



ESPN
 **BASEBALL**



2K4
SEGA

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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

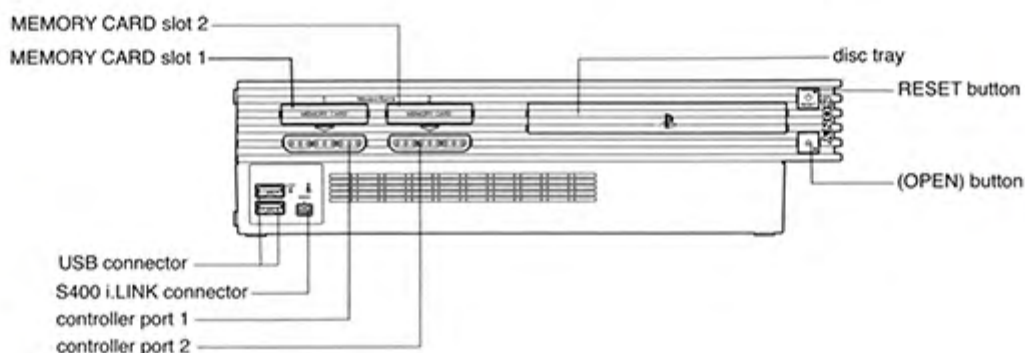
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

TABLE OF CONTENTS

Getting Started	2
Starting up	3
New Game Modes Summary	5
Menu Controls	6
Pitching Controls	7
Batting & Stealing Controls	8
Base Running Controls	9
Fielding Controls	9
Online	11
Online Menu	12
Credits	14

Note: Visit <http://www.espnvideogames.com/mlb/> for an enhanced ESPN Major League Baseball manual detailing all the features available this year.

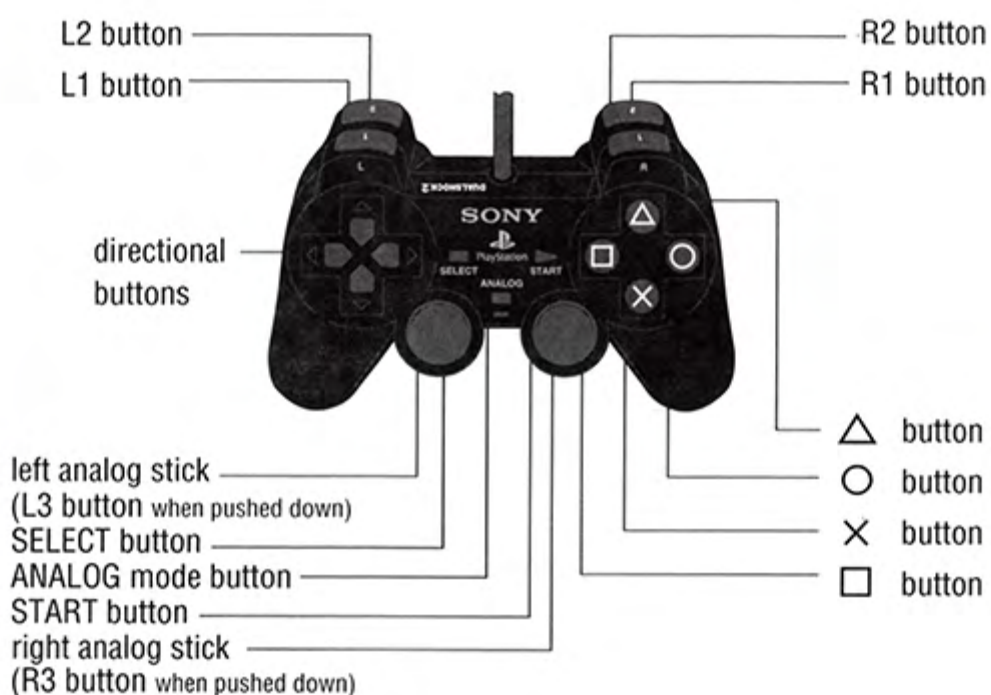
GETTING STARTED



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

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

DUALSHOCK[®] 2 ANALOG CONTROLLER CONFIGURATIONS



NOTE: In order to save ESPN Major League Baseball files, you will need to insert a memory card (8MB) (for PlayStation[®]2) into MEMORY CARD slot 1 with sufficient memory. Some files require up to 884 kb.

ESPN Major League Baseball raises the bar with Power Pitching, Online Gameplay and a stellar ESPN presentation featuring Jon Miller and Karl Ravech. A new name, a new season, a new way to play!

