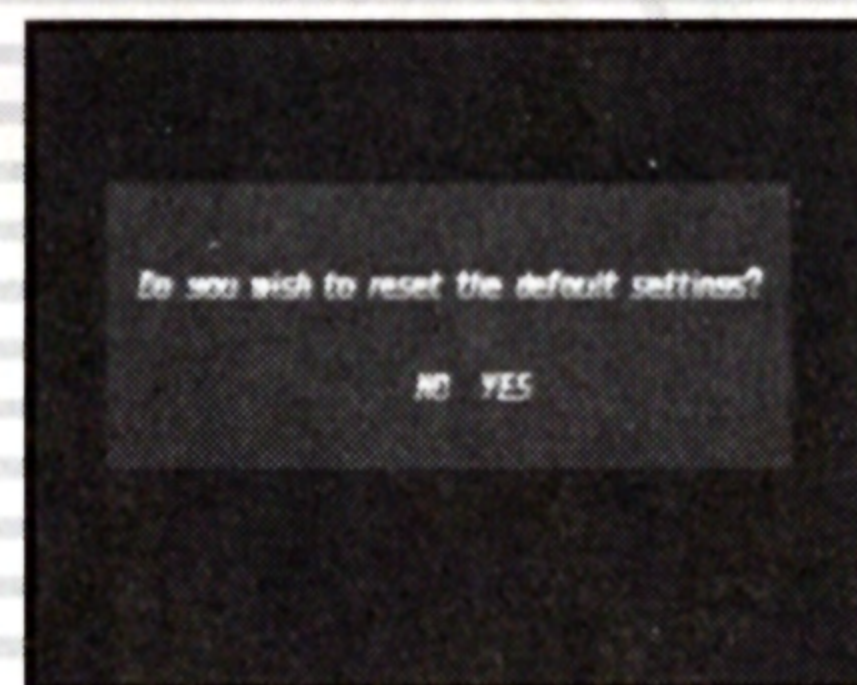
Note: Memory Cards may be use in Memory Card slots 1 and 2 (Memory Card slots 1A and 2A only when using the Multi-Tap).

The required block number for Memory Card storage is as follows:

Setting	2 blocks
Playoffs only	3 blocks
Season	6 blocks

RESET

Return reconfigured settings to default values.



Instant Replay

INSTANT REPLAY

During the game, scenes can be replayed and observed from a variety of angles in Instant Replay under the Pause menu.

- Change camera perspective by pressing the R1 button and using the Left Stick/Directional buttons and L1 and L2 buttons.
- Move the camera's focal point by pressing the R2 button and using the Left Stick/Directional buttons and L1 and L2 buttons.

Once configuration is complete, start REPLAY with the Left Stick/Directional buttons:

- ↑ Play
- ↓ Rewind
- Frame-by-frame forward
- ← Frame-by-frame rewind



Hoop Hints

OFFENSE

- Don't just charge in. Charging in blindly with a dash or a drive-in compromises your balance and makes you vulnerable to steals. Use the dash and the drive-in in the shooting area only when you're ready to go for the shot.
- Make good use of the screening player. Press the L1 button to call a screening player when you want to be a free guard. A nearby teammate will provide a screen from the opponent player and free you up.
- Press the R1 button while making a 3-point shot as a free guard. In a 3-point shot situation, push the  button + R1 buttons to take aim and make a shot. The success rate of the shot increases in direct proportion to how long the button is held down. However, caution is recommended since steals are easier to make while the player is taking aim.

DEFENSE

-  button all the way. When putting on a defense, keep your finger on the  button so you can automatically mark the player in possession. Unless you defend against the right players, some player will manage to get free. Don't forget to change the player under control with the  button.
- If you see someone off-balance, steal! If the player in possession is off-balance, go for a steal. The success rate for a steal is much higher when the opponent lacks balance.
- Counter overly aggressive moves with offensive fouls. Hit the  button + R1 button if the opponent tries to muscle in with a dunk or a dash. If you manage to get in the opponent's way, he's committed an offensive foul.

Game Mode Easy Reference Chart

Mode	Players	Description
Exhibition	1 – 8	Play a single match using the team of your choice. Press the Directional button ↑/↓ to adjust the handicap on the Game Select screen.
New Season	1 – 8	Compete through one entire NBA season. Complete 82 matches in good standing to proceed to the playoffs. Win the playoff series to become champions.
NBA Playoffs	1 – 8	Elimination tournament mode. Select a team and defeat a series of opponents, aiming toward the championship.
NBA All-Star	1 – 8	Separate into the Eastern and Western Conferences and play an all-star game.
Continue	——	Resume a game from saved data. The game mode you play will be the mode in use when the game was saved.
Setting	——	Configure and modify a variety of game settings.
3-Point Shootout	1 – 8	Compete in a 3-Point Shootout using the NBA player of your choice.
Dunk Contest	1 – 8	Compete in a Dunk Contest using the NBA player of your choice.

