

NBA Ballers Phenom

featuring
Chauncey Billups



NBA.COM

INSTRUCTION BOOKLET

 MIDWAY

warning

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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

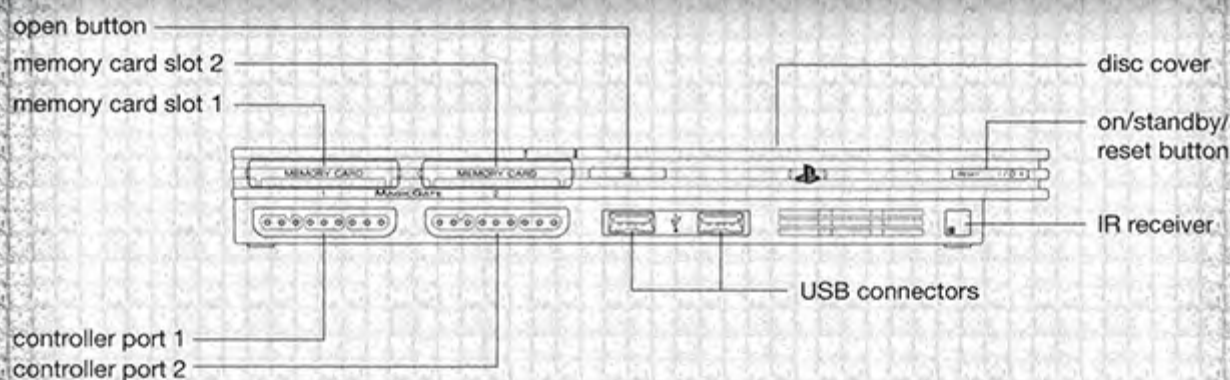


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getting started



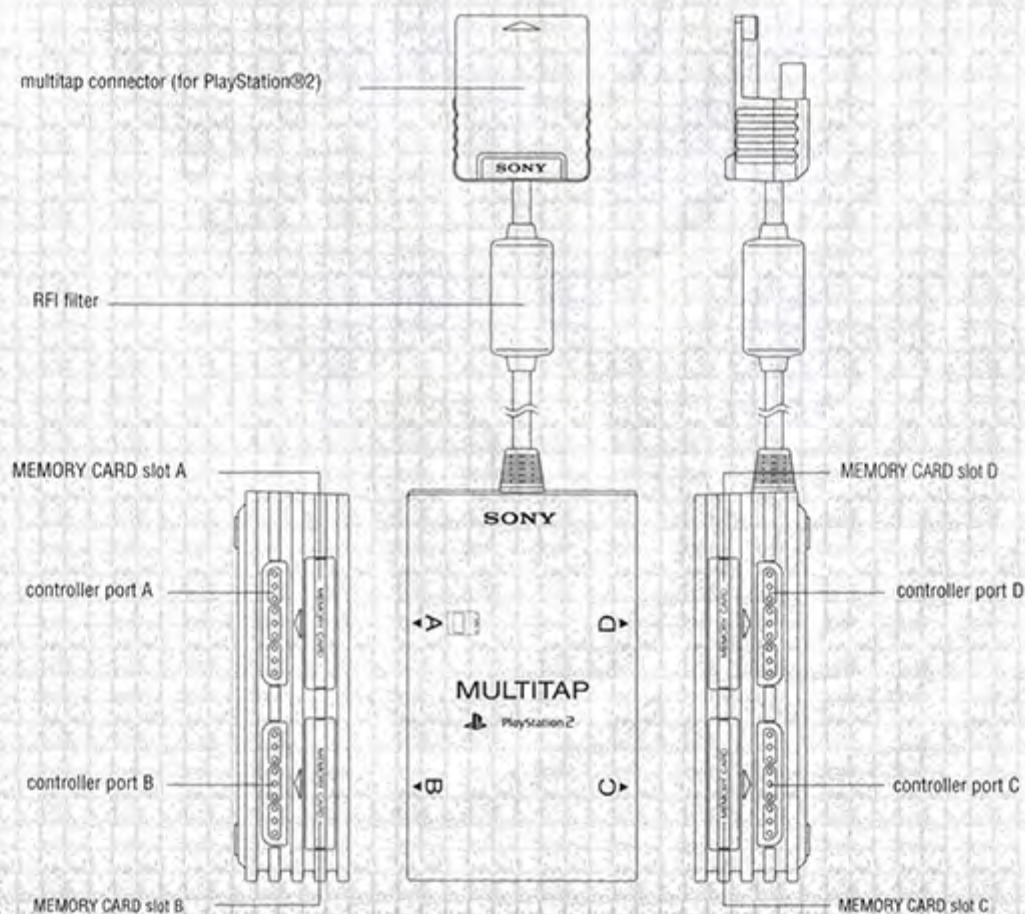
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

When the power indicator lights up, press the OPEN button and the disc tray will open. Place the "NBA Ballers: Phenom" 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.