- **POWER PITCHING** - Take complete control of the mound with new pitches, pitch speeds, pitch interface, pitch animations, pitcher momentum and exclusive ESPN K-Zone pitch analysis.
- **Take Your Game Online** - complete with downloadable rosters, voice chat, and more!
- **ESPN Presentation** - An all-star cast featuring Jon Miller and Karl Ravech delivers insightful game analysis along with everything you'd expect from an ESPN Major League Baseball broadcast including exclusive GameCast simulations that allow you to join or view the At-Bat by At-Bat progress of any simulated game.
- **Go Pro with First Person Baseball™** - A revolutionary first person mode that allows you to play through the eyes of any player on the field; from batting to pitching, fielding to baserunning – you'll see, feel and hear the game from ESPN Videogames' perspective.
- **Broken Bats and More** - Hundreds of new, breakthrough animations including broken bats, mound conferences, on-deck batters, curtain calls, and player reactions.
- **New General Manager Mode** - Now you'll have to answer to the owners if you can't keep your club running on all cylinders. If you don't make wise decisions, you can get fired by your team or, if successful, be lured away by other teams.
- **Clutch Gameplay** - A new confidence meter allows you to tap into the power of your player for extra speed, longer throws, and more powerful swings when you need it most.
- **The Trophy Room** - Earn and display trophies by accomplishing in-game goals and surpassing MLB™ milestones.

NEW GAME MODES SUMMARY

The new following features can be found by accessing Game Modes.

GM Career

Ever wonder if you have what it takes to manage a baseball team under aggressive deadlines and salary budget constraints with the owner breathing down your every move? This is your chance! Begin your career here and let your name be known throughout the Major Leagues.

Duel

Choose your favorite pitcher and hitter then pit them against other duos in this fast paced hard hitting game. Consecutive strikes, balls, or beans will garner an increasing bonus or penalty.

- **Rules:** The batter gets 5 outs per turn. An out is a strike, a foul ball, or any hit less than 100 ft.
- **Batting:** Earn points for hits longer than 100 ft. The longer the hit, the more points you'll get. Homeruns are worth a lot of points. Consecutive hits will award you an increasing bonus.
- **Pitching:** Earn points for getting called and swinging strikes. You lose points for throwing balls or hitting the batter. Consecutive strikes, balls, or beans will garnish a increasing bonus or penalty.

Gamecast

Armchair coaches will be pleased with this new addition to ESPN Major League Baseball. With the exclusive Gamecast feature, you now have the power to simulate 1 play at a time, substitute players on the fly, and hop right in the middle of the game.

CONTROLLER CONFIGURATION

MENU CONTROLS

left analog stick and Move highlight
directional button

L1 button Cycle back through options

L2 button View Player Card

R1 button Cycle forward through options


R2 button Toggle Ratings

R3 button Sorts player in roster
(click **right analog stick**)

 button Select / Advance

 button View / Dismiss Help Overlay

 button Return to previous screen

 button Access game options on Team Select

START button Select / Advance

PITCHING

- left analog stick** Aim pitch
- directional button** Align Outfield / Infield
- L1 button** Turn head towards runner
- R2 button** Access Quickkey Menu
- + **○ button** Pick Off 1st Base
- + **△ button** Pick Off 2nd Base
- + **□ button** Pick Off 3rd Base
- R1 button** Select Pitch
- ⊗ button** Pitch, Select Pitch
- ◎ button** Pitch Out, Select Pitch
- ▲ button** Cancel Pitch, Select Pitch
- button** Select Pitch
- START button** Pause Game

COACH'S TIP - Power Pitching

Pitchers this year will find that after they have selected a pitch an empty black bar will appear. This is the new power pitching bar and when you press and hold **⊗** to deliver the pitch the bar will fill with power until you release the button. Depending on the pitch type and amount of effort used, your ball flight will have enhanced speed or movement. Power pitching will rapidly tire your pitcher's arm so use it sparingly.