Credits

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Notes

Notes

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If you experience technical problems with your game, please call our Warranty Services number (650) 654-5687.

Konami of America Inc.,
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

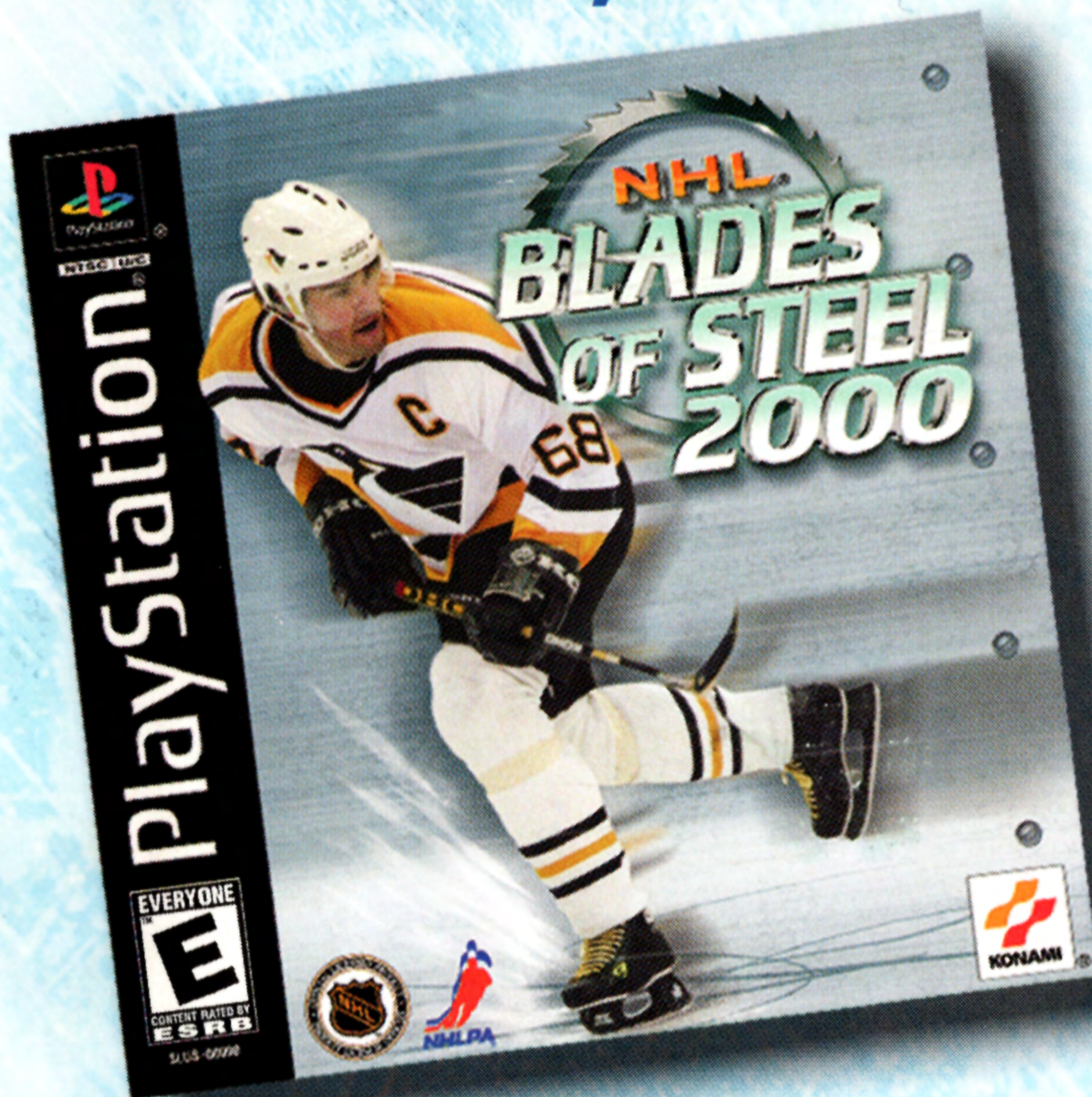
Konami Game Hint & Tip Line:

1-900-896-HINT (4468)

- 95¢ per minute charge
- \$1.25 per minute support from a game counselor
- Touch tone phone required Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M. Pacific Time. Prices and availability are subject to change, U.S. accessibility.

Available February 2000



- **NEW textbook hockey AI**
- **NEW player graphics**
- **Innovative camera angles**

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