



NBA 09

THE INSIDE



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

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 09: The Inside 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 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

Getting Started 2

Game Controls 4

Starting Up 6

League 9

The Life 10

Credits 11



GETTING STARTED



Note: Illustration may not match all PlayStation®2 system types.

SETTING UP YOUR PLAYSTATION®2 SYSTEM

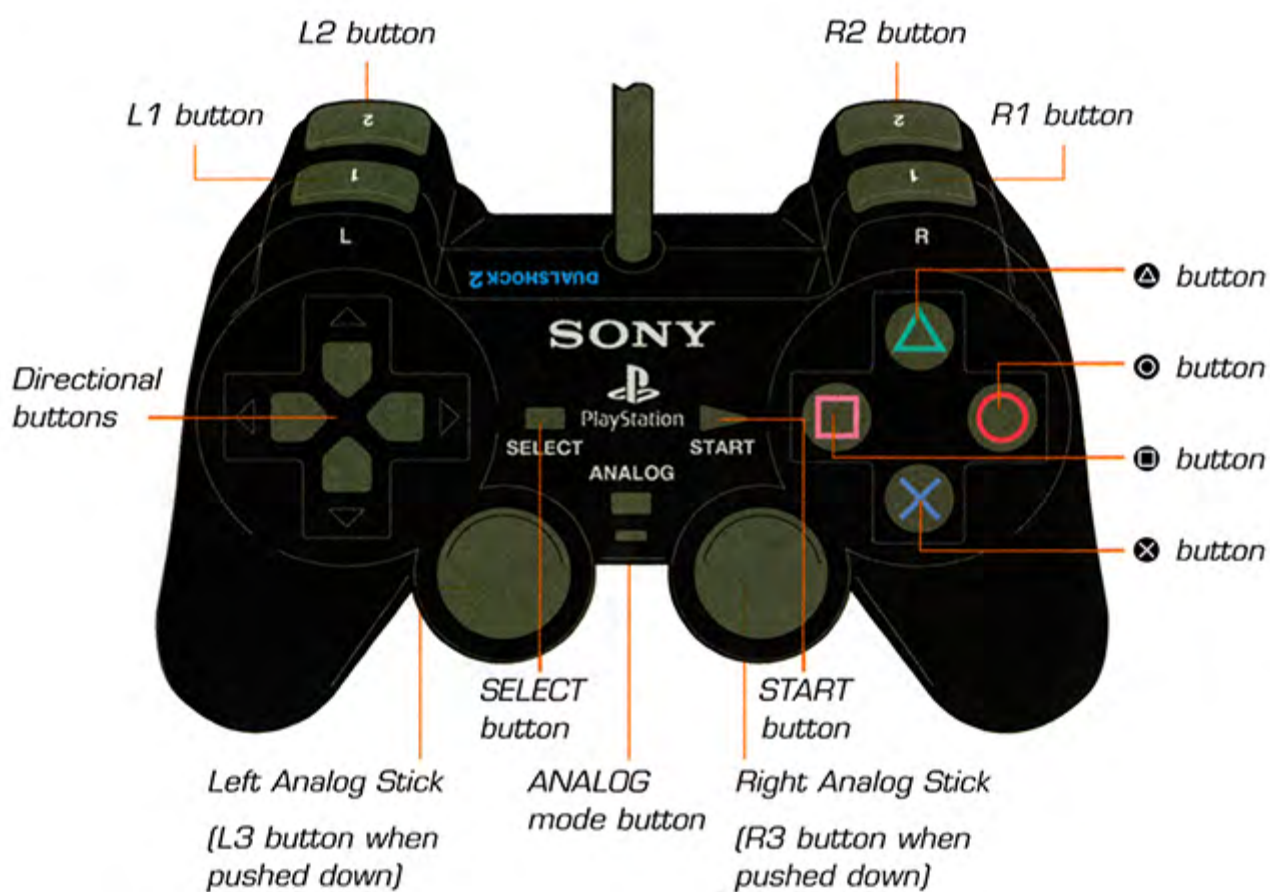
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **NBA 09: The Inside** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

