



ESPN



BASKETBALL



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.

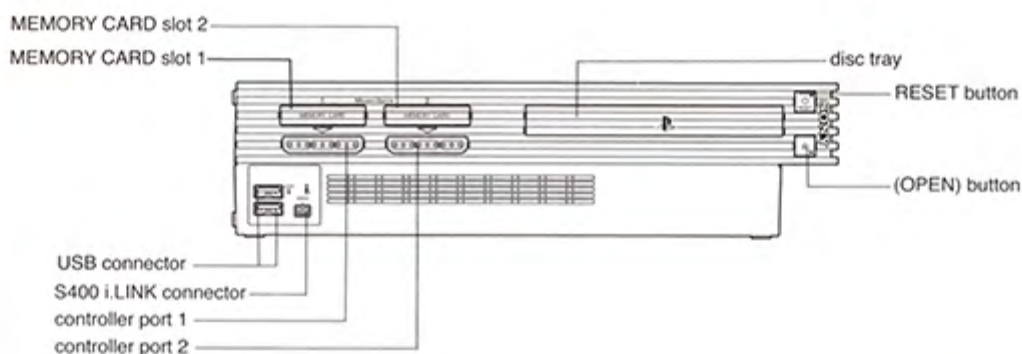
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

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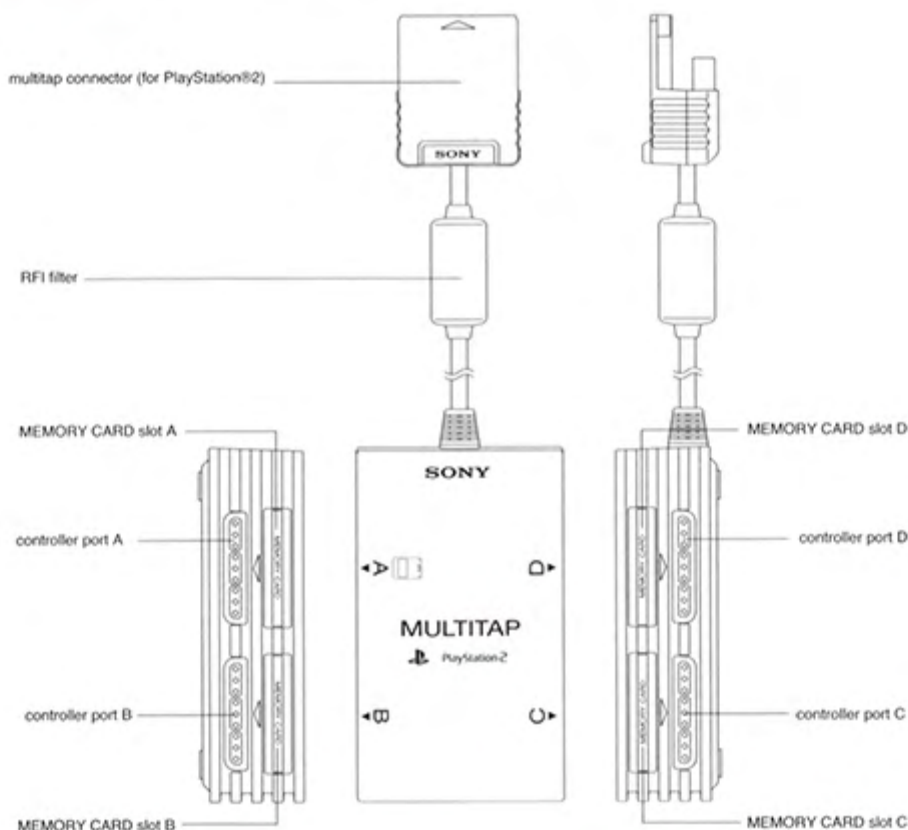
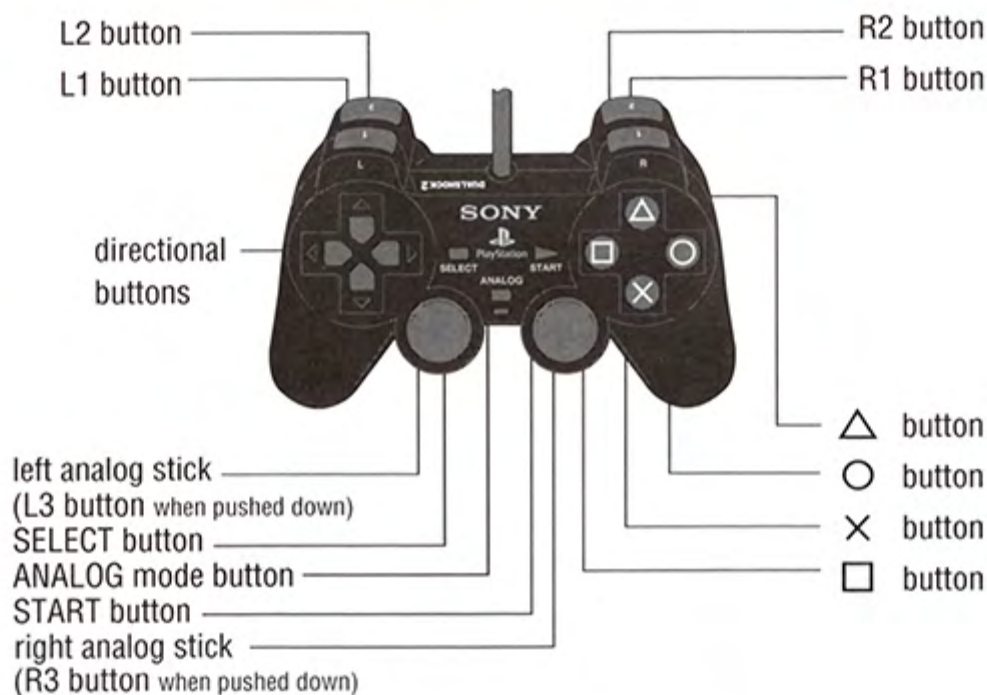
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GETTING STARTED