MULTITAP (FOR PLAYSTATION®2) COMPATIBLE

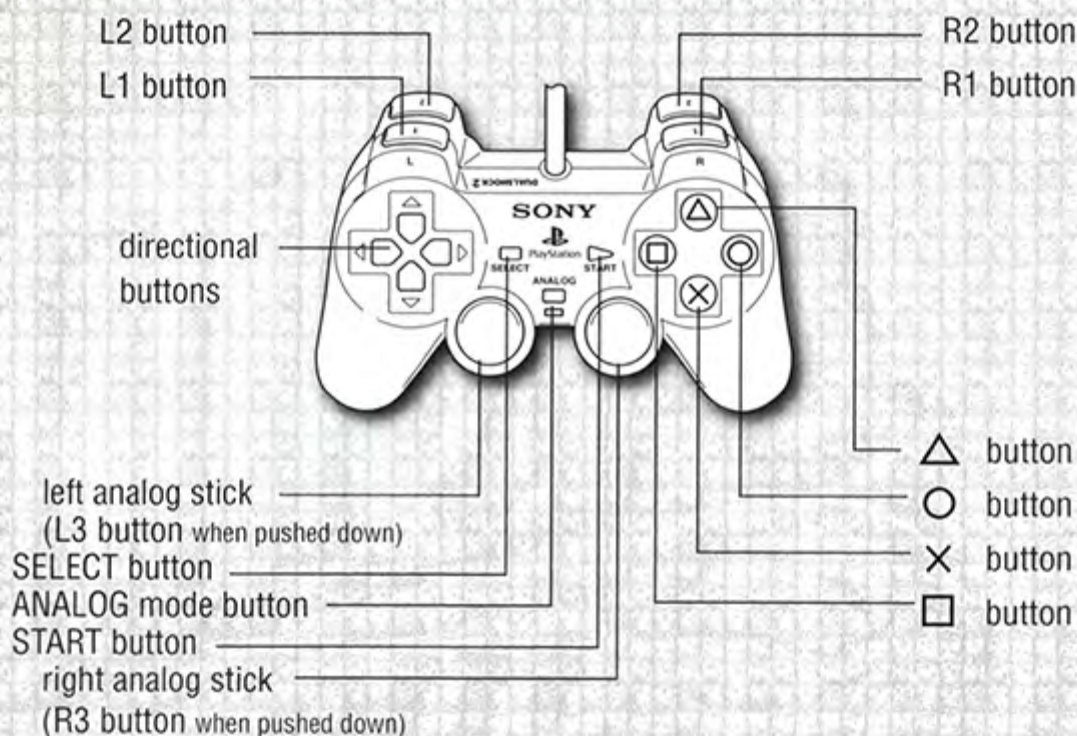
NBA Ballers: Phenom supports up to four players using a single multitap plugged into controller port 1 only.

Multitap (for PlayStation®2)



starting up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NBA Ballers: Phenom does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