For the purpose of this manual, the memory card (8MB)(for PlayStation®2) will be referred to as "memory card". To save game settings and progress, insert a memory card into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same card or any memory card containing previously saved games. Before playing online, a valid network configuration must be saved to the memory card using either the Network Startup Disc or the **NBA 09: The Inside** Network Configuration Utility.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

Menu Controls

Navigate menu/

Highlight menu item. left analog stick/directional buttons **↑, ↓**

Adjust menu item left analog stick/directional buttons **←, →**

Select highlighted menu item **×**

Previous screen/Return to Main Menu **○**

Offensive Controls

Pause game/Open Pause Menu **START**

Time Out **SELECT** (during core games)

Navigate Player. left analog stick

Special Moves right analog stick

Call Mini-Plays. directional buttons

Pass **×** or **△**

Dunk/Lay-up. **□**

Shoot **○** (Press, hold, and then release)

Speed Burst. **R1**

Alley Oop **R2** + **×**

No Look Alley Oop. **R2** + **△**

Icon Passing. **L2** + **×, ○, △, □, R2**

Defensive Controls

Pause game/Open Pause Menu **START**

Time Out **SELECT** (during core games)

Navigate Player. left analog stick

Special Moves right analog stick

Call Mini-Plays. directional buttons

Switch Player **×**

Steal **□**

Jump (Block/Rebound) **△**

Take Charge. **○**

Speed Burst	R1
Contact	L1
Icon Switch.	L2

Selecting a New Defender

Press **X** to switch your defensive player. The player you switch to will be the closest non-human controlled player in front of the ball handler. If there are no defenders in front of the ball handler, you will gain control of the closest defender to the ball handler.

Icon Switching

Icon switching allows you to switch to a specific player. To Icon Switch, hold **L2** when you don't have the ball, and then press the icon that appears above the player's head that you want to switch to.

Point Guard	X
Shooting Guard.	□
Small Forward	○
Power Forward.	△
Center.	R2

Showtime

If you would like to be rewarded for flashy play, you can turn on the Showtime feature. It is found in Options > Settings > Game Settings. When you fire up the crowd, pull off amazing moves, or make completely insane shots, you can fill your Showtime meter. Your team will become energized, shoot more accurately, and play better in general.

- When you fill three blocks in the Showtime meter, your team gets energy, speed, and shooting boosts.
- To fill the meter, perform Showtime events. Alley Oops, Dunks, fast break scores, and blocks all increase your Showtime.
- The Showtime meter will deplete from your side if your opponent performs a Showtime event, calls timeout, or if you mess up and perform a Showtime spoiler event. Turnovers and consecutive missed shots are Showtime spoiler events.

STARTING UP

MAIN MENU

When the game boots up, you will be taken to the **NBA 09: The Inside** Main Menu. While at the Main Menu, use the left analog stick or directional buttons **↑**, **↓**, **←**, and **→** to highlight an option, and press **⊗** to select.

If this is your first time playing, you will be asked to select your favorite team. Your created player will be assigned to your favorite team by default.



- | | |
|-------------------|---|
| The Life | Begin playing The Life. |
| League | Begin League season. |
| Exhibition | Quickly begin an exhibition game with the teams of your choosing. |
| Options | Adjust the game options. |
| Mini Games | Play a variety of skill-based minigames. |

Exhibition

At the Main Menu, select **EXHIBITION** to access the Team Select Menu. You may choose two teams. In order to join, slide the icon to the same side of the screen as the team you wish to play on. Press **⊗** to continue or **△** to go back.

Options

Use left analog stick or directional buttons to highlight an option and press **X** to confirm your choice. For options that have adjustable levels, highlight the option and then press the directional buttons **←** and **→** to set the desired level.

Manage Team You may adjust the rosters or reset them to the default. You may also create a new player.

Profiles Edit, create, change, or delete your active profile.

Delete Saves Delete your saved games.

Rules Change the rules of the game.

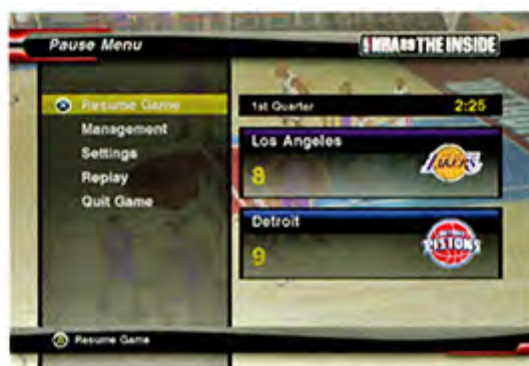
Settings Adjust gameplay, audio, and video options.

Trophy Room Examine the jerseys, trading cards, and other bonus features.

Credits View the credits.



THE PAUSE MENU



Press **START** to interrupt gameplay and display the Pause Menu. Press the left analog stick or directional buttons **↑/↓** to highlight a menu option and press **X** to confirm your selection.

Resume Game

Choose this option to return to your current game.

Goals

View what to do to earn Trophies, Records, Player Cards and points that can be used in the Progression Hub.

Management

Call timeouts, make substitutions, or view the stats for the game so far.

Settings

Adjust the game options. This can also be accomplished from the Main Menu.

Replay

View an Instant Replay of recent action.

Quit Game

Quit your game and return to the Main Menu, or restart the game.

LEAGUE



League mode allows you to play through a number of NBA seasons. League mode can be customized to your liking, including custom rosters, set the length of the Playoffs and Finals, and human-played quarter duration. You control player drafts, player trades and the style your team plays.

League

Calendar

View your schedule and play your scheduled games.

Standings

View the league standings.

Rosters

Sign free agents, release players, and trade players here.

Statistics

View the statistics for the League so far.

Settings

Adjust in-game settings.

Save Season

Save your game.

Exit Season

Exit League mode.



THE LIFE

The Life allows you to lace up your sneakers and take to the court as a part of your favorite team. You create a character, set his attributes, and select his name. Your character will join the team of your choice and, with luck and skill, lead that team to the Playoffs and beyond.

Since all three stories deal with players at different positions, each story requires you to showcase different skills. If you have what it takes to play through all three, you will have shown vast array of NBA skills. This unique mode truly blends cinema scenes that actually contain your created character and court play where you can let your gameplay skill shine!



The Life Hub

- | | |
|------------------------|--|
| Continue | <i>Return to playing The Life.</i> |
| The Life Replay | <i>Replay a previous The Life challenge.</i> |
| Trophy Room | <i>View your unlocked collectibles.</i> |
| Edit Character | <i>Adjust your character's appearance and personal info.</i> |
| Save | <i>Save your progress in The Life.</i> |
| Options | <i>Adjust in-game settings.</i> |

CREDITS

SONY COMPUTER ENTERTAINMENT AMERICA

PRODUCTION

PRESIDENT, WORLDWIDE STUDIOS, SCE

Shuhei Yoshida

VICE PRESIDENT, WORLDWIDE STUDIOS AMERICA,

Scott Rohde

DIRECTOR OF PRODUCT DEVELOPMENT SAN DIEGO STUDIO, WORLDWIDE STUDIOS AMERICA

Christian Phillips

DIRECTOR OF PRODUCT DEVELOPMENT - NBA/INTERNAL PSN

Erich Waas

SR. MANAGER, ONLINE DEVELOPMENT SAN DIEGO STUDIO, WORLDWIDE STUDIOS AMERICA

Nate Wiger

PRODUCER

Vernon Mollette II

ASSISTANT PRODUCER

Bob Staite

AUDIO PRODUCER - SAN DIEGO STUDIO

Andrew Bracken

LICENSING ACCOUNT SPECIALIST

Jennifer Kacizak

SENIOR ADMINISTRATION

Azucena Negrete

PROGRAMMING

FRANCHISE TECHNICAL LEAD

David Lawson

LEAD PROGRAMMER

Larry Holland

SENIOR PROGRAMMERS

Jeff Curley

Andre Granger

Anthony DeFilippis

Julianne Harrington

Cyrus Kamada

Jacob Langford

Armen Levonian

Dana Marshall

Scott Murray

Vincent Ng

Brian Pinz

Mitch Sanborn

Brian Schwab

Stephen Wu

John Yuill

Teri Bertram

PROGRAMMERS

Ankur Ahlawat

Homoud Alkough

David Goodhue

Craig Morrison

Tara Ramos

Matthew Vassilakos-Long

ADDITIONAL PROGRAMMING

Chris Braymen

A.C.R.O.N.Y.M. GAMES INC.

Chelsea Jones

Daniel "Funky" Swadling

ART

FRANCHISE ART LEAD

Andrei Booriakin

ART COORDINATOR

Homoud Alkough

ANIMATION

Joe Shedd - Lead

Jun Choi

Keith Ho

Steve Paulsen

Fred Carrico

Nathan Webb

Josh Oakes

Saeron Bae

Christy Swing

CHARACTER ART

Neil Fordice - Lead

Mike Bolger

Nan Kim

Steve Roesch

Ryan Volek

Darrell Abney

John Ployhar

ADDITIONAL CHARACTER ART

Greg Newton

Michael Sherak

Ryan Benjamin

Tattoos licensed from, and used with the permission of Rob Sampson.

www.tattoosbyrob.com

ENVIRONMENTS

Josh Guillen – Lead
 Monica Bennett
 Ed Gambler
 Lamont Gilkey
 Garrett McKerlie
 Kevan Mills
 David Paulsen

INTERFACE ART

David Schorn – Lead
 Jim Choy
 Joe Keylon

**ADDITIONAL
INTERFACE ART**

Santiago Munoz

STORYBOARDS

Federico D'Alessandro

SENIOR TECHNICAL ARTIST

Christoph Biehn

DESIGN

Raja Altenhoff:
 Sr Producer –
 Gameplay/AI
 Steve Bolender:
 Producer – UI
 Matt Brisbois
 Arturo Gonzalez:
 Design Support

THE LIFE**PRODUCER/DIRECTOR**

Brandon Akiaten

PRODUCTION CREW

NBA 09
 Development Team

CAST

Blacky Austin
 Gregory Battle
 Lionel Belasco
 Chi-Town
 John Bryant Davila
 Matt Donaldson

Stan "SH8KS" Fletcher
 Warren G.
 Mace James
 JR Lemon
 Frank Morris
 Eriugs Naes
 The Nine
 Lou Richards
 Kenny Smith
 Micaal Stevens
 Roger Trammell
 Carl Willis
 Avondina Wills

MUSIC

Mikael Sandgren
 Fred Carrico
 McKay Garner

**A.C.R.O.N.Y.M.
GAMES INC.****MANAGEMENT TEAM**

Daniel 'Funky' Swadling
 Jesse Joudrey
 Jeff Yu

PROGRAMMING TEAM

Trent Shumay
 Jason Collinge
 Adrian Mercado
 Rod Prada
 Mandeep Rai
 Samira Hirji
 Chelsea Jones

**ADDITIONAL
PROGRAMMING**

Chuck Chow

ART TEAM

Jodie Greenland
 Ted Nugent
 Frank Belina
 Amar Allen

Wayne Bratton
 Julian Halliday
 Adam Hudson
 Chris Kuncewicz
 Travis Locke
 Mario Mazatan
 Yvi Mendoza
 Carson Morton
 Sarah Robinson
 Justin Siemens

AUDIO**DIRECTOR OF TOOLS
TECHNOLOGY AND
SERVICES GROUP**

Buzz Burrowes

**DIRECTOR OF
SERVICE GROUPS**

David Murrant

MUSIC**DIRECTOR OF MUSIC**

Chuck Doud

SENIOR MUSIC MANAGER

Clint Bajakian

MUSIC MANAGER

Keith Leary

MUSIC SUPERVISOR

Chuck Carr

SENIOR MUSIC EDITOR

Monty Mudd

MUSIC EDITOR

Michael Bricker

A&R MANAGER

Alex Hackford

**MANAGER, MUSIC
AND LICENSING**

Jason Swan

**SENIOR MUSIC
LICENSING COORDINATOR**

Justin Fields

MUSIC PRODUCER

Tammy Tsuyuki

MUSIC INTERN

Nathan Singhapok

Music Composed by:

Mikael Sandgren

Music Composed by:

Christopher Stevens

Music Composed by:

Fred Carrico/
McKay Garner

SOUND DESIGN**SENIOR MANAGER,
SOUND GROUP**

Gene Semel

SOUND DESIGN MANAGER

Rex Baca

**SENIOR SOUND DESIGNER/
AUDIO PROJECT LEAD**

Chris Jahnkow

SR. SOUND DESIGNER

Kurt Kellenberger

SOUND DESIGNER

Emile Mika

**ASSOCIATE SOUND
DESIGNERS**

Ross Hendler

Andrew Hicks

**PRODUCTION AUDIO -
THE LIFE**

Chris Jahnkow

Ross Hendler

SR. SPEECH DESIGNER

Joel Copen

**AUDIO POST PRODUCTION
MANAGER**

Mike Johnson

CINEMATIC SOUND DESIGN

Jeff Darby

Derrick Espino

Eric LeBlanc

CINEMATIC MIXER

Eric LeBlanc

HOUSE ENGINEER

Chris Canning

FOLEY RECORDING

Warner Bros. Post
Production

FOLEY ARTISTS

John Roesch

Alyson Moore

FOLEY MIXER

MaryJo Lang

**VOICE TALENT -
PLAY-BY-PLAY**

Kevin Calabro

**VOICE TALENT -
COLOR COMMENTARY**

Kenny Smith

**VOICE TALENT -
P.A. ANNOUNCER**

Mike Carlucci

**MOCAP VOICE TALENT -
THE LIFE**

Blacky Austin

Gregory Battle

Lionel Belasco

Chi-Town

John Bryant Davila

Matt Donaldson

Stan "SH8KS" Fletcher

Warren G.

Mace James

JR Lemon

Frank Morris

Eriugs Naes

The Nine

Lou Richards

Kenny Smith

Micaal Stevens

Roger Trammell

Carl Willis

Avondina Wills

VOICE TALENT - ON COURT

Chris Robbins

Derek Gregory

Travor Turner

Chris Akers

Jamal Duff

Bryant Woodert

Noah Ballou

Eriugs Naes

Ronald Waddell

Mike Perry

Erik Nicholasen

House

Bert Belasco

**VISUAL ARTS
SERVICE GROUP****SENIOR MANAGER, VISUAL
ARTS SERVICE GROUP**

Mike Mumbauer

**MANAGER, MOTION
CAPTURE AND SCANNING**

James Scarafone

PROJECT MANAGER

Douglas Hagstrom

**LEAD MOTION CAPTURE
STUDIO TECHNICIAN**

Ryan Beeson

**MOTION CAPTURE
STUDIO TECHNICIAN**

Eduardo Contreras

**SENIOR MOTION
CAPTURE TRACKERS**

Michael Shinkle

David Ibarra

MOTION CAPTURE TRACKER

Jasun Giles

LEAD MOTION EDITOR

Frank Strocchio

SENIOR MOTION EDITOR

Brian Phipps

Eryn Roston

**SENIOR MOTION CAPTURE
TECHNICAL ANIMATOR**

Dan Legg

**MOTION CAPTURE
SPECIALIST**

Percy Sagun

**LEAD SCANNING
STUDIO TECHNICIAN**

Chip Parsons

3D SCANNING ARTIST

Rolando Lerma

SUPERVISOR, PIPELINE

Wen Tien

SR. TOOLS ENGINEER

Jake Wilson

TOOLS ENGINEER

Michael Graessle

**MEL/PYTHON
ANIMATION TOOLS**

Trisha Manbeck

BUSINESS ANALYST

Kevin Collins

**SENIOR DEPARTMENT
ASSISTANT**

Nonet Vargas

**PD SERVICES
GROUP SUPPORT****PROJECT MANAGER**

Davina Mackey

SENIOR ADMINISTRATOR

Kathryn Tunis

MULTIMEDIA**SENIOR MANAGER,
MULTIMEDIA**

Gary Barth

MANAGER, MULTIMEDIA

Don Lacy

PRODUCTION SUPERVISOR

Matt Dwca

VIDEO EDITING LEAD

Kevin Joelson

LINE PRODUCER

Sean Kennedy

COMPOSITORS

Jared Gray

William Ullman

EDITORS

Joey Castieneto

Franck Deron

Ryan Mudd

VIDEO ENGINEERS

Ronald Ilano

Brian Kellison

SENIOR SOUND DESIGNER

Neil Uchitel

**ADMINISTRATIVE
ASSISTANT**

Dana Walden

**PRODUCT
DEVELOPMENT,
FIRST PARTY
QUALITY
ASSURANCE
(FPQA)****GLOBAL PLATFORM****VICE PRESIDENT, GLOBAL
PLATFORM**

Charles Connoy

**PROJECT
MANAGEMENT****SENIOR MANAGER,
GLOBAL PLATFORM PMO**

Jackie Leshko

**SENIOR PROJECT
MANAGER, PMO**

Doug Damron

SCE-RT**OPERATIONS****SR. MANAGER, SCE-RT
OPERATIONS**

David Cottrell

**MANAGER, GAMES
INTEGRATION**

Mohammed Khan

**GAMES INTEGRATION
SR. ENGINEERS**

Vinod Tandon

Osamu Hashimoto

**FIRST PARTY
QUALITY
ASSURANCE
(FPQA)****DIRECTOR, FIRST PARTY
QUALITY ASSURANCE
(FPQA)**

Ritchard Markelz

TEST OPERATIONS**SR. MANAGER, TEST
OPERATIONS**

Tim Vanlaw

QA TEST MANAGER

Andrew Moore

QA TEST SUPERVISOR

Tyler Everett

**LEAD QUALITY
ASSURANCE TESTERS**

Devin Hill

**QUALITY ASSURANCE
TESTER**

Guillermo Garcia

Travis Heffernan

LAB TECHNICIAN

Vince Loughney

**QA TEST MANAGER,
NETWORK AND TRC
TEST TEAMS**

Cruz Garcia

**LEAD QUALITY
ASSURANCE TESTERS,
NETWORK TEST TEAM**

Greg Hicks

Paul Flannigan

**LEAD QUALITY ASSURANCE
TESTER, TRC TEST TEAM**

Ian Jones

**SR. QUALITY ASSURANCE
TESTER, TRC TEST TEAM**

Matt Bolger

**QUALITY ASSURANCE
TESTER, TRC TEST TEAM**

Jonathin Morse

QA SUPPORT**MANAGER, ONLINE
SUPPORT**

Chris Cromwell

ONLINE SUPPORT LEAD

Derek Baurmann

ONLINE SUPPORT ANALYSTS

Edward O'Neill

Michael Brown

Brandon Fenton

Tad Goddard

Andre Curtis

Daniel Armendariz

David Smith

And the Online Support Test Team

PROGRAM MANAGEMENT GROUP**SR. MANAGER, PROGRAM MANAGEMENT**

Jim Wallace

MANAGER, PROJECT MANAGEMENT

Eric Ippolito

MANAGER, PROGRAM MANAGEMENT

Matt Harper

SR. PROJECT COORDINATOR

Justin Flores

PROJECT COORDINATOR

Brent Gocke

ASSOCIATE DEVSUITE WEB ADMIN

John Hirai

PRODUCT DEVELOPMENT INFORMATION TECHNOLOGY (PDIT)**DIRECTOR, PRODUCT DEVELOPMENT INFORMATION TECHNOLOGY (PDIT)**

Adam Harris

ONLINE GAMES**SR. MANAGER, ONLINE GAMES**

Monique Fraser

MANAGER, PRODUCTION OPERATIONS

Richard Bennett

ONLINE DBA LEAD

George Chen

ONLINE SR. DBA

Andy Bui

ONLINE DBA

Beth Ford

ONLINE GAME ADMINS

Rudy Wiley

Krisztian Mizser

Don Smolinski

MANAGER, PRODUCTION TECHNOLOGY

Mark Chaves

ONLINE PRODUCTION TECHNOLOGISTS

Ron Andres

Matt Miller

Josh Gephart

Ken Mundy

NETWORK ENGINEERING GROUP**SR. MANAGER, NETWORK ENGINEERING**

Derrell Jenkins

MANAGER, NETWORK ENGINEERING

Rob Blasé

STAFF NETWORK ENGINEER

Chris Dudley

SR. NETWORK ENGINEER

Randy Lopez

Jeremy Lunsford

NETWORK ENGINEER

Matt Strocchia

SR. UNIX ADMINISTRATOR

Paul Zastoupil

UNIX ADMINISTRATOR

James Beck

MANAGER, NETWORK OPERATIONS CENTER

Michael Seifert

NETWORK OPERATIONS SPECIALISTS

Jami Johnson

Aaron Johnston

David Henning

Heath McKay

Jose Madrigal

Mark Benavente

STUDIO APPLICATIONS**SR. MANAGER, STUDIO APPLICATIONS & STORAGE**

Steven Kirk

SYSTEMS ADMINISTRATOR

Michael Peay

STORAGE SYSTEMS ADMINISTRATOR

Scott Nyce

CORE SYSTEMS INFRASTRUCTURE**SR. MANAGER, CORE SYSTEMS INFRASTRUCTURE**

Tom Perrine

STAFF SYSTEM ADMINISTRATOR

Chris McEniry

SYSTEM ADMINISTRATORS

Ian Allison

Jonathan Rad

STUDIO IT SUPPORT SITE MANAGER

Rick Rossiter

SONY COMPUTER ENTERTAINMENT AMERICA, MARKETING

DIRECTOR, SOFTWARE PRODUCT MARKETING

Chip Blundell

PRODUCT MARKETING MANAGER

Troy Mack

SENIOR DIRECTOR, PROMOTIONS

Ginger Kraus

SR. PROMOTIONS MANAGERS

Donna Armentor

Katie Schibler

PROMOTIONS SPECIALIST

Lauren Decker

SENIOR PUBLIC RELATIONS MANAGER

Ron Eagle

PUBLIC RELATIONS SPECIALISTS

Alex Armour

Scott Goryl

DIRECTOR, CHANNEL MARKETING AND EVENTS

Joby Hirschfeld

SENIOR MANAGER CHANNEL MARKETING

Bob Johnson

CHANNEL MARKETING SPECIALIST

Kacey Fahey

SENIOR MANAGER CREATIVE SERVICES

Jack Siler

SENIOR CREATIVE SERVICES SPECIALISTS

JM Garcia

Joseph Chan

Miguel Godinez

Alicia Beam

RETAIL MANAGER

Kip Roggendorf

EVENTS MANAGERS

Lori Chase

Quinn Pham

CREATIVE SERVICES SPECIALISTS

Annett Hsu

Larissa Gamarra

Blanca Hernandez

PACKAGE DESIGN

CMB Design

MANUAL DOCUMENTATION

Offbase Productions

SENIOR DIRECTOR, PLAYSTATION NETWORK

Susan Nourai

WEB DESIGN MANAGERS

Dawson Vosburg

DIRECT MARKETING MANAGER

Christopher Hagedorn

SALES

SENIOR DIRECTOR, SALES

David Cox

REGIONAL SALES MANAGERS

Mike Coutermash

Jeff Hutchinson

Robert Pitzen

Rick Rooney

BUSINESS DEVELOPMENT

DIRECTOR, LICENSING

Shelly Gayner

LEGAL & BUSINESS AFFAIRS

DIRECTOR, LEGAL & BUSINESS AFFAIRS

Dan O. Figueroa

PARALEGAL

Richard Daniels

Mary Nappi

SR. DEPARTMENT ASSISTANT

Alice Vorotchaeva

LEGAL AND BUSINESS AFFAIRS - MUSIC

Brian Fukuji

PHOTOGRAPHY

NBAE/Getty Images

Thought Equity Motion

Collegiate Images

MOTION CAPTURE TALENT

JON NIELSEN, MOTION SPORTS MANAGEMENT

Noah Ballou

Stan Fletcher

Chris Robbins

John Pfeifer

Bryant Woodert

Anthony White

Rick Maiden

Voice Over:

Chris Akers

Bryant Woodert

Jamaal Duff

Chris Robbins

Noah Ballou

Travor Turner

Derek Gregory

Kwame Brown

Jason Smith

Nick Young

LEAGUE ACKNOWLEDGEMENT

NATIONAL BASKETBALL ASSOCIATION

Victoria Picca

Anne Hart

Matthew Holt

Evan Levine

SPECIAL THANKS

We Would Like to Thank Each Individual at Sony Computer Entertainment America for Their Contributions, Support and Dedication to the Success of NBA '09 with Special Recognition to the Executive Management Team Including:

Peter Dille

Jim Bass

Glenn Nash

Phil Rosenberg

Riley Russell

Scott Steinberg

Ian Jackson

Rob Dyer

Sally Buchanan

Speech compression and decompression technology are licensed from Nellymoser, Inc.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI").

MUSIC CREDITS

"The Charmer"

Performed by Mahogany & Kaliphat

Written by Imsomie Leeper & Kalif Muhammad

Published by Mahogany Got Music/ASCAP/EMI Music Publishing

Muze Music Group Inc.

"Do it Like That"

Composed and performed by Diplo

© 2008 Songs of SCEA [ASCAP]

(P) 2008 Sony Computer Entertainment America Inc.

"Get a Handle on It"

Composed and performed by XXX-Change

© 2008 Songs of SCEA [ASCAP]

(P) 2008 Sony Computer Entertainment America Inc.

"L.A. Vampires vs. Werewolves"

Composed and performed by XXX-Change

© 2008 Songs of SCEA [ASCAP]

(P) 2008 Sony Computer Entertainment America Inc.

"Mirando"

Performed by Ratatat

Written by Evan Mast/Mike Stroud

Published by Copyright Control

(P) 2008 XL Recordings Limited

ISRC No: GB-BKS-08-00253

Taken from the album 'LP3' [XL 353]

Licensed courtesy of XL Recordings Limited

www.xlrecordings.com

"More Bounce to the Ounce"

Performed by Zapp

Written by Roger Troutman

© 1980 Songs of Lastrada (BMI), Sony/ATV Songs LLC (BMI), RUBBER BAND MUSIC, INC. All rights administered by UNIVERSAL - SONGS OF POLYGRAM INT., INC. (BMI)

Courtesy of Warner Bros. Records Inc.

By arrangement with Warner Music Group Video Game Licensing

(P) 1978 Warner Bros. Records Inc.

"Nike Boots"

Performed by Wale

Written by Olubowale Akintimehin (Dead Stock Music-ASCAP) and Osinachi

Nwaneri (Pub. Designee of Osinachi Nwaneri-BMI)

Produced by Osinachi

Allido Records

"Showin' Down"

Composed by Mikael Sandgren

© 2008 SCEAI Music [BMI]

(P) 2008 Sony Computer Entertainment America Inc.

"This is How We Ride"

Composed by
Mikael Sandgren

© 2008 SCEAI
Music [BMI]

(P) 2008 Sony
Computer Entertainment
America Inc.

"Who Was that Masked Man"

Composed and
performed by XXX-Change

© 2008 Songs
of SCEA [ASCAP]

(P) 2008 Sony
Computer Entertainment
America Inc.

"Whoever"

Performed by J-Live

Written by Jean-Jacques
Cadet and Catalino
Curet Alonso

Courtesy of Rykodisc

By arrangement with
Warner Music Group
Video Game Licensing

(P) 2005 Rykodisc

© Copyright Only Child's
Brother's Music/ASCAP
(admin. by Rykomusic-
ICG)/Universal - Musica
Unica Publishing on
behalf of Fania Music

Includes a sample of "Por
Que Adore" courtesy of
Ryko Latino, a Rykodisc
Label, and contains a
portion of the composi-
tion "Por Que Adore" (C.
Curet Alonso) published
by Universal - Musica
Unica Publishing on
behalf of Fania Music.

All rights reserved.
Used by permission.

"The World is Calling"

Performed by Lyrics Born

Written by Tom Shimura
and Joyo Velarde and
J. Valerio

Produced by
Trackademicks

Published by ASIA
BORN MUSIC (ASCAP)
administered by Bug
and Cool Collar
Scholar Productions

From the album
Everywhere At Once
Courtesy of Anti-

"Youngblood"

Composed by
Mikael Sandgren

© 2008 SCEAI
Music [BMI]

(P) 2008 Sony
Computer Entertainment
America Inc.

FOR ALL SONGS:
All Rights Reserved.

International Copyright
Secured. Used by
Permission. Not for
Broadcast Transmission.
DO NOT DUPLICATE.

WARNING: It is a
violation of Federal
Copyright Law to copy,
duplicate or reproduce.

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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.