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 NBA® Basketball 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.

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



NEW FEATURES

- **ESPN Presentation** – This year's game features new cut scenes and visuals, as well as new studio and color commentary featuring Kevin Frazier, Tom Tolbert and Bob Fitzgerald.
- **IsoMotion** – Use the **right analog stick** to unleash lightning-quick crossovers and other devastating moves with this all-new ball handling system. On defense, you can now use a special command to beat the ball handler to a spot and draw the charge.
- **24 / 7 Mode** – Create your own customized player and hit the blacktop to take on challenges from current NBA players or legendary players of the past. Also, compete in drills to win a variety of unlockables and increase your player's skill levels. However, don't stay away too long. Time keeps ticking, and if your player doesn't hit the courts for awhile, he's bound to get rusty!
- **Multi-Player Franchise Mode** – Do you have more than one favorite team? Now you can control as many teams as you desire in the Franchise Mode.
- **Intuitive Showtime Pass Mechanics** – Your game, your show! Conquer every defense with a variety of jaw dropping no-look passes, manually controlled alley-oops, and fast-break passes that lead your teammate to the basket.

Select Quick Game from the Main Menu to jump right into a game and experience the action firsthand.

Team Select Screen

- Press the **left analog stick** or **directional buttons** left to select the away team or right to select the home team.
- Press the **R1** or **L1** button to cycle forward or backward through the available teams.
- Press the **R1** and **L1** buttons simultaneously if you want to randomly select a team.
- Press the **R2** or **L2** button to cycle through the alternate jerseys that may be available for your selected team.
- Press the **right analog stick** up or down to select a User Profile.
- To create a user record, press the **R3** button (click the **right analog stick**). The User Records Screen appears. Highlight a slot and press the **X** button. Select Create and enter a User Name on the Virtual Keyboard. Press the **△** button to return to the Team Select Screen.
- Press the **○** button to access the Team Options Screen and customize game settings (Difficulty, Game Speed, Quarter Length, Arena, etc). Press the **△** button to return to the previous screen.
- Press the **X** or **START** button to advance to the Player Lineup Screen.