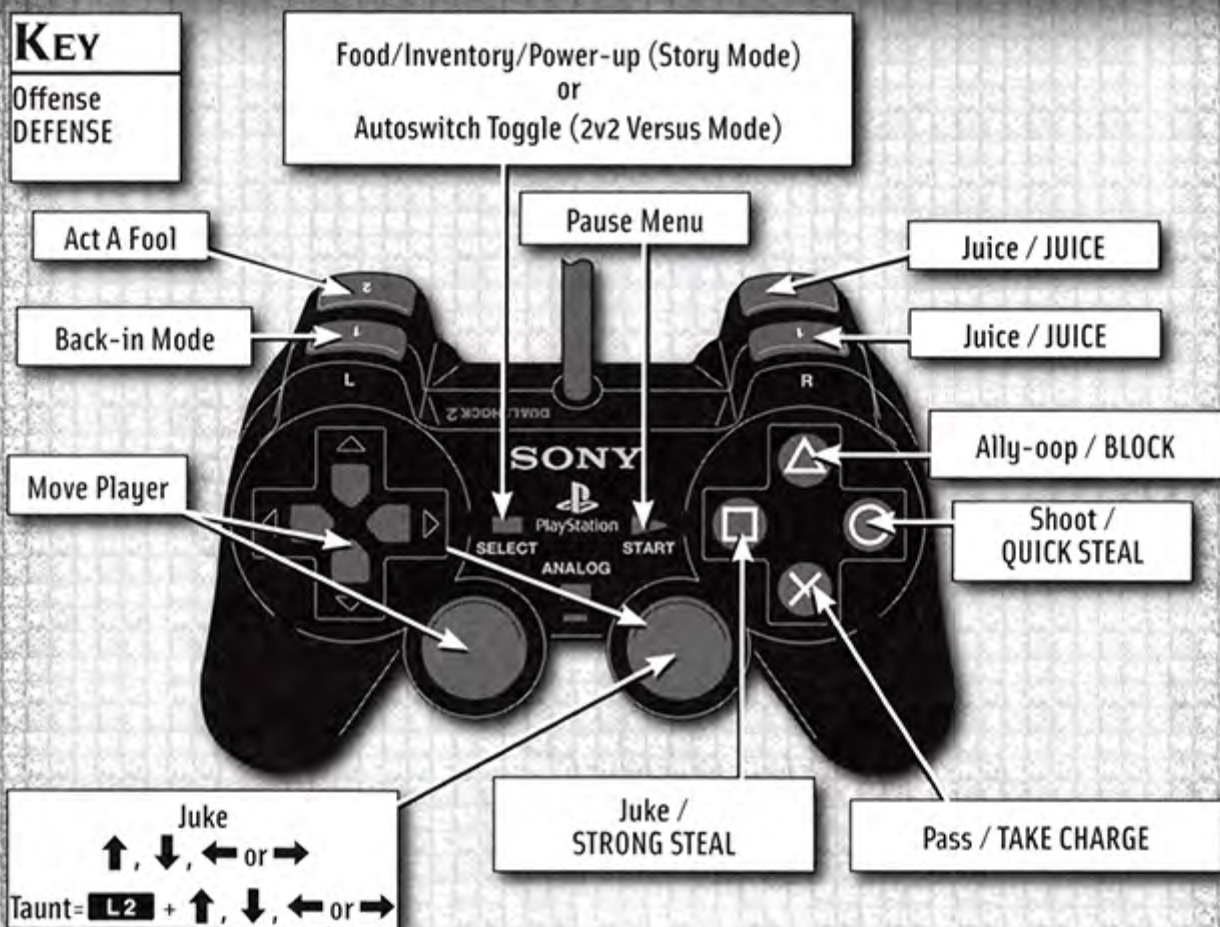
MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press the **START** button to display the Pause Menu. Press the directional buttons **↑** or **↓** to select **Quit**, then press the **×** button. To confirm exiting the game, press the **×** button again to go to the Main Menu.

default controls



OFFENSE

Act A Fool Juke

L2 button + □ button

Off The Hizzle

R1 button + □ button

DEFENSE

Push

R1 button + ○ button

2v2 Controls

- Move the right analog stick ← or → to change players on defense.
- On offense, press the directional buttons ↑ to tell your teammate to go up for an Ally-oop.
- On offense press the directional buttons ← to tell your teammate to spot behind the three point line on the left side of the court.
- On offense press the directional buttons → to tell your teammate to spot behind the three point line on the right side of the court
- On offense press the button to toggle Autoswitch off and control the same player at all times in the game. Press it again and toggle Autoswitch on to control whoever has the ball at all times.
- Press the button (shoot) prior to receiving the ball to take an immediate shot.

main menu



PLAY MODES

PLAY A 1 VS. 1 MATCH

Select an NBA Baller and an opponent. You'll also select an available court.

PLAY A 2 VS. 2 MATCH

Select up to four NBA Ballers and battle it out. You'll also select an available court.

PLAY A 1 VS. 1 VS. 1

Select three NBA Ballers and a court. If you choose to play with two friends, you'll need a multi-tap to gain access to a 3rd controller (see **Multitap Compatible**, pg. 2). You may also play against one or two CPU controlled players.

BALLERS SHOOTOUT CHALLENGE

Select a Baller and take on an opponent in the Jump Shot Challenge.