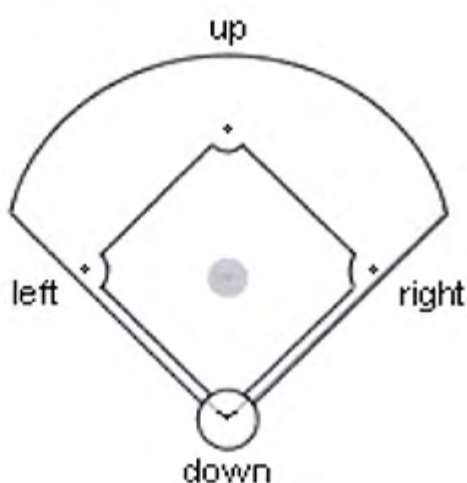


BATTING & STEALING

left analog stick	Aim Bat Cursor
directional button (up)	Signal Steal 2nd
directional button (left)	Signal Steal 3rd
directional button (down)	Signal Steal Home
L1 button	Lead Off All
R1 button	Shorten Lead All
X button	Practice Swing / Contact Swing
X button (tap)	Check Swing
Y button	Power Swing / Get Back All
Y button (tap)	Check Swing
Z button (hold before pitch) . . .	Sacrifice Bunt
Z button (hold after pitch)	Bunt for Base Hit
Z button (release)	Check Bunt
□ button	Steal All / Fast Steal Signaled Runner
START button.	Pause Game

COACH'S TIP - True Aim Hitting

This new feature allows you to move the left analog stick in the direction you want to swing the bat. Unlike last year's cursor hitting, the aim follows exactly where you hold the left analog stick and is pressure sensitive. Optimal contact depends on your ability to judge how hard to move the left analog stick in the ball's path, and when to swing.



Note: Move the left analog stick towards the corresponding base and press Circle Button, Triangle Button, or Square Button. You cannot order baserunners running towards 1st base to hold, retreat, or advance.

BASE RUNNING

- buttonRetreat to selected base
- △ buttonHold running towards selected base
- buttonAdvance to selected base
- L1 buttonAll Advance
- R1 buttonAll Retreat
- START buttonPause Game

FIELDING BALL

- left analog stickMove Player
- L1 buttonTurbo Burst
- R1 buttonJump / Dive
- R2 buttonSelect Player
- START buttonPause Game

Note: When using a Turbo Burst, the yellow cursor will expand and turn red, but only for a few seconds. During this time, your player's running and throwing speed is enhanced.

FIELDING W/ BALL




- left analog stick**Move Player
- L1** buttonTurbo Burst
- L2**Cutoff Man Catch
- X** buttonThrow to Home
- X** button (hold)Cutoff Redirect to Home
- O** buttonThrow to 1st
- O** button (hold)Cutoff Redirect to 1st
- △** buttonThrow to 2nd
- △** button (hold)Cutoff Redirect to 2nd
- buttonThrow to 3rd
- button (hold)Cutoff Redirect to 3rd
- START** buttonPause Game




Select Online from the Main Menu to experience a whole new level of competition with ESPN Major League Baseball online! In order to access ESPN Major League Baseball's Online mode, you will need a network adaptor (Ethernet/modem) (for PlayStation®2), a memory card (8MB) (for PlayStation®2), and a broadband connection to the Internet from an Internet service provider.

Note: Online play for ESPN Major League Baseball is not supported for dial-up modem users.

Creating a Network Configuration:

- On the Network Configurations Screen, press the **START** button to launch the Network Configuration Utility.
- On the Network Setting Screen, select ADD SETTING.
- Follow onscreen instructions.
- Press the  button when complete to save your settings.
- On the Confirm Overlay, to test your connection, highlight YES and press the  button.
- Press the  button to quit the Network Configuration Utility and return to the title screen.

Logging On:

- On the Network Configurations Screen, select a saved Network Setting and press the  button to log on.
- If you've already created a User Account, select EXISTING ACCOUNT from the overlay that appears, then enter your username and password.

Creating a New Account:

- On the Online Authentication Screen, select NEW ACCOUNT.
- On the Create Account Screen, enter account information using the Virtual Keyboard.
- Press the **START** button to advance.

ONLINE MENU

Play

On the Online Lobbies Screen, you select the game lobby you wish to enter.

- Press the **R1** or **L1** button to cycle forward or backward through the available modes (Exhibition, Rookie, Pro, All-Star, Legend).
- While you are in the lobby, you can use a USB keyboard to communicate with others. While playing, you can use a USB Headset (for PlayStation®2) to talk to other users.

Exhibition

Select Exhibition to play an unranked game.

- Highlight a user and press the **X** button. An overlay will appear.
- Select CHALLENGE. If the user accepts, the Team Select Screen will appear. Note: There are some gameplay options that are only available when playing Exhibition.

Rookie, Pro, All-Pro, and Legend

These lobbies work the same as the Exhibition lobby. However, wins and losses in these lobbies count towards the Leaderboard. Also, the lobby you select will determine the game's difficulty setting.

Latest News

The Latest News Screen gives you all the latest news pertaining to ESPN Major League Baseball Online.

Leaderboard

The Leaderboard screen displays the online player rankings for each difficulty setting except Exhibition.