Player Lineup Screen

- Press the **START** button to go directly to the game.
- To alter the game lineup, press the **left analog stick** or **directional buttons** left or right to highlight an option (Adjust Lineup, Scramble Starters, Fantasy Basketball) and press the **X** button to select it.

Adjusting Lineups:

- To switch two players in the lineup, highlight one player's name and press the **X** button. A check mark will appear next to the player's name.
- Highlight the second player's name and press the **X** button. The players switch positions.
- Press the **△** button to return to the Player Lineup Screen.
- Press the **START** button to load the game.

Scramble Starters:

This selection scrambles the starting rosters for your team with starters from other teams in the league.

- Press the **X** button to repeatedly scramble the starting roster.
- Press the **START** button to save your changes and return to the Player Lineup Screen.
- Press the **START** button again to load the game.

Fantasy Basketball:

This option allows you to perform a fantasy draft and pick your favorite players for your team.

- Press the **X** button again to begin the Fantasy Draft. The home team picks first.
- Press the **left analog stick** or the **directional buttons** to highlight the player position you wish to draft for.
- Press the **X** button to access the list of available players at that position.
- Press the **left analog stick** or the **directional buttons** to highlight the player you wish to draft.
- Press the **SELECT** button to view the player's Player Card.
- Press the **X** button to draft the player.
- When you're done drafting all of your players press the **START** button to begin the game.

QUICK CONTROL SUMMARY



Jump Ball

- button Jump to tip the ball to a teammate

Offense

left analog stick / directional buttons . . . Move player

right analog stick IsoMotion jukes

L3 button (click **left analog stick**) Call for a pick

⊗ button Pass / Tap button for a pass fake /
Double tap button for a lead pass

⊙ button Crossover / Hesitation dribble

+ **R1 button** Spin move

■ button Shoot / Rebound

△ button Displays Pass Icons

R2 button Play Menu

L2 button Pivot mode

L1 button Backdown

R1 button Turbo

START button Pause

SELECT button Timeout

Free Throw Shooting

left analog stick / right analog stick . . . Aim shot

L1/R1 buttonShoot

Defense

left analog stick / directional buttons . . . Move player

R3 button (click **right analog stick**) . . . Call for an intentional foul

 buttonSwitch player

 buttonSteal

 buttonBlock / Rebound / Steal pass

 buttonDefender Switch Icons

R2 buttonPlay Menu

L2 buttonCall for a doubleteam

L1 buttonTake charge / Box out


R1 buttonTurbo

START buttonPause

SELECT buttonTimeout (during dead ball situations)







IN-DEPTH CONTROL REFERENCE

Jump Ball

The referee will initiate the tip-off by tossing the ball in the air. When the ball is near the top of its upward travel, press the  button to jump. The winner of the tip-off will start the game with possession of the ball.

OFFENSE:

Dribbling

- To dribble the ball, press the **left analog stick** or **directional buttons** in the direction you want to move.
- To get a speed burst, press and hold the **R1** button while moving in any direction. When doing so, you will notice a circle surrounding your Player Control Indicator. The circle shrinks as you deplete your player's speed burst. When this Speed Burst Indicator comes flush with your Player Control Indicator, you will no longer be able to speed burst for a short while.
- To dribble the ball between your legs repeatedly to put your defender off balance before making your move, press the  button with the **left analog stick** centered (i.e. not pointed in any direction).
- To perform a crossover / driving move, press the **left analog stick** towards the basket and press the  button. This move is good for getting past your defender.
- To cancel your crossover / driving move, center the **left analog stick** and press the  button again. Use this cancel option to avoid an offensive foul if a defender anticipates and blocks off your driving move.
- To perform a crossover / backstep move, press the **left analog stick** away from the basket and press the  button.
- To perform a spin move while your player is moving, hold the **R1** button for a speed burst, and press the  button to spin.
- To chain multiple dribble moves together, press and hold , then move the **left analog stick**.
- To perform a jab step, hold down the **L2** button and press right or left on the **left analog stick**.
- To perform IsoMotion dribble moves, press the **right analog stick**.