PRACTICE YOUR SKILLS

Practice mode allows you to select a Baller and an opponent. You may then practice your moves and shooting skills, as well as discover some of the cool moves in the game.

ONLINE

GETTING STARTED

NBA Ballers: Phenom's new Online feature allows you to connect to the Internet and play the game online against other *NBA Ballers: Phenom* gamers. Use the following procedure to get online:

Choose Online listed on the Main Menu screen to view the Network Setup screen. If there is an existing configuration file beneath the "Choose Your Connection" header, select it to enter the *NBA Ballers: Phenom* Network Login screen. If **Create or Modify** is the only selectable option, select it and follow the instructions within the Add Setting listing on the Networks Settings screen to properly configure your PlayStation®2 computer entertainment system for online play.

main menu

Note: During Online Setup, you cannot edit or delete AOL network settings.

NETWORK SETTINGS

- Add Setting** - Follow on-screen instructions to configure Internet settings.
- Edit Setting** - To make changes to your settings, follow on-screen instructions.
- Delete Setting** - Delete settings you'll no longer need.
- Test Connection** - To make sure you've successfully entered your setting, put the settings to the test.

NETWORK COMPATIBILITY

NBA Ballers: Phenom supports Online gaming using the network adaptor (Ethernet/modem)(for PlayStation®2) to connect to the network. The in-game networking uses the official IANA registered Ps2 UDP port number: ps-ams 3658/udp PlayStation® AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/firewall. GameSpy room pings require UDP Port 13139 to be open for unsolicited UDP.

NBA Ballers: Phenom uses the following TCP and UDP ports:

TCP ports - 58286, 58287, 58288, 58290, 58291, 65288-65301, 29900, 29920, 12362, 6667

UDP ports - 3658, 13139, 51171, 27900, 27901, 59409, 59418

For Online Troubleshooting, visit <http://support.midway.com>. Click "Q&A Search", type in "PS2 Online" then click "GO".

NBA BALLERS LOGIN

On the Login screen you'll have three options: **Log in to Ballers**, **New Account** or **Disconnect**. If this is your first time playing *NBA Ballers: Phenom* online, or you want to create a new account, select **New Account** (be sure you read the important disclaimer information before accepting to the terms of play and use). If you have an existing account choose **Log in to Ballers**, then enter your previously created Username and Password.

Note: You cannot create an account if you are under the age of 13.

PLAYER PROFILE

As you play online matches, your stats will accumulate. Use this option to see what kind of numbers you're putting up.

JOIN A ROOM

If a previously created server is available, you can use this option to join the server and hook up with an opponent. Select the specific room you want to join. Within the Room, you can choose to challenge another player or wait for a challenge.

CREATE A ROOM

To host a game Room, select this option, then select from the letters and numbers to spell out the name of your game Room. If you like, you can set a password to get into the Room you've created. If you don't want to set a password, select **End** to go to your created Room.

FIND A PLAYER

Use this option to find a friend online. Spell out the name, then select **End**. The search will begin then let you know if that person is online.

FRIENDS

When you log on, select this option and see if your listed friends are online.



main menu

LEADERBOARDS

This option displays a list of the top *NBA Ballers: Phenom* performers.

NEWS & UPDATES

This option helps you stay up to date on all the latest news and *NBA Ballers: Phenom* updates.

CHANGE LOGIN

When you select this option, you can log off your current name and login as another.

DISCONNECT

Disconnect from the Internet.

INSIDE STUFF

Inside Stuff contains a collection of movies. Select a profile, highlight a video then press the **X** button to watch a movie.



JUKEBOX

The Jukebox contains all of the music included in *NBA Ballers: Phenom*. Highlight a song, and then press the **X** button to listen.

“LIVE THE DREAM” MODE

This mode allows you to “Live the Dream” of being an NBA Baller. You’ll explore the neighborhoods of LA during the NBA Finals and attempt to carve out your legend as the next Phenom. Every choice you make, every tournament you win and everyone you meet will affect the outcome of your quest.

THE STORY

You grew up on blacktop courts with the rock in your hands. Together, you and your partner Hot Sauce became street ball legends. The scouts even talked about you both making the big jump; trying you out for the NBA. The sponsors started talking about making it real. Yeah, a real deal, that’s when it all came apart. Your man ‘Sauce sold you out for fame and fortune. He flew solo with that sponsorship and all of a sudden he blew up big.

Everyone talked about how they knew him back in the day. Including Kimberly, your Kimberly. The two of you were real tight once, but now she’s just another Hot Sauce fan hanging on his arm. But that’s ancient history.