Downloads

The Roster Downloads Screen allows you to download the latest Major League Baseball rosters, making it quick and easy to keep ESPN Major League Baseball current with trades and other roster movement. Downloaded Rosters are only used in Offline gameplay.

Sign Out

Select Sign Out to log off from the network.

Firewalls - In order to join or host an ESPN Major League Baseball game from behind a router with Network Address Translation, or firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on TCP port 19999 & 80 and port UDP 1024 & up to the IP address assigned to your PlayStation®2 console. (Note: Users using DHCP must ensure that their PlayStation®2 console is assigned the IP address specified in the PORT FORWARDING setup, under these circumstances you may need to change your PlayStation®2 from "Auto Detect" (DHCP) to a "Static IP" address using the Network Configuration GUI or Network Adaptor Start Up Disc to ensure that forwarded data always gets to your PlayStation®2 console.)

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 console directly to your DSL, modem, cable modem, or other broadband device.

CREDITS

BLUE SHIFT

President & CTO

John Brooks

Producer

Jason Armenise

Lead Programmer

Doug Snyder

Technical Director

Alex Pepper

Art Director

Frank Belina

Creative Director

Dana Christianson

PROGRAMMING

Animation Engine Programmer

Peter Yamamoto

Associate Gameplay Lead

Donald Lawton

Gameplay Programmers

Ike Herman

Eric Liao

Tim Winnegar

Audio Programmer

Aaron Brady

Senior OS/Network Programmer

Matthew Gilbert

OS/Network Programmer

Kyle Chuang

Senior Shell Programmer

Tom Thompson

Shell Programmer

Nigel Griffin

Graphics Programmer

Kathy Fung

Tools Programmer

Emanuel Borsboom

ART

Technical Artist

Chad Newhouse

Lead Animator

Ed Pearson

Animators

Sun Lee

Troi Depts

Concept Artist

James Lingo

Stadium Artists

Jean Apollinaro

Adam Cable

Jason Kurtz

Dan Laczkowski

Vilmen Mendoza

Yvi Mendoza

Cutscene Artist

Stephen Cooper

Shell Artist

Jenifer Bacon

PRODUCTION

Designer

Neil Sorens

Assistant Producer

Tony Taylor

OPERATIONS

Director of Operations (MFS)

