

NBA 06

FEATURING

the Life
VOL 1



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 trigger epileptic seizures 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.

Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder. Please contact SCEA at 1-800-345-7669, if you are unwilling to accept the terms of this license.

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.

NBA '06 Tips and Hints

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 published by Sony Computer Entertainment America.

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

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

Call this number for technical support, installation or general questions regarding PlayStation®2 console and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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GETTING STARTED



Set up your PlayStation®2 console according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned OFF. Attach game controllers and other peripherals as appropriate BEFORE you turn your console on. It is advised that you do not insert or remove accessories once the power is turned on.

When you are ready, turn the console ON at the MAIN POWER switch and press the (standby) / RESET button. When the (standby) indicator lights up green, press the (open) button to open the disc tray. Place the NBA '06 disc on the disc tray with the label side facing up. Press the (open) button again to close the disc tray. Finally, press the (standby) / RESET button again to load the game and commence play. Follow on-screen instructions and refer to this manual for information on using the software.

Playing Online

To play online, you need an Internet Connection, Network Adapter (Ethernet only) (for PlayStation 2) or PlayStation 2 with internal network connector, and a Memory Card (8MB) (for PlayStation 2).

USB Headset (for PlayStation 2)

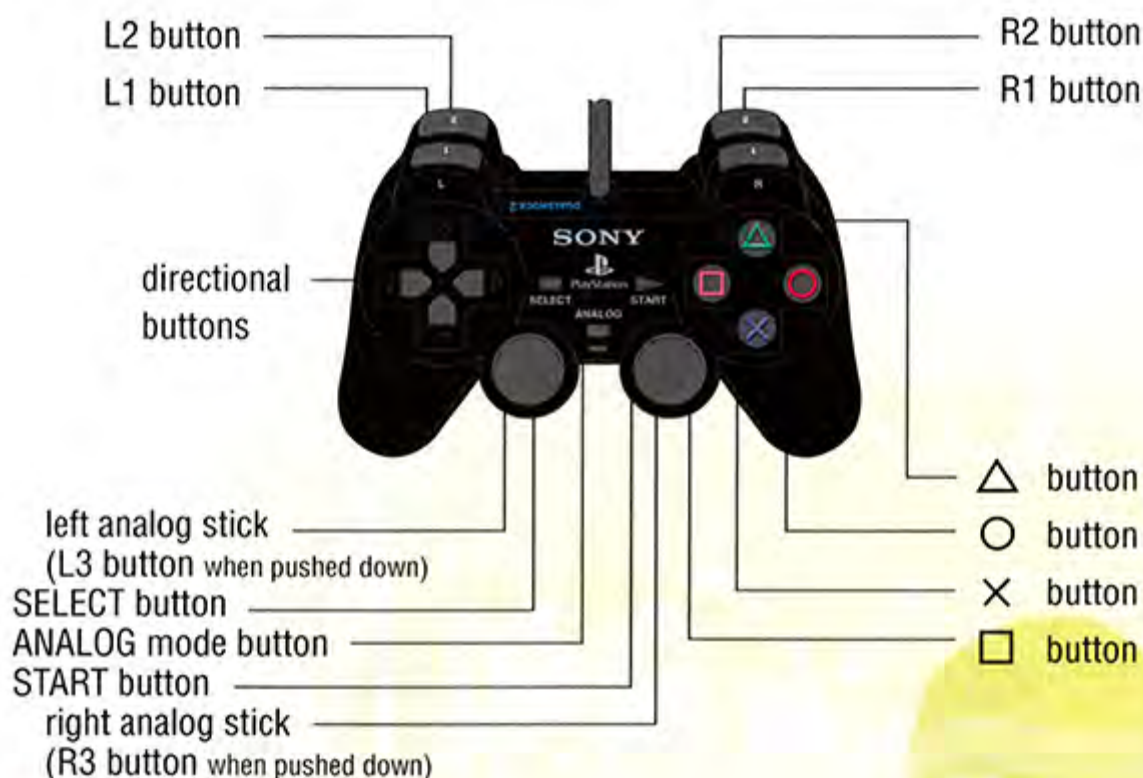
When playing online you can use the USB Headset to discuss tactics or taunt your opponents during a game. To connect your USB Headset, ensure that the console is turned OFF. With the SUB symbol of the connector facing up, securely insert it into either the upper or lower USB connector on the front of the PlayStation 2 console, then turn the console on. The game will auto-detect the USB headset.