This week is the NBA Finals and to celebrate the round ball game some suits are putting together the biggest street ball tournament ever, including a million dollar grand prize. Everyone is here in LA to see it go down; street ballers, the “who’s who” of the NBA, corporate sponsors, NBA scouts, Hollywood celebrities and of course your rival: Hot Sauce. The talk is that ‘Sauce has this down cold; they say it’ll just be another trophy for his crib.

That’s why you’re here. To make your mark on the court, to say what you gotta say. This week in LA, this is about changing your life.

main menu

PROFILES

NBA Ballers: Phenom lets you save accumulated data to your memory card (8MB) (for PlayStation®2). We highly recommend using a memory card to enjoy the many features you'll find in this game.

Each time you start the game on your PlayStation®2 computer entertainment system, the game will read your memory card, making it available for saving data.

Create-A-Profile

Profiles may only be created by entering Live The Dream mode. When you select this mode, you will be taken to the Manage Profile screen. Press the **○** button to enter the Profile Assistant and manage your profile.

Pressing the directional buttons **↑** or **↓** will select a profile slot labeled "EMPTY". Press the directional buttons **→** to select the "New" icon and press the **×** button. This will bring up the keyboard. Use the directional buttons to navigate the keys, then press the **×** button to select the letters. Once you have entered the name, select the **Enter** key and press the **×** button. You may Load a profile from any game mode.

Load a Profile

If you have already created a user profile and saved it to your memory card, it will be listed for selection when you choose the "+" symbol (Load Profile). Highlight the profile listed on the memory card, and then press the **×** button. To access a memory card located in another slot, press the **L1** button or **R1** button.

Unload a Profile

NBA Ballers: Phenom stores a maximum of four profiles. To unload a profile, select the minus symbol (-) "Unload Profile". You'll then be prompted to unload the selected profile.

As you save more and more data to the memory card, you'll need to keep track of the space available on the memory card. The Profile Menu appears in several instances within the game, so you can always refer to this portion of the manual for reference.

CREATE A BALLER

You must create a baller to use throughout "Live The Dream" Mode. You'll start by giving him a name, and then you'll assign attributes and gear in many categories.

To create a name, highlight the first or last name, then press the **×** button to view the keyboard. You may then spell out the name. For other categories, you'll need to press the directional buttons **↑** or **↓** to highlight a category, then press the directional buttons **←** or **→** to make adjustments. Press the **L1** button or **R1** button to cycle through the three sets of categories.

ATTRIBUTES

The third set of options contains the Attribute categories. This option allows you to distribute points to specific player skill attributes. You decide how strong or weak your created player's skills will be.

By default, you'll start out with a preset amount of points to distribute to your created player. Highlight an attribute, then press the directional buttons **←** or **→** to increase or decrease the points given to an attribute. Repeat this process to distribute the points the way you want. You can only distribute a maximum of 40 Attribute Points to each category during the creation phase. You can also press the **○** button to Auto-Assign the points.

Note: In "Live the Dream", the attributes must be earned on the court. You may not acquire them with credits.



main menu

MY 3-WAY

This contains an assortment of information accumulated as you play the game. You can review your **Credits**, **Tourney Wins** and **Streetball Rankings**. You may also review your tasks, look at your photos or check your messages.



DESIGN YOUR CRIB

NBA Ballers: Phenom lets you design your own custom crib during "Live the Dream" mode. You may choose a **Landscape**, **House**, **Pool**, **Court**, **Backboard**, **Horizon**, **Car** and **Banner**. Press the directional buttons **←** or **→** to choose from the design options, then press the directional buttons **↑** or **↓** to choose an item. Previews are displayed as you highlight an item.

Note: You can only access your created Crib after you've finished Story Mode.

SAVE

Once you've gone through the options in "Live the Dream", you may save everything to your Profile.

QUIT

Exit "Live the Dream" mode.

GAME OPTIONS

At the Main Menu, press the **○** button to view the Game Options menu. Make adjustments to the game's default settings:

DIFFICULTY

Select from five difficulty settings, ranging from **Easy** to **Extreme**. Level 3, **Challenging**, is the default difficulty setting.

VIBRATION

Turn the controller vibration **On** or **Off**.

AUTO SAVE

Turn the game's Autosave feature **On** or **Off**. When **On** is selected, the game will automatically save your game settings.

GAME FX (EFFECTS)

Select **Old Skool** to play with all visual special effects turned on. For a more "simulation" style play experience, select **New Skool**. This will turn off most of the special visual effects.

AUDIO OPTIONS

Within the Game Options menu, press the **R1** button to view the Audio Options menu. Highlight an option, then press the directional buttons **←** or **→** to increase or decrease the volume for **Game FX**, **Player Chatter**, **In-Game Music**, **Announcer**, **Crowd**, **Menu Music** or **Pause Music**. You can also change the Audio Output to **Stereo** or **Mono**.



pre-game

Prior to playing a game in any game mode, each player will need to select a Baller. There are two selection options available: **Quick Pick** and **Standard Pick**. The Quick Pick option speeds up the selection process, bypassing many of the detailed selection options offered in Standard Pick.

CHOOSE A SIDE

Each human player presses the directional buttons **←** or **→** to select a side. Once a side has been selected, each player may press the **⊙** button to access the Profile Selection Window. If a player has a profile previously saved, it may be selected.



CHOOSE A CATEGORY

Press the directional buttons **←** or **→** to browse each player category. Choose from **Floor Generals**, **Defensive Stoppers**, **Anklebreakers**, **Low Post Muscle**, **Personalities**, **Mascots**, **Custom**, **3 Point Bombers**, **Swingmen**, **High Flyers** and **Power Big Men**.

Each category includes the names of players available in each category. The Custom option allows you to select any custom players you've created in Story Mode (see "Live the Dream" mode, pg. 7).

CHOOSE A PLAYER

Once you've selected a category, press the directional buttons **↑** or **↓** to choose a player. Each time you highlight a player, his attributes are displayed. Press the **L1** button or **L2** button to browse the various attributes.

SELECT A CRIB

Now that you've selected your players, you'll need a place to play. Press the directional buttons **←** or **→** to display the available Cribs. Press the **⊙** button to display notes on the Crib. The **⊞** button lets you **Change Rules** prior to playing the game. Within the Rules window, you can **Handicap** the match by pressing the **R1** button.

At the Handicap window, highlight a player, then press the directional buttons **←** or **→** to increase or decrease a player's abilities. This will allow you make the game more competitive.



ENTERING CODES

Just before the game begins, you'll have a brief opportunity to enter special codes. Codes can be entered by displaying three specific icons, along with pressing the directional buttons **↑**, **↓**, **←** or **→**.

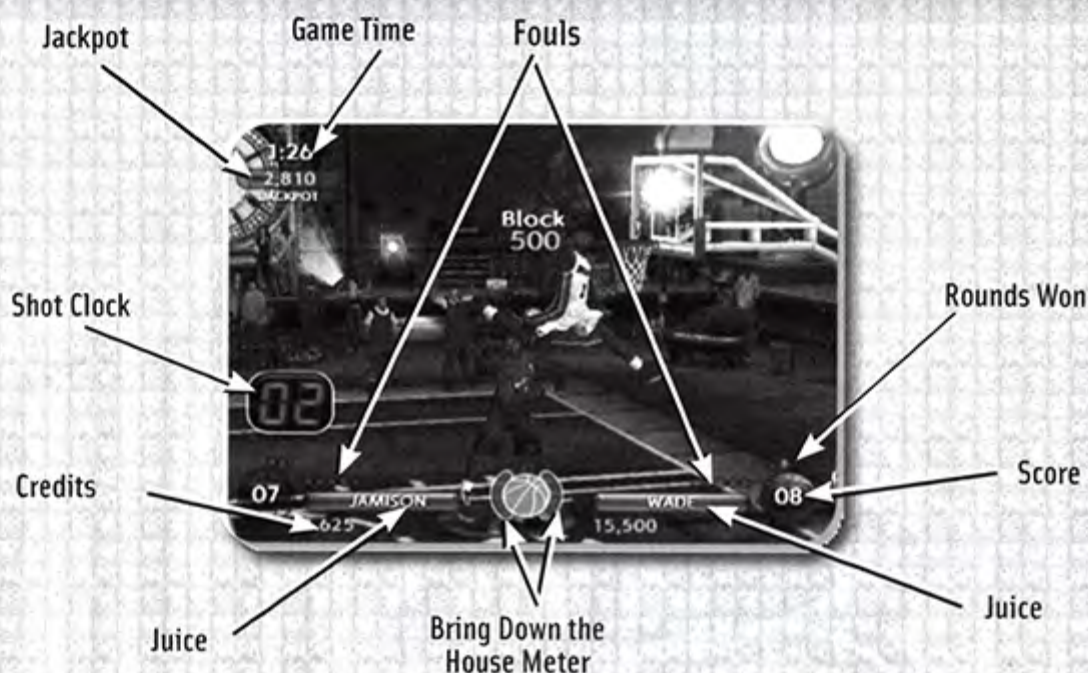
Press the **⊞** button (top), **△** button (middle) and **⊙** button (bottom) to cycle the three code icons. When the icons you want are displayed, press the directional buttons **↑**, **↓**, **←** or **→**. If you have the correct combination of icons and the correct direction on the directional buttons, a code will be displayed and entered. If you enter wrong, the icons will reset and no code will be entered. You can enter as many codes as you have time for. Remember, there isn't much time, so be quick.

Note: Special codes can be found in strategy guides, magazines, the Internet or with a bit of experimentation on your part.



Codes

on the court



FOULS

You have five fouls to give. After the 5th foul, your opponent will go to the Free Throw line.

GAME TIME

This displays the game time remaining.

HOUSE METER

The House Meter builds as you make moves and shots. When the House Meter fills completely, you can "Bring Down the House". In order to "Bring Down the House" you need to approach the basket as if you were going to perform a dunk and press any two Juice buttons while pressing the triangle button.

JACKPOT

As you and your opponent make moves, you'll accumulate credits that will be awarded to the player that makes the shot. If you build the Jackpot and miss the shot, the Jackpot will remain until someone does hit the shot. The winner of the match walks away with all of the credits.

JUICE

The meter indicates how much Juice you have. It will recharge when you're not using your Juice buttons.

ROUNDS WON

Green circles appear above the players' scores when a round is won.

SHOT CLOCK

The Shot Clock will be displayed when ten seconds are left on the clock.

on the court



BACK IN MODE

1v1

Press the **L1** button to begin the Backin, then rapidly press the **□** button to back your player closer to the basket or to defend. During that time on offense, you can:

- Press the **○** button for a turnaround jumpshot.
- Press the **Δ** button for a Drop Step.
- Use the right analog stick to spin out and dribble again.

2v2

In 2v2 press the **L1** button to begin the Backin, then rapidly press the **□** button to back your player closer to the basket or to defend. During that time on offense, you can:

- Press the **○** button for a turnaround jumpshot.
- Press Triangle for a Drop Step.
- Use the right Analog to spin out and dribble again.

PAUSE OPTIONS

At any time during a game, press the **START** button to view the Pause Options screen.

REPLAY

If you'd like to take a more detailed look at an incredible play, select this replay option. On-screen controls show you how to replay the action, zoom in, zoom out and also move 360 degrees around the action.

GAME OPTIONS

See **Options**, pg. 9.

AUDIO SETTINGS

See **Options**, pg. 9.

QUIT

Quits a match and returns you to the Main Menu.



credits

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Producers.....Tracy Johnson & Mark Smith
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Special Thanks

Chris Jassen, Stacey Kerr, Shari Wolford, Leah Veltzen, David Zacker, Steve Crane, The Appenberg Group, Christian Munoz, Elaine Routh, Eric Tucker, Madison Turmeil, Kyle Zemen & The Basketball Hall of Fame, Anthony Stewart & Adam Silver, Greg Mucha & Jill Kogut, Aarti, Jaishree & Virendra Dhupelia, Alex, Ari & David Gordon, Bari & Jesse Kesner, Zak Lieberman & Julien Rios, Jonathon & Mariah Schuldt. Special thanks to Chicago QA for their long hours and dedication to NBA Ballers: Phenom. A very special thanks to all of our significant others, families, friends and loved ones who make life worth living, for supporting us through all the hard work dedicated to this project. Peace out...NBA Ballers will return.

NBA Ballers: Phenom Photos

NBA Photographs © NBA, Getty Images & Non NBA Photographs © Getty Images

end user license agreement

Welcome to the NBA Ballers: Phenom Online Tournament Network. Powered by GameSpy(tm).

In order to use the online features in NBA Ballers: Phenom we need for you to read the information below, as it describes the terms under which we are offering you this extended functionality, and the rules that we require you to abide by when using the NBA Ballers: Phenom Online Tournament Network.

When you have read the information below, please select the 'AGREE' button to continue if you agree to the terms and conditions stated. If you select 'DISAGREE' you will not be able to use the Midway Sports Online Tournament Network.