- Hard Left - Crossover / Drive left
- Hard Right - Crossover / Drive right
- Hard Down - Step-back move
- Softly Any Direction - Hesitation dribble

Passing

- To pass the ball to the nearest player, simply press the **X** button.
- To fake a pass, tap the **X** button (quickly releasing the button).
- To pass the ball to a teammate of your choice, press the **left analog stick** or **directional buttons** in the direction of the teammate you want to pass to and then press the **X** button.
- To make your pass lead your teammate to the basket, quickly press the **X** button twice.
- To throw an alley-oop pass, press the **X** button and the **□** button at the same time. If your teammate isn't in position for an alley-oop, the pass will simply lead your teammate to the basket.
- Icon passing is the most precise method of passing. To perform an icon pass, first press the **△** button to call up button icons over the heads of your teammates. Then, simply press the corresponding button to immediately send the pass to the teammate of your choice. The **X** button icon corresponds to the Point Guard, the **○** button icon corresponds to the Shooting Guard, the **□** button icon corresponds to the Small Forward, the **△** button icon corresponds to the Power Forward, and the **R1** button icon corresponds to the Center. The drawback to icon passing is that it takes a little longer to execute.



ESPN Tip: By default, you always control the ballhandler on offense. When you pass the ball, you assume control of the recipient of the pass. This is known as "Ball Handler Auto Switch". If you're playing with the Ball Handler Auto Switch option OFF, and you're controlling an offensive player without the ball, the following controls apply:

- ⊗ button Switch to player closest to the basket
- button Set pick
- ◻ button Tell teammate to shoot
- △ button Call for a pass
- L1 button Post up

ESPN Tip: Analog passing is the fastest way to pass to an open man. While controlling the ball-handler, press the right analog stick in the direction that you want to pass and your player will automatically pass to a teammate in that direction. Note: Analog passing is a custom controller setup. To enable it, you must switch your Controller Setup to "Controller Setup B" in the Options Menu.


Shooting

- To shoot a jump shot, press the ◻ button and release the button at the top of your jump. The closer your release is to the top of your jump, the higher your accuracy will be.
- To fade away from the basket during your jump shot, press and hold the **left analog stick** away from the basket prior to releasing the ◻ button.
- To attempt a layup or a dunk, dribble close to the basket and then press the ◻ button with the **left analog stick** or **directional button** pointed towards the basket. Keep in mind that using turbo (R1 button) will increase the range of your lay-ups and dunks.
- During your layup or dunk attempt, if a defender leaps into your path and you want to change your shot to prevent it from being blocked, release the ◻ button and press it again before your player releases the ball.
- To perform a pump fake, quickly tap the ◻ button. The player will make a quick shooting motion to fake out the defender, but will hold onto the ball.
- To pass out of a shot, press the ◻ button to shoot and, without letting go of the ◻ button, quickly press the ⊗ button to pass while in the middle of your jump. Your player will now pass while in midair.

Posting Up

- To post up on a defender, first start by pressing and holding the **L1** button. Your ball handler will turn his back to the basket and use his body to protect the ball. Keep holding the **L1** button and press the **left analog stick** or **directional buttons** towards the defender. As soon as you make contact with the defender, your ball handler will post him up.
- With strong post players, you may be able to get closer to the basket by backing the defender in towards the basket. To do this, press the **left analog stick** or **directional buttons** in the direction of the basket while you hold down the **L1** button. However, be careful of the 5 Second Back to Basket Rule: If you spend more than 5 seconds posting up, you will be called for a penalty and turn the ball over to the defense.

Scoring with the Post Up

- One way to score from the post is by shooting a jumper. To shoot a jumper, press and hold the **L1** button; then while holding the **L1** button, press the **left analog stick** or **directional button** to the right (to spin right), left (to spin left), up (to lean into the defender), or down (to fade away from the defender), and press the  button to shoot.
- The Drop Step move is the most effective way to score from the post. To perform a drop step, first post up your defender by pressing and holding the **L1** button. At any time during your post up (with the **L1** button still held down), press the **left analog stick** or **directional buttons** in the direction you want to drop step to and then release the **L1** button. Your player will drop step and spin towards the basket in the direction you selected. If the move is successful, you will get past your defender for a dunk or a layup.