Ryan Peterson

Development Coordinator

Doug Taylor

Information Technology

Jeff King

Human Resources

Melissa Kamita

Accounting

Roni Kratzmann

SPECIAL THANKS

Matthew Rice

David Goodenough

Brian DeVerter

Raymi Dyskant

Vince Jolly

Neil Strudwick

Robert Prinz

Will Brooke

Cody Jones

Dave Richard

Steve Carey

Richard Geldreich

Sean O'Hara

Visual Concepts

Executive Producer

Greg Thomas

Project Managers

David Perkinson

Chien Yu

Assistant Project Manager

Ed Brady

Audio Director

Brian Luiziatti

Sound Designer

Larry Peacock

Marketing/Public Relations

Matt Atwood

Jake Baker|

Anthony Chau

Dan Gallardo

Stacey Kerr

Rustin Lee

Moni Orife

Nikki Flynn

Steve Raab

Mike Rhinehart

Brad Schlachter

Motion Capture

Kai Ma

Rich Nelson

Junior Sison

Player Ratings and Stat Database

Matt Underwood

Director of Quality Assurance

Chien Yu

Senior Lead Tester

Robert Nelson

Quality Assurance Supervisor

John Crysdale

Lead Tester

Kurt Maffei

Assistant Lead Tester

Tim Collins

Quality Assurance

Jason Bakke

Jason Battle

Aaron Baxter

Evan Boehler

Erick Boenisch

Robert Britt

Elton Brown

Joseph Chasan

Kevin Clement

Ross Conkey

Matthew Holler

Jeffrey Holton

Byron King

Brian Krawchuk

Josh LaBrot

Joel Lehmann

James Miller

Thomas Moyles

Otto Park

Dion Peete

Damon Perdue

Evan Prieskop

Jacob True

Zach Timmerman

Donell Williams

Dustin Wright

Network Lead Tester

Robert Leach

Network Assistant Lead Tester

Jerson Sapida

Network Quality Assurance

Michael Andrews

Nathan Burks

Simon Chan

Chris Ganz

Evan Rice

Randy Sison

Chad Urquhart

Chris Watkins

Morgan Wren

Mastering & Release Specialist

Erik Andreassen

QA Tech

Jeremy Huddleston

Alan Trammel

Manual Design and Localization

Vicki Morawietz of VAM Design

Manual Writer

Richard Khoo

Motion Capture Talent

Ed Brady

Jason Giambi

Justin Lehr

Luis Lopez

Kevin Hodges

Cody McKay

Ryan Miller

Russ Ortiz

Chris Petersen

Bo Porter

Voice Over

Jon Miller

Rex Hudler

Karl Ravech

Bob Williams

Special Thanks

William Ahearn
Erik Andreassen
Jenn Baker
Chris Berman
Ben Bishop
Doug Cupper
Wayne Herman
Jeremy Huddleston
Sharon Hunter
Justin Lin, TeamSphere
Scott Patterson
Jason Plunkett
Michael Stribling
Alan Trammel
Jeff Thomas
Holly Thompson
Mark Washington
Bobby Wen
Richard Yee
John Olshan – MLBPA
Eric Rivera – MLBPA
Michael Napolitano – MLB
Rich Pilling – MLB Photos
Paul Cunningham – MLB
Photos

ESPN**SVP & GM of Enterprises**

Rick Alessandri

President ESPN, Inc.

George Bodenheimer

SVP Marketing

Lee Ann Daly

VP Talent and Administration

Al Jaffe

**EVP Enterprises, Magazine and
ESPN.com**

John Skipper

VP, ESPN Enterprises

Tori Stevens

VP Marketing

Aaron Taylor

**Business Director, ESPN
Enterprises**

Mary Moore

Lawyer

Wil Reeder

**Marketing Manager, ESPN
Enterprises**

Peggy Brolly

**Associate Producer, ESPN
Enterprises**

Eric Sorensen

Editor Introduction Movie

Tim Horgan

**Senior Coordinating Producer
MLB studio**

Jay Levy

**Coordinating Producer MLB
Remote**

Tim Scanlan

Sunday Night Baseball

Producer

Phil Orlins

Graphics designer -ESPN/MLB

Scott Lodge

Associate Producer MLB Remote

Eric Mosley

ESPN Music Director

Claude Mitchell

Please see in-game messaging or visit www.espnvideogames.com for the ESPN VIDEOGAMES EULA (End User License Agreement) for online play. This EULA describes the terms on which SEGA OF AMERICA ("SOA") offers you access to an ACCOUNT (The "ACCOUNT") to play ESPN Major League Baseball (THE "GAME"). By accepting this agreement, you accept the terms and conditions listed therein.

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

**WITHOUT
SPORTS,
40/40
WOULDN'T
BE BETTER
THAN 20/20**

ESPN

ESPN
THE MAGAZINE

THE NEXT BEST THING
TO WORKING AT ESPN.

Get 26 issues of ESPN The Magazine
and exclusive access to ESPN Insider.



ESPN Insider Features:

- FULLY CUSTOMIZED SPORTS PAGE
- 500 LINKS DAILY TO SPORTS STORIES AROUND THE WEB
- WIRELESS ALERTS DELIVERED RIGHT TO YOUR PHONE
- DISCOUNTS ON ESPN FANTASY GAMES

➔ FREE 30-Day Trial!

LOG ON TO ➔

ESPN.COM, Keyword Insider

OR CALL ➔

1.888.549.ESPN



ESPN

***THIS LIMITED WARRANTY IS VALID FOR SEGA PRODUCTS FOR PLAY ON PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!**

Limited Warranty

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site <http://www.ESPNvideogames.com>
- e-mail customerservice@espnvideogames.com

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.

Sega is registered in the U.S. Patent and Trademark Office. Sega and the Sega Logo are either registered trademarks or trademarks of Sega Corporation. © SEGA CORPORATION, 2004. All Rights Reserved. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official Major League Baseball website at MLB.com © MLBPA - Official Licensee, Major League Baseball Players Association. Visit the Players Choice on the web at www.bigleaguers.com © SEGA CORPORATION, 2004 © MLBP 2004 / MLBPA 2004. ESPN is a trademark of ESPN, Inc. ESPN Branded Elements © 2004 ESPN.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS.

AVAILABLE NOW

ESPN BASKETBALL



PlayStation 2



2K4
SEGA



Sega of America, Inc., 650 Townsend Street, Suite 650, San Francisco, CA 94120

Sega is registered in the U.S. Patent and Trademark Office. Sega and the Sega logo are either registered trademarks or trademarks of Sega Corporation © SEGA CORPORATION, 2003. All Rights Reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2003 NBA Properties, Inc. All Rights Reserved. ESPN is a trademark of ESPN, Inc. ESPN Branded Elements © 2003 ESPN, Inc. Made and printed in the USA.

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc.