



MIAMI

32



NBA

2K6



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.

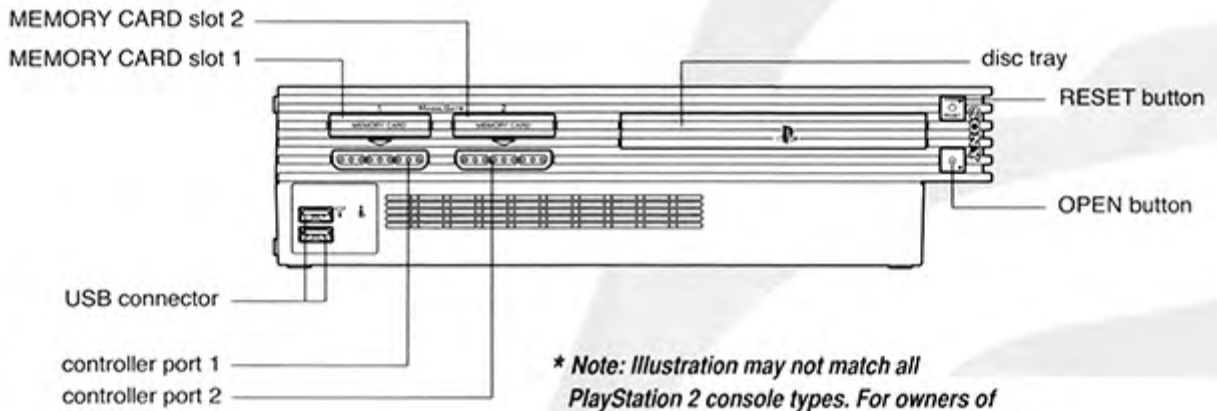
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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 STARTED2
STARTING UP3
QUICK GAME4
CONTROL SUMMARY6
IN-DEPTH CONTROL REFERENCE8
TIPS / TACTICS14
PAUSE MENU15
ONLINE19
CREDITS31

GETTING STARTED

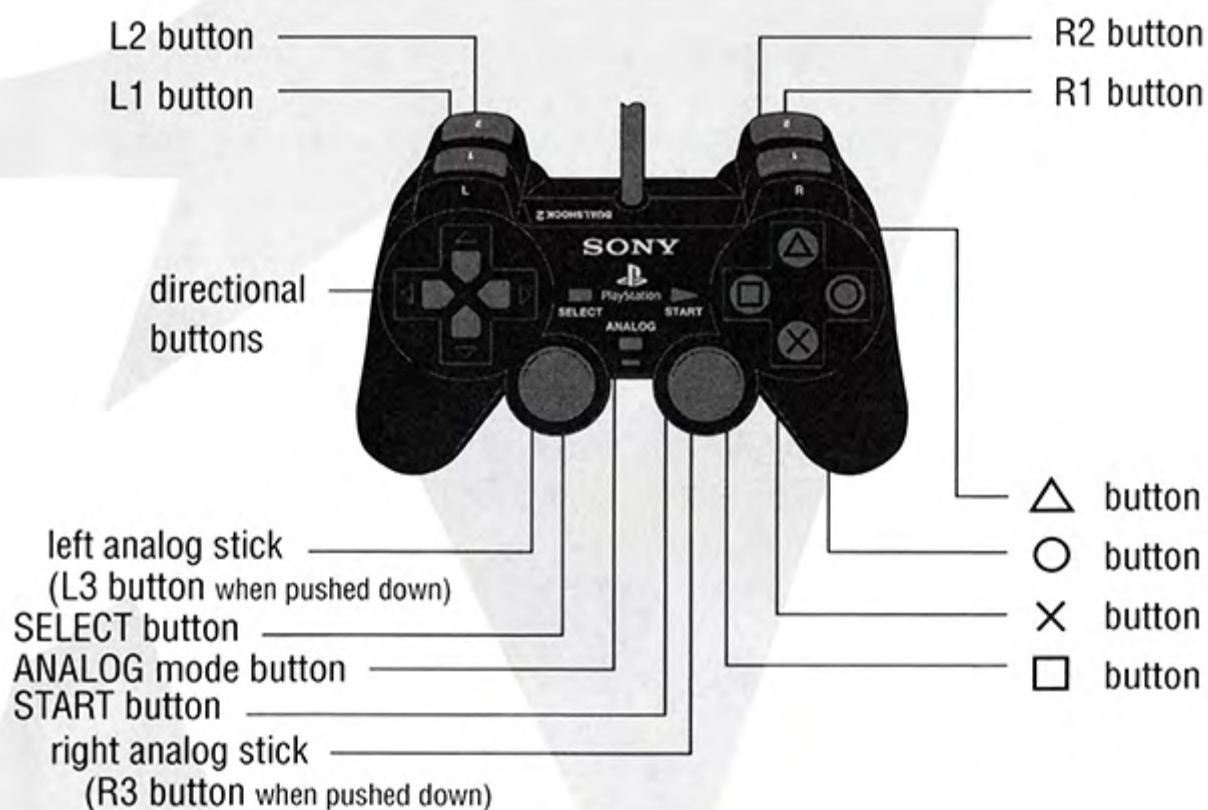


** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 NHL2K6 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



QUICK GAME

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

Team Select

- Move the **left analog stick** or **directional button** left to select the away team and right to select the home team.
- Press the **R1** or **L1** to cycle forward or backward through the available teams.
- Press the **R1** and **L1** simultaneously if you want to randomly select a team. (not including all-star team)
- Press the **L2** button and **R2** button simultaneously if you want to randomly select a team. (including all-star team)
- Press the **R2** or **L2** to cycle through the alternate jerseys that may be available for your selected team.
- Move the **right analog stick** up or down to select a User Profile.
- To create a user record, click the **right analog stick**. The User Records Screen appears. Highlight a slot and press **X** Select Create and enter a User Name on the Virtual Keyboard. Press **△** to return to the Team Select Screen.
- Press **○** to access the Game Options Screen and customize game settings (Difficulty, Game Speed, Quarter Length, Arena, etc). Press **△** or **SELECT** to return to the previous screen.
- Press **X** or **START** to advance to the Player Lineup Screen.

Player Lineup

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

Adjusting Lineups

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

Scramble Starters

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

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

CONTROL SUMMARY

Jump Ball

□ (repeatedly tap)..... Jump to tip the ball to a teammate

Offense

⊗ Pass

△ Dual Player Control

□ Shoot

◎ Lead Pass

L1 Aggressive modifiers (Pass)/Post Up

R1 Aggressive modifier

L2 Call for Pick

R2 Icon Pass

R3 Not Used

L3 Not Used

START Pause game

SELECT Calls Timeout

right analog stick Shot Stick

right analog stick Move Player

directional button 2 Functions Playcalling and Dual Player Control

Free Throw Shooting

'Pull back' **right analog stick** Enter shot

Release **right analog stick** Release shot

Defense

left analog stick Move player

right analog stick Strip and Rip

⊗ Switch player

◎ Take Charge

□ Double Team

- △ Block
- R2** Icon Switch
- L2** Intentional Foul
- L1** Not Used
- R1** Aggressive modifiers
- START** Pause
- SELECT** Not Used
- directional button** Playcalling.

2K Sports Tip - Break off an Alley-oop

The alley-oop is probably the most spectacular play in all of NBA basketball. Though they are rare and difficult to accomplish, there are a few on-court factors that will help you execute a successful alley-oop dunk.

The most likely scenario for a nasty alley-oop is during the fast break. If your team on offense has more players running down court than there are defenders, hold the **L1** and **○** button at the same time to throw up an alley-oop pass. Keep in mind that your passing player should be near the 3 point arch when the alley-oop pass is attempted. Likewise, the receiving player should also be near the 3 point line.



In some situations, you will notice a player on your team raise his hand in the air, calling for the ball. If you hold the **L1** and the **○** button at the same time when a good dunking player is calling for the ball, you will have a good chance to break off a monster alley-oop.

2K Sports Tip - Take smart shots

Setting up your shots will greatly increase your shooting percentage. Taking jumpers with improper release or while moving cut your accuracy, so try to station the player facing the basket before he goes up for the J. Also, make sure you release the ball at the top of your players jump to increase shot accuracy.

IN-DEPTH CONTROL REFERENCE

Jump Ball

The referee will begin the tip-off process holding the ball between 2 players at half court.  graph overlay will appear over the key to indicate the contest of the tip off. Press the  button repeatedly to vie for position to get the tip off. The winner of the tip-off will start the game with possession of the ball.

OFFENSE

Dribbling

- To dribble the ball, move the **left analog stick** in the direction you want to move.
- To perform a cross-over or other maneuver, press and hold the **R1** and move the **left analog stick** to bust out a number of moves

Left Analog Stick Dribble Moves

Left>Right Crossover left to right

Right>Left Crossover right to left

Back Ball Fake

Forward..... Speed Boost

Note: The directions listed here are relative to the player and the court.

- To perform a stutter step quickly press and release **R1**.
- To a hop step quickly press and release the **L1**.

Passing

- To pass the ball to the nearest player, simply press and hold down **X** momentarily.
- To pass the ball to a teammate of your choice, move the **left analog stick** in the direction of the teammate you want to pass to and then press **X**.
- To make your pass lead your teammate to the basket, press **○**.
- Icon passing is the most precise method of passing. To perform an icon pass, first press **R2** 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** icon corresponds to the Center. The drawback to icon passing is that it takes a little longer to execute.

2K Sports Tip

By default, you always control the ball-handler 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.

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

Dual Player Control

Sometimes, a situation arises on the court that would allow a specific player on your team to drive the lane for an easy bucket or step back to the perimeter for a trey, but they have to move before you get the ball to them before the window closes or the play will get shut down. Use Dual Player Control passing to put a specific player into motion to make an attempt at a big play.

- Press the **▲** button to select the player you want to put into motion.
- Press UP, DOWN, LEFT or RIGHT on the **directional button** to send the player in that general direction.

The Shot Stick

New to NBA 2K6 is the Shot Stick. Now you have the power to decide not only where to shoot, but what type of shot to take.

To take a jump shot, simply set your shot up and 'press back' the shot stick (move down on the **right analog stick**) and release it at the top of your jump.

Layups and Dunks

Attacking the basket in NBA 2K6 is where the Shot Stick shines. To perform a layup, drive to the basket and use the shot stick to decide what type of shot to take.

Shot Stick Layup Types

Up Basic

Down Reverse

Left Left handed

Right Right Handed

To perform a dunk with the Shot Stick, press the **R1** then move the analog stick one of 4 directions to get the desired dunk.

Shot Stick Dunk Types

Up Basic

Down Reverse

Left Fancy

Right Power

It is important to remember that not all players can perform all dunk types. Big men are usually better at the power dunks, whereas finesse players are better at the fancy dunks. Generally, the higher the player's skill, the more likely they are to execute the desired dunk.

Posting Up

- Posting up on a defender is accomplished by taking any player with the ball (preferably a good low post player) and moving that player next to a defender in or near the paint and pulling and holding **L1**.
- 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, move the **left analog stick** in the direction of the basket. However, be careful of the 5 Second Back to Basket Rule. If you spend more than 5 seconds posting up between the free throw line extended and the base line, you will be called for a penalty and turn the ball over to the defense.

Scoring with the Post Up

- Use the shot stick to press up a jumper out of a post up.
- The Drop Step move is an effective way to score from the post. To perform a drop step, first post up your defender by pulling and holding the **L1**. At any time during your post up (with the **L1** still held down), press and hold the **R1**, then quickly press and release the **L1** twice. Your player will drop step and spin towards the basket. If the move is successful, you will get past your defender for a dunk or a layup.
- If you are winning the post up battle and are near the basket, press and hold the **R1** and use the shot stick to attempt to dunk all over the defender.

Free Throw shooting

To shoot a free throw, 'press back' the shot stick until you are ready, then release to shoot the ball. Try to make the player's motion as smooth as possible to attain the best accuracy.

CALLING PLAYS

Each team can choose four plays out of the plays available in the offensive and defensive playbook. Each play selected corresponds to a direction on the **directional button**. If you'd like to customize the four plays currently in use, select Coaching from the Pause Menu, and select Playbooks.

- To call a play in-game, use the **directional button** to call 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 **L2** 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 **L2**. The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls are useful in end of 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 **□** button.

DEFENSE

Stealing

- To attempt to pick the ball handler's dribble, move the **right analog stick** in the direction you wish to swipe at the ball. 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.
- You can also move the **right analog stick** 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** then move the **right analog stick**. 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 **○** 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 **△** as the ball handler begins his shot.
- To power up your shot block, press and hold the **R1** and then press **△**.

Switching Defenders

- While on defense, press **×** 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 **R2** 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 **R2** to bring up the Player Icons, and then press the **L1** 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).
- Hand- This player has high rating in the defensive skills.

PAUSE MENU

Access the Pause Menu to alter your game options or to take a break. Press the **START** button at any time in the game to access the Pause Menu. Press the  button when you wish to return to the game

RESUME

Highlight this option and press the  button to return to the game.

REPLAY


Use Replay to see your highlight reel moves one more time.

 button..... Rewind

 button..... Fast Forward

 button..... Play

 button..... Zoom out

 button..... Zoom in

 button..... Help menu

left analog stick Pan camera


directional button Move Camera Aiming Bracket

SELECT button Access Save Replay Screen

START button Exit Replay Mode

Save Replay

This screen lets you save your Replays to a memory card (8MB) (for Playstation®2).

- Highlight an empty slot and press the  button.
- Enter a save name on the Virtual Keyboard and press the **START** button to save.

CHOOSE SIDE

This screen allows you to change teams or add new users to the game.

- Move the **left analog stick** left or right to assign your controller to a side.

OPTIONS

Allows you customize gameplay, presentation, NBA rules, game sliders, controller setup, camera, or choose sides.

COACHING

The Coach Menu allows you to customize your team strategy.

Timeout

Select this option to call a timeout during a dead ball situation or when your team is in possession of the ball.

Substitutions

By default, substitutions are automatically performed for you when any of your players get tired. If you choose to access the Substitutions Screen, substitutions will be set to Manual. If you wish to reset them to Auto, go to the Coaching Setting Screen. Substitutions will take place at the next dead ball.

- Highlight any player and press the **X** button.
- Highlight a second player and press the **X** button to switch them.
- Press **L1** and **R1** to switch between line setups.

Player Matchups

Sometimes, it doesn't make sense to have each of your players guard the opposing player who plays the same position as them. Use this screen to switch your defensive matchups.

- Highlight any defender and press the **X** button.
- Highlight a second defender and press the **X** button to switch their defensive assignments.

From the Player Matchups screen, you adjust double teams and pressure. Use the **left analog stick** and highlight the desired option for any player.

Pressure

Specify how closely you want each defender to guard his man Auto (Default), Loose, Regular, and Tight – LOOSE is a good setting when

guarding a player who doesn't have a great outside shot. TIGHT is good when guarding a player who shoots well from outside. REGULAR allows your defender to contest the outside shot and defend against the drive moderately well. AUTO automatically decides how closely your defender should guard his man.

Double Team

Each team you face will have some players who you consider a threat to score and other players who aren't. The Double Team Screen allows you to configure if and when you'll double team any of the opposing players Auto, Always, In Paint, and Never. ALWAYS means that the player will be double teamed any time he has the ball. IN PAINT means that the player will be double-teamed any time he has the ball in the key (good against dominant big men). NEVER means that the player will never be double-teamed. AUTO means that the players will decide for themselves when to double team a player.

Settings

- Timeout Auto (Default) or Manual – On AUTO, the coach will call timeouts automatically.
- Substitution Auto (Default) or Manual – On AUTO, the coach will substitute automatically when the starters get tired.
- Offense Playcall USER MSG, Auto w/ Msg, Auto w/o Msg, Manual w/ Msg, or Manual w/o Msg - With AUTO, the coach automatically selects a play. With MANUAL, you select your team's next play and, without new input, your team will continue to run the same play. WITH MESSAGE, the selected play is momentarily displayed in an onscreen overlay.
- Defense Play Set Functions the same as Offense Playcall, except it controls defensive play calling.
- Late Game Fouling Auto w/ Msg, Auto w/o Msg (Default), Manual w/ Msg, or Manual w/o Msg – Late in games, if the opposing team is winning and they try to run 24 seconds off the game clock with each possession, it often makes sense to intentionally foul them to save time and hope that they miss their free throws. With AUTO, the coach automatically decides when it's time to perform late game fouling. With MANUAL, it's left up to you (press the **L2** button to instruct your players to intentionally foul). WITH MESSAGE, an overlay appears when your team is instructed to intentionally foul.

Playbooks

The Playbooks Screen is where you pick the plays that will be available to your team in the Play Call Overlay.

- Select OFFENSE or DEFENSE and press the **X** button.
- Highlight a play you want and press the **X** button.
- Highlight the button you want to assign to the play and press the **X** button.

CRIB TALLY

Use this screen to see all of the crib gear you have unlocked during play.

GAME STATS

Teams

View a side-by-side comparison of the game's team stats for each team.

Home Team

View each home team player's stats for the game.

Away Team

View each away team player's stats for the game.

Shot Chart

View the shots made and missed by either team or any of the players on either team by quarter, half, or for the whole game.

Injuries

View a list of any players injured during the game.

QUIT

The Quit Menu gives you access to four options.

Cancel

Returns you to the Pause Menu.

Quit

Exits the game and returns you to the Main Menu.

Rematch

Restart the game from the beginning.

ONLINE

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 from a memory card (8MB) (for Playstation®2) or HDD. You can also 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.

Account Selection

The Account Selection Overlay asks you whether you wish to use an existing 2K Sports Video Games account or create a new one.

Creating a New Account

- Highlight CREATE ONLINE 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 **Y** button to access the Virtual Keyboard
- On the Create Account Screen, enter account information using the Virtual Keyboard.
- Press the **START** button to advance to the Online Sign In Screen.

Online Sign In

- 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

Friends / Players

This is where you can find your friends and recent opponents.

- Press **Y** to bring up your friends list.
- Press the **L1** or **R1** to switch between a list of friends, players and league members from leagues you are currently participating in..
- Press **X** button to select a user.
- An overlay appears giving you various options such as sending feedback about the user, muting his/her voice, or inviting the user to be your friend.
- To Access Online User Card, highlight a user and press the **SELECT** button.

Quick Match

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, You will be able to select your own parameters for the type of opponent you'd like to play.

Use the following options to select an opponent

- Host Rank Top 900 to Top 100.

- Feedback: Select the feedback rating for your opponent 25% or better to 95% or better.
- Find Match Now will start looking for a match with your set parameters. Press the **START** button to find a match.

LOBBIES

Lobbies are where you will find most of your online games. There are lobbies for skill level as well as game types. Enter the desired lobby to find opponents who want to play that specific type of game.

- Move the **left analog stick** Up and Down to highlight a lobby.
- Press **X** button to enter the highlighted lobby.
- Press **R2** to refresh the lobbies screen.
- To access Friends List, press the **PS** button.

While in a lobby you will be presented with a list of the available opponents in that specific lobby.

- Move the **left analog stick** Up and Down to highlight a User.
- Press the **X** button to bring up options regarding the highlighted user.

The following are options for the selected user

- Send Ranked Challenge challenges the selected user to a default lobby match.
- Send Custom Challenge A Custom Lobby Match allows you adjust the game type and options for the game. See Options for more details.
- Add to Friends List Sends a Friends request to selected user.
- Mute User Disallows the selected user from sending you any messages. You will also not be able to see any text that user puts into lobby chat.
- Submit Feedback: Use this option to send feedback about a user that will be displayed on their User Card.

Send Custom Challenge

If you want to set up a game with your own custom rules, select Send Custom Challenge. The following is a list of editable options for Send Custom Challenge.

While in an Exhibition lobby you may send custom challenges for Exhibition style games only; likewise for Street lobbies and street games.

Exhibition

Difficulty Rookie, Pro, All Star, Superstar, Hall of Fame.

Quarter Length 1-12 Minutes.

Street Modes

Want to see the players of the NBA flaunt their skills on the court? Players can chose to play an Online street game for some highflying basketball with the NBA's best.

- Ranked On, Off
- Players 1 on 1 through 5 on 5
- Street Mode Half and Full court
- Court Chose Location
- Player Pool Random, NBA Stars, All players
- Game Point 21 (default) to 7 points
- Win By 2 (default) or 1
- Winners Out: On or Off.
- Starting Possession: Shootout, Ringers, Ballers, Random
- Duplicate Players Off or On
- Weather Normal, Rain
- Time of Day Day or Night

For more information See Street Mode

My Player Card

Go here to view your own online VIP, stats, ranking and feedback.

Leagues

Play an online league using this screen.

My Leagues

The My Leagues Screen list all the current leagues that you are participating in.

- To leave or delete a League, press the **L2** button.

Join League

Use this screen to join any of the available leagues.

- Use the **left analog stick** to scroll between the available leagues.
- Press **X** to select the highlighted league.
- To search for a league by name, Press the **R2** button to activate the virtual keyboard.
- Press **□** to report an inappropriate name.
- Press the **L1** or **R1** button to switch between pages of open leagues.

Once you have selected a league, Press **X** to select an available team. Also, you may view your player card by pressing **SELECT** button.

Create League

If you wish to create your own league with custom rules, use Create League to do so. After you are finished selecting the options for your league, press the **START** to continue to the team select screen.

League Options

The options for creating a league are as follows

- Name Creates the name of your league.
- Private On or Off (Default) - Sets the league as open or private.
- Number of players 30, 28, 26, 24, 22, 20, 18, 16, 14, 12, 10, 8.
- Playoff Teams 4,8,16
- Round Interval Set the amount of time a player has to play their next scheduled game. 1-7 days
- Playoffs: 1 game, Best of 3,5,7
- Length 8-82 games.
- Flexible Schedule On or Off (Default).
- Difficulty Rookie, Pro, Allstar, Super Star, Hall of Fame.
- Quarter Length Set the Quarter Length from 1-12 minutes.
- Injuries Off or On (Default)
- Trading Off or On (Default)

Tournaments

Play an online tournament using this screen.

My Tournaments

The My Tournament Screen list all the current tournament that you are participating in.

- To leave or delete a tournament, press the **L2** button.

Join Tournament

Use this screen to join any of the available Tournaments.

- Use the **left analog stick** to scroll between the available Tournaments.
- Press **X** to select the highlighted Tournament.
- To search for a tournament by name, Press the **R2** button to activate the virtual keyboard.
- Press **□** to report an inappropriate name.
- Press the **L1** or **R1** button to switch between pages of open Tournaments.

Once you have selected a league, Press **X** to select an available team. Also, you may view your player card by pressing **SELECT** button.

Create Tournament

If you wish to create you own tournament with your own custom rules, use Create Tournament to do so. After you are finished selecting the options for your league, press the **START** to continue to the team select screen.

Tournament Options

The options for creating a Tournament are as follows

- Name Creates the name of your Tournament.
- Private On or Off (Default) - Sets the Tournament as open or private.
- Number of players 4,8 and 16.
- Round Interval Set the amount of time a player has to play their next scheduled game. 1-7 days.

- Series Length Best of 1,3,5,7
- Difficulty Rookie, Pro, Allstar, Super Star, Hall of Fame.
- Quarter Length Set the Quarter Length from 1-12 minutes.
- Injuries Off or On (Default)
- Trading Off or On (Default)

After you have created a league or a tournament and generated its schedule, you will be taken to the main menu of that mode

League/Tournament Main Menu

All the information and functionality of 2K Sports NBA online leagues can be found here.

League/Tournament Lobby

This is where all challenges to league opponents are made.

- Move the **left analog stick** to highlight an opponent.
- Press the **X** button to bring up a list of options for that opponent.
- Move the **right analog stick** DOWN to bring up your challenge queue. Here, you can see what players have challenged you. Press **X** to accept or decline the challenge.

Tournament Tree/Schedule

This selection will take the user to the Tournament Tree or League Schedule.

- To scroll between League games, press the **R2** and **L2** buttons.

League/Tournament Settings

Use this screen to view the settings and options for the current league/tournament.

League/Tournament Desk

The league/tournament desk is where you can check information for that league or tournament as well as make trades and other actions.

Standings (leagues only)

This screen displays the standings in the current League.

- To sort this screen by any available category, highlight the desired category and press the **X** button.
- To view the User Card, press the **SELECT** button.

Statistics

View Stats for your online league in the Statistics screen. The categories available on this screen are Tournament Awards, Team Stats, Player Stats, League Leaders and Injuries.

Personnel

All of your roster management options are available in this menu.

Propose a Trade

If you want to trade a player, initiate your trade on this screen.

- To scroll between teams to trade with, press the **R2** and **L2** buttons.
- To view a team's roster based upon player position, Press the **R1** button and **L1** button.
- Once you have prepared a trade you feel is acceptable, submit this trade by pressing the **START** button, then select Submit from the following overlay.

For more information on trades, see the the Association section.

Trade Offers

The Offered Trades Screen displays trades you have offered or have been offered.

- Move the **left analog stick** to highlight the desired trade and press the **X** button to view that trade.
- When viewing a trade offered to you, you have the option of accepting or declining that trade by pressing the **START** button and choosing the appropriate response from the following overlay.

Pending Trades

Once a trade has been proposed and accepted it now requires League administrator approval. All trades awaiting administrator approval can be seen here.

Transaction Log

This screen is a log of all trades that have successfully been executed in the current league.

Manage Lineup

Chose your lineups using this screen. For more information about the Lineups screen, see the Rosters section.

Notifications

To view news from around the league, use the Notifications screen.

- Use the **left analog stick** to highlight the desired notifications.
- Press **⊗** to view the highlighted notification.
- Press **■** to delete the highlighted notification.

Drop From League/Tournament

To drop from the current league, use Drop From League.

Admin Log

This screen will show each action that an admin of your league or tournament performed.

Admin Options

If you have created a League, Admin Options will be available to you.

Manage Players

The Manage players screen allows you to ban or drop any player in the league or tournament.

- Move the **left analog stick** to highlight the desired player and press the **X** button. Then, select the appropriate action from the following overlay.
- To access the Online User Card, press the **SELECT** button.

Manage Games

The administrator can use this screen to manage the schedule as well as specific match ups for his or her league.

- Once all the scheduled games in a specific week are complete, the administrator must advance the league to the next set of scheduled games. To do so, once all the games are complete, Press the **START** button.
- If the administrator deems it necessary, they can determine the winner of any match-up by highlighting that match-up and pressing the **X** button and selecting "Determine Winner" from the following overlay. Next, the Administrator will select the appropriate player (the winning player) and press the **X** button.

NOTE:The League Main Menu will be titled the name of the current league.

League/Tournament Settings

The admin may change any of the league settings using this option. See league settings for more details.

Admin Delegation

Use this screen to allow other members of your league admin rights.

Admin FAQ

Need to know how to perform the admin duties? Use this screen to find out.

Online Desk

Online desk is where players can access online specific information such as stats, leaderboards, downloads and online options.

Leaderboards

The Online Leaderboard Screen displays the online player rankings for each mode.

- To scroll between stats, press the **left analog stick**.
- To scroll between groups of users press the **R2** and **L2**.

News

The Latest News Screen gives you all the latest news pertaining to NBA 2K6 Online.

Downloads

The Roster Downloads Screen allows you to download the latest NBA rosters, making it quick and easy to keep NBA 2K6 current with trades and other roster movement.

Online Options

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

General

- Appear Online Off or On (Default) - When ON, other users will be able to see you in the Friends / Players Screen.
- In Game Message Icon Off or On (Default)
- Remember Password Off (Default) or On
- Auto Sign in On or Off (Default)

NOTE: When the headset is attached to the PS2, you will also be allowed to adjust Voice volume using this menu.

Fast Messages

This is where you can set predetermined messages (macros) to use while messaging.

Custom Match

Adjust your custom match settings here Difficulty and Quarter Length.

Street Match

Adjust the options for an Online Street Match Challenge.

Online FAQ

All the information you need to play online can be found here.

Sign Out

Select Sign Out to sign out of the network and return to the Main Menu.

CREDITS

Visual Concepts Entertainment, Inc.

Lead Engineer

Matthew Bandy

Art Director

Alvin Cardona

Executive Producer

Greg Thomas

Project Manager

Jeff Thomas

Gameplay Project Manager

Rob Jones

Online Project Manager

Asif Chaudhri

AI Engineers

Matthew Hamre

Rob Gatson

Mark Horsley

Eddie Park

Engineers

Johnnie Yang

Alex Lee

Yar Woo

Tim Meekins

Mark Roberts

David Copelovici

Joseph Taylor

Richard Choi

Andrew Marrinson

Nick Verne

Chris Larson

Web Engineer

Ketu Patel

Additional Engineering

Tim Schroeder

Nick Jones

Casey Yost

Nate Bamberger

Henrik Holmdahl

Evan Harsha

Art Team

Arenas/Street Courts

Amber Long

Ray Wong

Joyce Rietveld

Kris Kilayko

Players

Lynell "Poonee" Jinks

David Dame

Scot Scott

David Lee

Stephanie Morgan

Won Joung

Characters

Kurt Lai

Hsing-Wen Hsu

Menu/Overlay Designs

Anthony Yau

Presentation

John Lee

Quinn Kaneko

Heather Marshall

Chris Darocca

Fred Wong

Animations

Roy Tse

Mike Park

Lisa Wong

Jesse Rademacher

Dan Lavender

Derek Bledsoe

Phillip Morris

Crib

Matt Crysdale

Eric Apel

Frank Robbins

Art Special

Joseph "HotShots" Clark

Thanks

Anton "Caffeinated" Dawson

Steve "Solitaire" Paris

Jay "Eracism" Esparza

Assistant Project Managers

Kyle Lai-Fatt

Mark Washington

Mike Wang

Erick Boenisch

Rick Brown

Production

David Zdyrko

Special Thanks

Matt Underwood

Director of Technology

Tim Walter

Library Engineers

Ivar Olsen

Boris Kazanskii

Isaac Gartner

Henrik Holmdahl

Jason Dorie

Khoi Nguyen

VC Audio Team

Audio Director

Brian Luzietti

Lead Sound Designer

Larry Peacock

Sound Designer

Randy Rivas

Lead Script Designer

Torsten Unsworth

Additional Script Design

Kevin Asseo

Color Announcer

Kenny Smith

Play by Play Announcer

Kevin Harlan

Sideline Reporter

Craig Sager

PA

Peter Barto

Player Voices

Bakari Hendrix

Brandon Quick

John Ojo

Justice Ojo

Kevin Clement

Michael Fulton

Victor Williams

Onome Ojo

David Dixon

Crowd Chatter

Jeremy Ford

Chad Urquhart

Jason Battle

Allison Kellom

Rhianna Kellom

Dustin Wright

Dan Indra

Jesse Jones

Johannes Robbins

Robert Zavala

Rob Birdsall

Jef Holton

Adam Ausiello

Jenna Ausiello

Ocie Henderson

Saren Reese

Joe Chasan

Janet Mitchell

Dino Zucconi

Nate "Dogg" Rodriguez

Ryan Lim

Wayne Gin

Jacob Adina

Dan Gildengorin

Shawn Sims

Spencer Douglass

Music

"Doin My Job"

by: Aceyalone

Courtesy of: Decon Records

"Junkyard"

by: Aesop Rock

Courtesy of: Decon Records

"God of Rap"

by: Afu Ra

Courtesy of: Decon Records

"Show"

by: Big J

Courtesy of: Jay Rich Music

"Excellent"

by: Blackalicious

Courtesy of: Decon Records

"Crossover"

by: Catalyst 01

Courtesy of: Catalyst 01 Entertainment Group

"The Movement"

by: Common

Courtesy of: Decon Records

"Selectro"

by: Cybrid

"The Movement"

by: Common

Courtesy of: Decon Records

"6 am Funk, Work That"

by: Disco D

Courtesy of: Disco D Productions

"Player Haters In Dis House"

by: DJ Godfather

Courtesy of: Twilight 76 Records

"Rodeo"

by: DJ Godfather

Courtesy of: Twilight 76 Records

"Chopper"

by: DJ Godfather

Courtesy of: Twilight 76 Records

"First Contact"

by: DJ Godfather

Courtesy of: Twilight 76 Records

"Rock It Don't Stop"

by: DJ Godfather

Courtesy of: Twilight 76 Records

"Metaverse"

by: DJ Spooky

Courtesy of: Thirsty Ear

"Milk 'Em"

by: Ghostface

Courtesy of: Sound In Color Inc.

"What I won't say"

by: Hieroglyphics

Courtesy of: Decon Records

"Turn It Up"

by: I Am

Courtesy of: Jay Rich Music

"The Jam"

by: Jean Grae

Courtesy of: Decon Records

"The NBA"

by: Johaz

Courtesy of: Jay Rich Music

"Carolina Agents"

by: Little Brother

Courtesy of: Decon Records

"Big Player Talk"

by: Lyrics Born

Courtesy of: Decon Records

"Wild"

by: Meat Beat Manifesto

Courtesy of: Thirsty Ear

"What U In It For"

by: MED

Courtesy of: Stones Throw Records

"The Ride"

by: Oh No

Courtesy of: Stones Throw Records

"Chump"

by: Oh No

Courtesy of: Stones Throw Records

"On My Way"

by: Oh No

Courtesy of: Stones Throw Records

"Sur"

by: Polar

Courtesy of: Out Of The Blue

"Schoolyard Scrimmage Intro"

by: RJD2

Courtesy of: Decon Records

"Schoolyard Scrimmage Outro"

by: RJD2

Courtesy of: Decon Records

"Romanowski's Third"

by: Romanowski

"Set It"

by: The Roots

Courtesy of: Decon Records

"Game Time"

by: Rudy

Courtesy of: Trackfinders

"Seba & Paradox"

Courtesy of: Frost Bassbin Recordings Ltd.

"Bring It Back"

by: Sonic Trip

"Fresh"

by: Sonic Trip

"Mmm Good"

by: Sonic Trip

"Ragga Fourteen"

by: Sonic Trip

"And Them"

by: Tommie Sunshine

"Ride"

by: Zion I

Courtesy of: Decon Records

Additional Music

Bradley Cross

Bit 64 Music and Media

sonictripnotica@usa.net

Jay Rich

Mike Reagan

Special Thanks

Ursa Minor

Steinberg Software

Marketing and PR

Matt Atwood

Erik Whiteford

Tim Rosa

Anthony Chau
Rustin Lee
Christian Scatena
Jake Baker
Nikki Flynn
Mike Rhinehart
Shelby Cox
Moni Orife
Ryan Hunt
David DePaulis
Rich Saroyan

Motion Capture Supervisor
David Washburn

Motion Capture Coordinator
Junior Sison

Motion Capture Specialist
Romie Sison

Motion Capture Tracker
Alison Kellom
Brian Rust
Chris Taylor

Director of Quality Assurance
Chien Yu

Quality Assurance Manager
Robert Nelson

Quality Assurance Supervisor
John Crysedale

Senior Project Lead
Marion Dreo

Project Lead
Kevin Clement

Assistant Project Lead
Dion Peete

Gameplay Lead Tester
Ocie Henderson

Franchise Lead Tester
Ross Conkey

Network Lead
Jerson Sapida

Network Assistant Lead
Chris Watkins

Compliance Lead Tester
Evan Boehler

Mastering/Release Specialist
Jason Bakke

Manual Writer
Tim Collins

Test Plan Writer
James Miller

QA Tech
Adam Fair
Alex Snell
Jose Gutierrez
Rhianna Kellom

Compliance Testers
Dustin Wright
Gil Espanto
Johannes Robbins
Robert Birdsall
Tarek Nijmeh

Quality Assurance
Senior Testers
Andrew Plempel
Arthur Javier
Bryan Austin
Chad Urquhart
Charles Hodges
Clifford Chin
Dino Zucconi
Evan Rice
Jason Battle
Jason Souza
Jerel Francisco
Joe Levesque
Josh Graham
Justin England
Patrick Smith
Ryan Medina
Shawn Sims

Quality Assurance Testers
Austin Sharp
Dan Gildengorin
Eli Katzman
Gyasi Koneazny-Cobb
James Loh
Jordan Kinley
Justin Rothaug
Luke Parsons
Matt Wright
Nadar Williams
Nate Rodriguez
Paul Shin
Patrick Goatley
Philip McDaniel
Rodney Clanor
Shawn Sims

Steven Pounds
Shane Berta

Quality Assurance Network Testers

Andrew Bell
Andrew Blumberg
Blair Reynolds
Brendan McCarthy
Bryon Edwards
Dan Nicolaisen
David Dixon
Douglas Ip
Felicia Whitehouse
Harper Leland
Jacob Adina
Jason Bel
John Eleen
Mike Rose
Morgan Wren
Nate Burks
Nick Alvarez
Peter Dassenko
Randy Sison
Rishi Anand
Robert Craig
Scott Gill
Sean McCracken
Stephen Froom
Troy Baca

Motion Capture Talent

Chiekel "Kel" Mitchell
Doron Perkins
Marquin Chandler
Jovan Harris
Maurice McLemore
Lance Allred
Brice Vounang
Om Lepree
P-40
Roy Byrd
Tim Schroeder
Rob Gatson
Kevin Clement
Nate Burks
Shawn Sims
Dan Gildengorin
Dion Peete

Motion Capture Talent

Shaquille O'Neal
Jason Richardson
Rasheed Wallace
Bo Outlaw
Sadiki Fuller

Herb Taylor
Marcus Smith
Rick Lambert

Localization and Package Graphic Arts by

Vicki Morawietz of VAM Design

Additional Talent

Ben Bishop
Erick Boenisch
Kevin Clement
Kai Ma
Nicolas Sanford

Special Thanks

Scott Patterson
Richard Yee
Rob Roudebush
Robert Gifford
Jenn Baker
Brian Murphy
Sharon Hunter
CJ, Konsole Kingz
Pete Bittenbender, Decon
Carter Reese, Vox
The development team families for their
patience & support

NBA Entertainment

Greg Lassen
Stacey Kerr
Shari Wolford
Meredith Fox
Brian Choi

Take-Two Interactive

Steve Glickstein
David Ismaier
David Edwards
Dorian Rehfield
Bob Blau

All trademarks are the property of their respective owners. The names and logos of all arenas are trademarks of their respective owners and are used by permission.

Certain trademarks used herein [or hereon] are properties of American Airlines, Inc. used under license to 2K Sports. All rights reserved.

Special thanks to Greg Lassen, Stacey Kerr and Shari Wolford at NBA Entertainment, Inc.

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH 2K SPORTS. ("LICENSOR").

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to \$100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- (c) Make copies of the Software or any part thereof;
- (d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one console at the same time;
- (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently);
- (f) use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;
- (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
- (h) Remove or modify any proprietary notices or labels contained on or within the Software; and
- (i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

THE SOFTWARE UTILITIES.

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials"). In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

- (a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;
- (b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;
- (c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;
- (d) Customized Game Materials shall not contain modifications to any other executable files;
- (e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.
- (f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and
- (g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

LIMITED WARRANTY. LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING 2K SPORTS, 575 BROADWAY, NEW YORK, NY 10012.

OBTAINING TECHNICAL SUPPORT/SERVICE

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

- web site <http://2Ksports.com/>
- e-mail customerservice@2Ksports.com
- telephone 1-415-507-7750

©2005 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Sports, the 2K Sports logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc.

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. ©2005 NBA Properties, Inc. All rights reserved.

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 and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM 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.

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

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. All Trademarks are the property of their respective owners.

*Check Out
The 2K6
Lineup!*

www.2ksports.com