Free-throw shooting

When you shoot a free throw, a Free Throw Overlay will appear with a moving dot that sets the distance for your shot, and two aiming brackets on either side that serve to center your shot. To shoot a free throw, press the **left analog stick** and the **right analog stick** together to bring together the aiming brackets in the center of the Free Throw Overlay. When the aiming brackets are correctly aligned, they will light up. Press the **L1/R1** button when the Distance Dot is centered in the Free Throw Overlay to shoot the ball. Also, remember that you don't have all day to shoot the free throw. After 15 seconds, if you haven't shot the free throw, your player will automatically shoot the ball wherever the brackets and the Distance Dot are pointed. If you're having trouble shooting free throws, go to Practice: Free Throws to hone your skills.



CALLING PLAYS:

Each team has four user-called plays in its offensive playbook and ten plays in its defensive playbook. Four offensive or defensive plays can be accessed during gameplay via the in-game Play Call Menu. If you'd like to

customize the four plays currently in use, select Coaching from the Pause Menu, and select Playbooks (you can also set your Playbooks in the Manage Roster section of Options Mode).

- To bring up the Play Menu during gameplay, press the **R2** button. Then press the corresponding button to run a specific play.

Other Calls

- Can't get free from a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, press the **L3** button while in control of the ball. Your nearest teammate will run up and set a pick for you.
- To call an intentional foul while on defense, press the **R3** button. The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls are useful in end-of-the-game situations where your team is behind and you want to stop the opposing team from running out the clock.
- To call for a double team on the ball handler when on defense, press the **L2** button

DEFENSE:

Stealing



- To attempt to pick the ball handler's dribble, press the **○** button. Be careful not to overuse the steal button or to lunge for a steal attempt when you're not in proper position. The referee will call a reach-in foul if you overuse the steal and the offense can burn you if you lunge and get too far out of position.
- To steal a pass, press the **■** button when the pass is on the way. If you time it right, your defensive player will intercept the pass in midair.
- For situations where you want to steal a pass but your closest defender is still too far away, you can try a lunging pass steal. While running towards the passing lane, press and hold the **R1** button for a speed boost and then press the **■** button. Your defender will lunge for the steal. Be careful though, if you miss the steal your defender will be out of position and unable to defend his man.

Drawing a Charge





The number of offensive charging fouls that a defender draws isn't an official statistic in the NBA, but it probably should be. By using your player's quick feet to establish position, you can stop your opposition's aggressive moves to the basket and cause them to commit a turnover.

- To jump in front of an offensive player and attempt to draw a charge, press the **L1** button.
- Also, if your player is stationary and in position outside the charge circle when an offensive player barrels into him, the referees should generally call a charge.




Blocking Shots

- To block a shot, press the  button as the ball handler begins his shot.
- To power up your shot block, press and hold the **R1** button and then press the  button.

Rebounding

- A fundamental part of good rebounding is boxing out your opponent. To box out an opponent after a shot attempt, position your rebounder close to the basket and press and hold the **L1** button. By doing so, your player will extend his arms to the side in an effort to keep any nearby opponents behind him.
- To jump for a rebound, press the  button once the ball has bounced off the rim.
- Once you have possession of the rebound, a useful strategy is to perform a clear out move. In order to clear out the opponents around you, jump and gain possession of the rebound and just as your player is landing from his jump, tap the  button repeatedly. As you tap the  button, your player will swing his elbows in an effort to clear out. The clear out move is a very useful move when rebounding because it minimizes the chance of the ball being stolen from you.
- You can also use the  button to dive for loose balls.

Switching Defenders

- While on defense, press the  button to switch to the player closest to the ball.
- To switch to a specific defender, you can use the Player Icons (this works like Icon Passing). First, press the  button to call up button icons over the heads of your teammates. Then, simply press the button that corresponds to the player you wish to control.
- It's often useful to be able to switch to the defender who is the closest to your basket (for example, when the other team is attempting a fast break). Press the  button to bring up the Player Icons, and then press the **L1** button to switch to the defender closest to the basket.

TIPS & TACTICS:

Ability Icons

During the course of a game, you'll probably notice that many players have icons, such as a star, next to their names when they have possession of the ball. These are the new Ability Icons. They serve as a quick way to learn about your players' strengths. The Ability Icons signify the following abilities.

- Shoe - The player is fast. (Get him the ball on a fast break).
- "3" - The player shoots 3-pointers well. (Look to get him the ball beyond the arc).
- Crosshairs - The player has a good jumpshot. (If the defense gives him a little space, have him put up the J).
- Star - The player has a high overall rating, and is probably skilled offensively. (Put the ball in his hands when the game is on the line).

Court Focus

The Court Focus Icon is a new addition to the game. When you're on offense, it shows you scoring opportunities as they appear. If a player is open for a jumper, or cuts to the basket, or is ready for an alley-oop, a basketball icon will appear beneath the player's feet. Keep your eyes peeled for this icon and you'll end up with more easy buckets.

GAME MODE SUMMARIES

Here are the other modes available in ESPN NBA Basketball.

GAME MODES:

The following modes are available from the Game Modes Menu.

- **STREET (Modes)**

During the summertime, go back to the neighborhood courts where you first honed your skills. Show love for your roots while proving to all the spectators that your game is untouchable.

- **Full Court**

Been getting a little out of shape in the offseason? Running some full court will whip you back into shape.

- **Half Court**

When the courts get packed, it's time to play a half court game. You'll need to clear the ball to the three point line after any missed shot clanks off the rim.

- **One on One**

This new mode allows you to challenge another player to a head-to-head one-on-one matchup. No help. No excuses. Who reigns supreme?

- **21**

This new mode allows you to play the classic every-man-for-himself street game. First man to score 21 points wins.

- **SEASON (Modes)**

The following three modes are accessed through the Season submenu.

- **Franchise**

Control every aspect of a team, including off-season personnel moves, for decades to come.

- **Season**

Guide your team to victory over the course of the regular season and the playoffs.

- **Playoffs**

Create custom playoffs with your favorite teams and with control over the series length.

- **TOURNAMENT**

Create a tournament with the 4, 8, or 16 teams of your choice.

- **PRACTICE (Modes)**

Perfect your skills with the following two Practice modes.

- **Standard**

Perfect your offensive moves (dribbling, passing, shooting) with no defense on the court.

- **Free Throws**

Consistent free throw shooting is the cornerstone of any successful offensive effort. Improve your shot from the charity stripe here.

- **ONLINE**

Here's where you really put your skills to the test. Challenge other players online.

24/7

Create a player and build your stats in Training Camp. Then test your skills with online street ball games to determine who's the top dog.

OPTIONS

Multiple categories of options give you the power to customize your game at all levels, from the broadcast booth to the coach's desk.

LOAD / SAVE

Everything you can customize in ESPN NBA Basketball can be saved and accessed later via a memory card (8MB) (for Playstation®2).

EXTRAS

- **Unlockables**

View your user stats and the items you've unlocked.

- **About the Game**

View the game credits, learn about other ESPN titles, or peruse the **in-depth ESPN NBA Basketball Manual**.

- **Jukebox**

Choose the music you want to blast, including those tracks you've unlocked while playing the game.

Here's where you really put your skills to the test. Challenge other players online.

Network Configurations

The Network Configuration Screen allows you to select a network configuration save file from a memory card (8MB) (for Playstation®2) or create one with the Network Configuration Utility.

- To use an existing Network Configuration, highlight it and press the **X** button.
- To create a new Network Configuration, press the **START** button to access the Network Configuration Utility.

Network Configuration Utility

- On the Network Setting Screen, select ADD SETTING.
- Follow onscreen instructions. (You will need your Internet service provider settings, including the IP Address and the DNS Server Address).
- Name your Internet service provider setting using the Virtual Keyboard (Highlight the Question Mark Key on the top right for control information).
- Press the **X** button when complete to save your settings.
- On the Confirm Overlay, to test your connection, highlight YES and press the **X** button.
- Press the **○** button to restart the game.

Account Selection

The Account Selection Overlay asks you whether you wish to use an existing ESPN Video Games account or create a new one.