USB Keyboard (for PlayStation 2)

You can connect a USB Keyboard to communicate with other users while in the match rooms. To connect your USB Keyboard, ensure that the console is turned OFF. Insert the USB Keyboard connector into either the upper or lower USB connector on the front of the console then turn the console ON.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Memory Card (8MB)(for PlayStation 2)

Throughout this manual, the term MEMORY CARD is used to describe the Memory Card. Memory Cards designed for use with the PlayStation format software are not compatible with this game.

Saving Data

You must insert a MEMORY CARD before a file can be saved or loaded. NBA '06 saves user defined options and all data for game modes, settings, rosters, and records. The data that you attempt to save will determine the amount of memory needed to perform the save successfully. If an attempted save requires more memory than your MEMORY CARD has available, you can insert a different MEMORY CARD with available memory space or delete existing files from the current MEMORY CARD to create more free space. If you do not use a MEMORY CARD, all NBA '06 data will be lost when you turn OFF your PlayStation 2 system.







Options and Live Rosters are always saved and loaded from the first MEMORY CARD found when the game is booted. Memory cards are searched for in the following order: MEMORY CARD slot 1 (or 1-A, 1-B, 1-C, 1-D, if a multitap (for PlayStation 2) is inserted into slot 1), then MEMORY CARD slot 2 (or 2-A, 2-B, 2-C, 2-D, if a multitap is inserted in slot 2).

GAME CONTROLS

OFFENSE

Icon Passing	L2 + icon
Post Up	L1
Alley-Oop	R2 +  or 
Speed Burst	R1
No Look Pass	
Dunk / Layup / Jumpstop	
Shoot / Pump Fake	
Pass	
Special Moves	Right analog stick
Move player	Left analog stick
Send to Basket	
Call for Pick	
Isolation	
Cut to the Key	

DEFENSE

Icon Switching	L2 + icon
Speed Burst	R1
Jump / Block / Rebound	
Steal Attempt	
Take Charge	
Switch Defender	
Pass Steal	Right analog stick
Move player	Left analog stick
Double Team Ball	
Intentional Foul	

Shooting the Rock

With the Shot Meter turned on (it's on by default), you will see a visual indicator every time you take a shot. You want to release the ball at the top of your jump. This is when the shot meter icon turns green.



Once the game loads up, you will be at the Main Menu. Select from the following options.

NBA

Play in single games, leagues, participate in Training Camp, adjust features, and set options.

The Life

Experience the Real NBA Life. See page 6 for more information.

Online

Setup your Network Configuration File or sign on to compete with players from across the country.

THE LIFE

Experience the Real NBA Life. Create your own character and choose your team. Develop your NBA Life character on and off the court. The story progresses as you accomplish multiple mission based levels. (There are hundreds of scenes featuring dozens of real actors). More than 30 hours of gameplay with nearly 100 unique experiences. Crunch time scenarios, mini games, drills, and season oriented play. Can you win it all? Master team chemistry through teamwork and achieving "Showtime" goals. This story is set up as a roller coaster season to challenge the player with unique and contextual situations on and off the court. A great story is waiting for you and the attributes earned, items unlocked, and bonus content gained will be different based on each player's performance.



SHOWTIME

The NBA '06 Showtime game play is based on two things: making your teammates better and mastering that classic Showtime style. Like any great point guard in the real NBA, you are directly responsible and affect your teammates attributes in the game. Share the ball to make guys better or be selfish and watch as the team play breaks down. Making assists and getting everyone involved raises your teammates attributes. On the other hand, jacking up several shots in a row with any one player and your teammates will likewise lose interest and drift.

Showtime style is about the no-look and alley-oop pass. Making your teammates better is a good goal to shoot for, but you get bonuses for doing it with style. Use **△** to dish off that highlight reel no-look pass and hold **R2** and either **△** or **×** to perform the Alley-oop. Get everything working together to be better than a good team, become a great team, a championship team. Be careful though, Showtime passing is very risky. Giving that no-look pass to the family in the second row doesn't make your teammates better.



ONLINE

NBA '06 Online enables you to play games with other users over the Internet. There are a number of game options to choose from, including game challenges, hosting private tournaments with your friends, and sending out emails to coordinate start times for games. To go online, select ONLINE from the Main Menu and press **×**.

Create an Account

To play NBA '06 online, you will need to create an account and choose a unique screen name and password. Each time you use the online function, login using the same screen name and password.

NOTE: You must agree to the terms of the User Agreement to connect to NBA '06 online. You do not need to create a new account if you already have created an account via an SCEA online sports title.

In the Online Lobby, you can navigate your way through the entire online process. It allows you to create games, post messages, join tournaments, check out leaderboards, and much more. This screen also shows your user profile, which lists your online information such as User Name, Rank, My Team (a team such as the Phoenix Suns) and User Statistics (e.g. record). Included in the user profile is your Rank. It keeps track of your combined stats to show where you rank among all NBA '06 gamers.

Game Rooms

Game Rooms are where game challenges take place. You can search for perfect match ups or challenge other online opponents for a ranked or unranked game. You can also view all online players within your selected Game Room.



Selecting a Game Room

To join a Game Room, press **←** / **→** / **↑** / **↓** to highlight a Game Room, then press **X**.

There are a number of Game Rooms including Rookie, Veteran, All-Star, and more. A gamer with any skill level can find a place to play. Highlight the Game Room and press **X** to enter.

The Chat Area / Selecting a Game

The Chat Area is where available games in the particular lobby are listed. While looking for a game, you can read all of the real-time chatting between potential opponents.

Join in some trash talking or search for information on possible opponents. Anyone online within the same Game Room will be able to view your chat messages and participate in the dialog. To post a chat, from the chat screen, highlight the bottom chat bar or use a USB keyboard. Type in a message and enter it. Your message will be displayed in the chat window.

To select an opponent for a game, highlight a name from the list of players in the Game Room and press **X**. You can set the game options, view your opponent's statistics, and start your game.

Quitting Games

After accepting challenges or joining games, you must finish the entire contest or be penalized with a reduction of points previously earned from other games.

Leaderboards

Real-time leaderboards show your ranking among all NBA '06 gamers. Each user ranking will be listed by point total and provide details of team statistics. The Affiliation leaderboards option shows all user stats with the same team affiliations.

Tournaments

Create an online tournament or join others that have already been created. You can even create private tournaments, using password protection to control the gamers that join. When you create an online tournament, set the number of teams, the date that it starts, and a sign-up period in which to join. Once your tournament is created, users can go to the "VIEW OR JOIN A TOURNAMENT" option to join. Each tournament shows its status, registration details, and start dates.



To sign up for a tournament, select a tournament menu and press **X**. A list of all available tournaments for that category will be listed. Press **↑** / **↓** to highlight the tournament and press **X** to view its information. If you would like to join the tournament, press **←** / **→** to select the "SIGN UP" option then press **X**. Once you enter your team information, you are ready to play.

Online Downloaded Rosters

You will be able to download Live Roster updates for regular and online play. Live rosters represent the current rosters of NBA teams that include all player movement up to the date downloaded. When you go online, you will be prompted to download updated rosters and save them to your Memory Card. If you do not download the latest rosters you will play with the default rosters from the beginning of the season. To play other online users that have downloaded the latest rosters, you must also download Live Rosters. You can also go to the Home / Welcome screen to download rosters using the Rosters Option.

Message Boards

Message Boards are designed to provide a place for gamers to discuss the National Basketball Association and other topics of interest.

Mail / Feedback

The Mailbox allows you to send private email messages to any online gamer as long as you have their user name(s). Sending email is a perfect way to contact your friends about game start times or to just talk basketball.

Polls / Survey

Find out the latest polls and surveys to give opinions on a number of game issues. Polls and surveys are constantly updated, so check back often to fill them out and view the latest results.

News / Promos

Check here for exciting news, reports, and updates.

Edit Profile

At any time you can change the profile of your account.

www.nba06.com

The NBA '06 website allows you to access the NBA '06 Online lobby from your computer. Log on to www.nba06.com from the web and check out the leaderboards, view tournament brackets, and participate in message boards. You can even send and receive user mail.

SEASON MODE

Get ready to take on the NBA in your own season. Choose your team, set the rosters, season length, playoff format, and many other options. Once you start your season you will be at the following menu.



- Calendar** View upcoming games in your season.
- Standings** Do you have what it takes to make the playoffs? Check the standings to see if you are in or not.
- Rosters** Adjust rosters, trade players, and sign free agents via this menu.
- Statistics** Check out all of your team's stats. See how your teammates stack up against the premier talent in the NBA.
- Settings** Change the rules, gameplay options, audio, and visual settings.
- Season Report** View transactions that the other teams in your league have conducted.

MINI GAMES

There are tons of mini games available in NBA '06. Go out to the Playground for some 21, 1-on-1, 2-on-2, or Own the Court mode. Participate in Drills or All-Star Weekend.

Own the Court (Offline and Online)

Own the Court is a shooting contest between you and up to 3 opponents. Your opponents can be human or AI controlled. Locations on the floor are worth between 1 and 4 points. The player with the most points wins.



PlayStation Skills Challenge (Offline Only)

Compete in a series of challenges to test your skill. Perform lay ups, slalom dribble, chest pass, bounce pass, jump shot, outlet pass, slalom dribble and a shot / lay up / dunk at the end. Your time is your score. The lower your time, the better you score.

21 (Offline and Online)

The first player to reach exactly 21 points wins. There are no teammates in this mini-game, it is every man for himself. All rebounds must be cleared beyond the 3-point arc. When a player scores, they shoot free throws. Shoot three in a row or until they miss, if a player makes all three free throws, they retain possession of the ball, resetting at the top of the key.

1-on-1 (Offline and Online)

Player 1 starts the game by shooting for possession. The player with possession "checks" the ball while standing behind the 3-point arc. When a player makes a basket, he will retain possession. The first player to 11 points wins.



2-on-2 (Offline and Online)

Just like 1-on-1, but this time you get a teammate. The first team to 11 points wins.

3-Point Contest (Offline and Online)

Make the most 3-point shots in 60 seconds. The game is set up with 5 ball racks spaced around the 3-point arc. Each rack holds 5 balls. 4 of these are standard balls worth 1 point. The red, white, and blue "money ball" is worth two points.

DRILLS

There are 10 different drills that you can use to hone your basketball skills. Here are descriptions of the drills rules.

Court Jester (Offline Only)

This is a half-court basketball game with 3 teams of 3 players. Offense scores a point by making a shot or by getting an offensive rebound. The defense will score a point on any defensive stop, defined as loss of possession by the offense. A defensive stop, scores 1 point and results in the defense moving to offense, the previous offensive team will move to the bench, and a third 3-man team will move from the bench to defense. Each round is 24 seconds long. The offense stays on the court until there is a defensive stop. However, the defense will rotate out at the end of each round until there is a stop and the full 3 team rotations occurs. Should a defensive team foul they will be replaced with the bench team. Should the offensive team foul, they will move to the bench and the defensive team will move to offense. First team to 11 wins.

Grizzly D (Offline Only)

This drill is a 3-on-3 basketball game where you score by your defensive achievements. The game supports 1 or 2 human players, so there will be either 4 or 5 CPU players during each play session. Player 1 shooting the ball from behind the 3pt arc will decide which team starts on offense. If player 1 makes the shot, player 1 is on defense. If the shot is missed, player 2 is on offense. Once the ball is in-bounded the 24-second clock begins. The defense is trying to get on the defense by either scoring a basket or getting a defensive foul call. The defense is looking for any kind of defensive stop.

Claim the Post (Offline Only)

This is a one round single player drill that challenges your ability to play the post using core game controls. You get 10 attempts to make a minimum of 7 shots.

Slalom Run (Offline Only)

You can run the course by yourself or compete against 1 opponent. The goal is to complete all of the skills in the least amount of time. You will compete in the following sequence of skills -> Lay Up, Slalom Dribble, Chest Pass, Bounce Pass, Jump Shot, Outlet Pass, Slalom Dribble, and a Shot / Lay Up / Dunk. How fast can you get it all done?

Downtown (Offline Only)

This is a single player 3-point shooting drill. The goal of this contest is to make the most 3-point shots in 60 seconds. The game is set up with 5 ball racks spaced around the 3 point arc.

Clean Up (Offline Only)

This is a shooting drill. There are a total of 10 ball pedestals set up in a half court area. Each of these pedestals holds a single ball. Each player is required to make a shot from each of the 10 designated areas of the court. If a player hits a shot, they may continue to another ball. If a shot is missed, the player must retrieve the same ball and make the shot from anywhere on the court to advance to the next area. The game ends when the clock reaches zero or the course is completed successfully. Press **○** to shoot. Take the shots in order to highlight.

Free Throw (Offline Only)

This is a single player free throw shooting drill. You will pick up balls from the ball racks and shoot a total of 20 free throws. You will be required to shoot each ball within 10 seconds and make as many consecutive free throws as you can. Press **L2** to pick up the ball. Press **○** to shoot.

ShoutOut (Offline Only)

This is a single player drill in which you must correctly respond to your coach's verbal commands to perform specific maneuvers. In round 1 you are on the court by yourself performing the moves your coach shouts out. Round 2 ratchets up the difficulty as you are on the court against a defender performing the moves the coach shouts out.

Alley Oops (Offline Only)

The goal is to complete as many alley oops as you can. You are the passer and your CPU teammate will attempt to catch your passes and throw them down. There are 4 stages to this drill. In round 1, throw alley oop passes to your teammate (stationary 5 attempts). In round 2 – throw alley oop passes to your teammate (on the run 5 attempts). For round 3, throw no-look alley oop passes to your teammate (stationary 5 attempts). Then in round 4, throw no-look alley oop passes to your teammate (on the run 5 attempts). Press **R2** to start your teammate towards the basket. Press **X** to pass. Press **△** for a no-look pass.



Top Rung (Offline Only)

These are a series of games in which you and a CPU teammate take on 2 CPU opponents. You must beat the first pair of opponents to reach the second pair. These series of 2-on-2 battles are completed if you can defeat all 3 sets of opponents. Play to 11. Your score resets to 0 with each new opponent, but the new team gets to keep the old score so it gets much harder.

FEATURES

The Features menu option allows you to view the teams, profiles, saved files, access the Trophy Room, and view an NBA '06 movie.



Profiles

Your profile helps you manage your game settings, record, and unlockables. From this submenu you can edit the current profile, create a new one, load a saved profile, or delete a saved profile.

Manage Team

Put on your general manager's hat and go to work. Here you can do just about everything with the team rosters. Trade players, acquire free agents, and create and edit custom players. Remember you can get automatic roster updates when you go online via Live Rosters.

Saved Files

Manage saved game files on your MEMORY CARD.

Trophy Room

View jerseys and Upper Deck® trading cards that you have unlocked.

View Movie

View NBA TV commercial.

OPTIONS

The options menu allows you to change many of the aspects of the game's presentation. Here is a quick description of what you can change.



Audio

Change the volume settings for Music, PA, Crowd SFX, and Court SFX. Move the left analog stick ← / → to adjust the volume.

Visual

NBA '06 can be played on a normal TV or on a widescreen TV. Select that as well as turning On/Off the Shot Meter, and the on screen Player Indicator.


Rules

You can adjust all the rules in NBA '06. You can modify the rules regarding the Shot Clock, Goaltending, Foul Out, 3 in the Key, 5 seconds inbound, Defensive 3 in the Key, 5 seconds Back to the Basket, 8 second Back to the Basket, Backcourt Violation, Out of Bounds, Traveling, and Fouls.

Gameplay

With the Gameplay Options menu you can adjust how the game is played. Change the Skill Setting and Player Substitutions. You can also adjust the sliders that govern Player Fatigue, Charging Fouls, Reaching In, Loose Ball Fouls, and Technical Fouls.

PAUSE MENU

During the game you can pause the action by pressing . Here you can view the Showtime value of each player, resume the game, adjust the options, change the rules, make a substitution, view the replay, change camera settings, choose sides, and view the controls. You can also quit the game if you need to.

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"Get It"

Performed by Mims featuring Precious Paris
Produced by Dirty Swift and Bruce Wayne for Midi Mafia
Written by Wayne Nugent and Kevin Risto
Published by Sony/ATV Tunes LLC (ASCAP), Wayne Writers (ASCAP) and Break North Music (SOCAN)

"Itz Nothing"

Performed by Bad Seed
Produced by Dirty Swift and Bruce Wayne for Midi Mafia
Written by Wayne Nugent and Kevin Risto
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"Vroom"

Performed by Midi Mafia
Produced by Dirty Swift and Bruce Wayne for Midi Mafia
Written by Wayne Nugent and Kevin Risto
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"Fresh"

Performed by Sam Scarfo featuring Big Nut & Andrea Lee
Produced by Dirty Swift and Bruce Wayne for Midi Mafia
Written by Wayne Nugent, Kevin Risto and R. Gill
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Sam Scarfo appears courtesy Gorilla Pimps/Def-Jam Recordings

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Deemi appears courtesy Dangerous LLC./Family-Ties Ent./Atlantic Records.

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Written by T.K. Greene, Wayne Nugent and Kevin Risto
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Talib Kweli appears courtesy of Blacksmith Music Corp.