Creating a New Account:

- Highlight CREATE ACCOUNT and press the **X** button. The Online Account Creation Screen appears.

Using an Existing Account:

- Highlight EXISTING ACCOUNT and press the **X** button. The Online Sign In Screen appears.

Online Account Creation

- Move the left analog stick up or down to highlight a field.
- Press the **X** button or **○** button to access the Virtual Keyboard or cycle forward or backward through the available options.
- On the Online Account Creation Screen, enter account information using the Virtual Keyboard.
- Press the **START** button to advance to the Online Sign In Screen.

Online Sign In Screen

- Move the left analog stick up or down to highlight a field.
- Press the **X** button to access the Virtual Keyboard and enter relevant text.
- Press the **START** button to advance to the Online Sign In Screen.

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, Superstar, Hall of Fame, Street, 24/7 One On One).
- Highlight a lobby and press the **X** button to advance to the Lobby Screen.

Note: The Exhibition and 24/7 One On One Lobbies are different from the other lobbies. In Exhibition and 24/7 One On One, your games don't count towards your ranking on the Leaderboard. Also, Exhibition and 24/7 One On One give you more freedom with your Game Options. You can play with any difficulty setting and you can play with any quarter length from 1 to 12 minutes. In the other lobbies, the difficulty is pre-determined by the lobby, and the quarter lengths available are 5 through 12.

Note: To set your game options, first select Options from the Online Menu.

Lobby

The Lobby Screen is where you select an opponent to play against. Opponents appear with their rank

- Press the **■** button to access the Online Options Screen (see Options below).
- To view a user's Online User Card, which has in-depth information about the user's past games, highlight his name and press the **SELECT** button. Press the **▲** button to return to the Lobby Screen.

To Chat With Other Players:

- Press the **◎** button to toggle between the User Select Window and the Chat Window.
- In the Chat Window, press the **✕** button to access the Virtual Keyboard and type a message.

If Another User Challenges You:

- Highlight **ACCEPT** and press the **✕** button to accept the challenge and advance to the Team Select Screen.
- Highlight **DECLINE** and press the **✕** button to decline the challenge and return to the Lobby.

To Challenge A User To a Game:

- Highlight a user and press the **X** button. An overlay will appear.
- Select CHALLENGE and press the **X** button. The Challenge Screen appears while the other user mulls over whether to accept your challenge. If the user accepts, the Team Select Screen will appear.

To Mute A User (hides his chat):

- Highlight a user and press the **X** button. An overlay will appear.
- Select MUTE. The User's chat will be hidden.

Note: In the Team Select Screen, and thereafter in gameplay, if you and your competitor each own a Playstation®2 voice chat headset, and you both have a broadband connection, you can talk to one another as you play.

Latest News

The Latest News Screen gives you all the latest news pertaining to ESPN NBA Basketball Online.

Leader Boards

The Online Leader Board Screen displays the online player rankings for each mode except Exhibition and 24/7 One On One.

Downloads

The Roster Downloads Screen allows you to download the latest NBA rosters, making it quick and easy to keep ESPN NBA Basketball current with trades and other roster movement.

Options

The Online Options Screen allows you to customize your online experience.

- Auto-Dencline: Off (Default) or On – When ON, you will automatically decline all challenges from other users.
- Default Team: Select your favorite team. The team logo will appear next to your name on your Online User Card and the team will be your default selection on the Team Select Screen.
- Difficulty: Rookie, Pro, All Star, Superstar, or Hall of Fame – Select the game difficulty that you desire for your games in Exhibition.
- Quarter Length: 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter for your games in Exhibition.
- Street Mode: Half Court (Default) or Full Court – Set whether your Street games will be played as Half Court or Full Court games.

Press the **SELECT** button to access the Load 24/7 Player Screen

Load 24/7 Player

The Load 24/7 Player Screen allows you to load a saved player from 24/7 Mode to use online in the 24/7 One On One Mode.

Leagues

You can visit www.espnvideogames.com to set up online leagues for ESPN NBA Basketball.

Sign Out

Select Sign Out to log off from the network.

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