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Performed by Technic
Produced by Dirty Swift and Bruce Wayne for Midi Mafia
Written by Wayne Nugent and Kevin Risto
Published by Sony/ATV Tunes LLC (ASCAP), Wayne Writers (ASCAP) and Break North Music (SOCAN)

All songs mixed by Midi Mafia, Steve Baughman and Ruben Rivera at Big Ego Studios, LA

In-Game Track Credits

"I Got Next"

Produced by Animal House Productions LLC for SCEA
Featuring Naa Nudda & Jon Henry

"Runnin' This game"

Produced by Animal House Productions LLC for SCEA
Featuring The Ghostwriters

"Above The Rim"

Produced for SCEA Courtesy of Champ
Featuring Rasco

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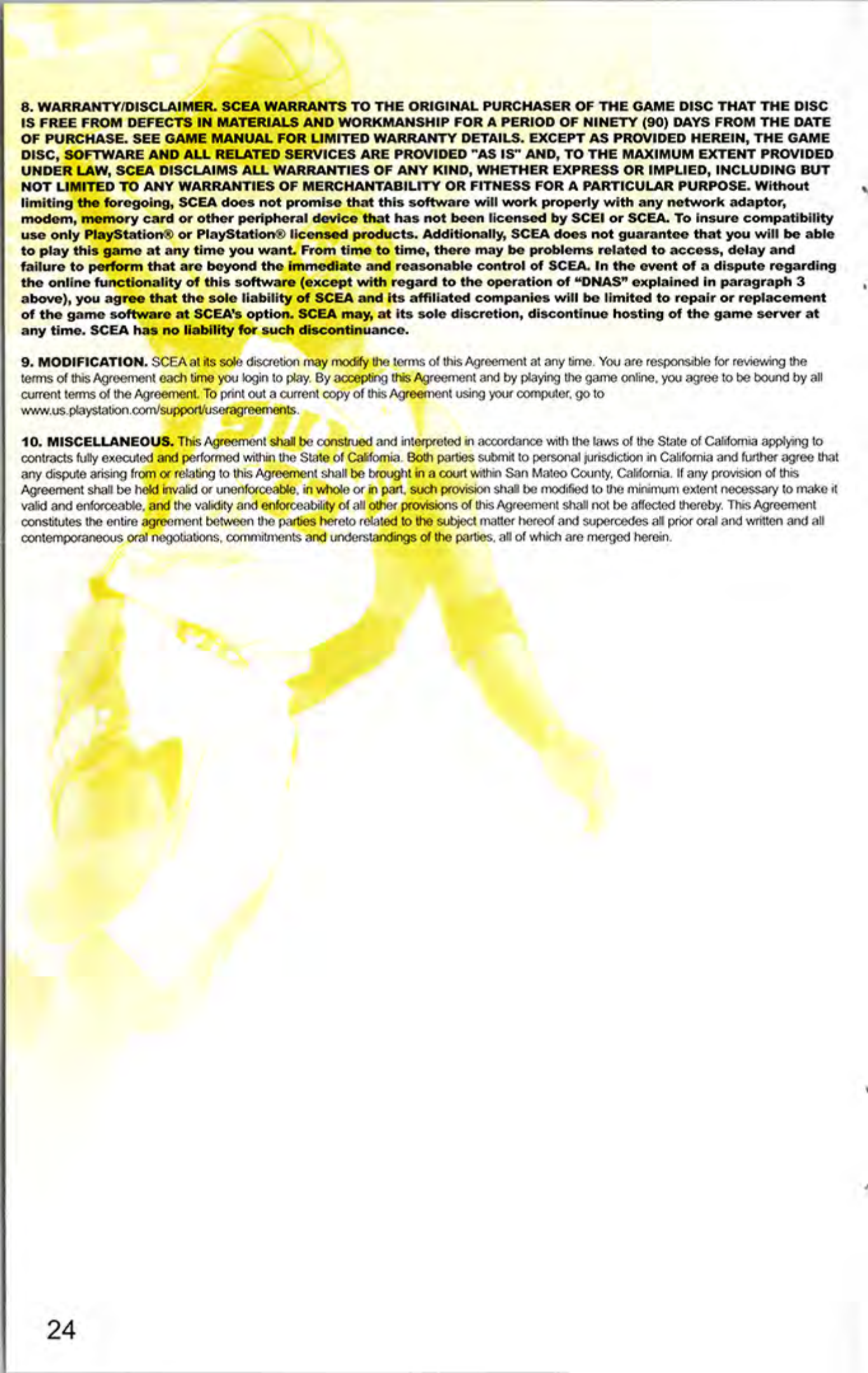
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