Midway Home Entertainment Inc.

NBA Ballers: Phenom Online Access Terms and Privacy Statement

These NBA Ballers: Phenom Online Access Terms ("Access Terms") apply to your use of the possible online multiplayer and community services – such as online competitions, voice conversations, online tournaments and gameplay – ("Service") brought to you by Midway Home Entertainment Inc. ("Midway") 10110 Mesa Rim Road, San Diego, California 92121, through its service provider, GameSpy Industries, Inc. ("GameSpy"). Midway and GameSpy are referred to collectively as "Service Providers." To access the Service, you must have purchased a copy of Midway's NBA Ballers: Phenom game for PlayStation®2, have a network adapter for PlayStation®2, and have broadband Internet access.

You should read these Access Terms carefully, as they contain the Rules of Conduct that apply to your use of the Service. As part of our efforts to bring you new and exciting features, we may update these Access Terms from time to time. It is your job to periodically review these Access Terms for applicable changes. Your use of the Services after we post any changes to these Access Terms constitutes your agreement to those changes.

I. Your Registration; User Account; Privacy

To access the Service, you will need to create a registration account ("Account"). By creating your Account, you will be asked to agree to comply with these Access Terms and the Rules of Conduct. To create your Account, you will be prompted to enter a nickname and password. During the registration process we may also collect your PlayStation®2 or NBA Ballers: Phenom identification number. These identification numbers are unique numbers assigned to your machine or your copy of the game, and do not contain any personally identifiable information. GameSpy may collect this information in order to assist Midway in providing services and features to you, such as verifying winners in any online tournaments Midway may offer. You will not be required to provide any personally identifiable information during the registration process. Your nickname will be your online identity when you use the Service. You may not select a nickname that is already in use by another user.

You acknowledge and agree that the Service provides you with access to other individuals, including the ability to talk to other players using an optional headset, and that you have no expectation of privacy when using the Service. You further understand and acknowledge that you have control over your privacy on the Service, and that to the extent that you release personally identifiable information to other users through use of the Service, you do so at your own risk. To protect your identity, we encourage you not to use your first or last name as your nickname, and not to disclose personally identifiable information to others on the Service. Because of the live, interactive nature of voice communication using the optional headset feature, the Service Providers do not allow children under 13 to participate in voice communications in NBA Ballers: Phenom. If you are between the ages of 13 and 17, you should obtain your parent or guardian's permission before using that feature.

Midway may offer sweepstakes, contests, or other interactive features (such as email notifications) in the future. In order to receive or participate in those features, you may need to disclose some personally identifiable information to Midway. Any such information Midway collects will be subject to the terms of the privacy policy you are given at the time you are asked for the personally identifiable information. Your participation in one of these additional Midway features may also be subject to a separate agreement or additional rules.

By creating an Account, you agree that use of your Account is expressly limited to you. Your Account may not be transferred or shared with any other party, temporarily or permanently, including any individual whose Account was terminated by Midway. You further agree to bear sole responsibility for all uses of your Account and for the confidentiality of your password.

II. Rules of Conduct

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1. You agree that you will not say, submit or otherwise post or state to other users any content that:
 - a) Contains offensive, profane, harassing, defamatory, inappropriate, racist, threatening, infringing, obscene, or unlawful material, including content that contains excessive shouting (ALL CAPS) or flooding (the posting of repetitive text);
 - b) Contains slanderous or libelous comments about other users, the Service Providers' employees, or other individuals;
 - c) Contains personal information about any individual;
 - d) Violates the privacy of any other individual or entity;
 - e) Contains business solicitations of any type, including advertising a product, offering a product for sale, or directing readers to a location for more information about a product;
 - f) Contains viruses, corrupted files, or any other similar software or programs that may adversely affect the operation of the Service Providers' system or a third party's computer;
 - g) Undermines the operation of the Service or a feature thereof; or
 - h) Contains unauthorized copies of third parties' works.You understand and agree that Midway has the right to take any action it deems reasonable to end any offensive or otherwise objectionable activity, including the posting of material that violates the foregoing terms.
2. You may not access the Service to collect information, including nicknames, to send mass electronic mailings to users of the Service.
3. You agree not to use the Service to offend, harass, defame, or threaten another individual, including agreeing not to use the Service to form groups or clubs that are based on or espouse racist, sexist or other hate-based philosophies. You further agree not to engage in any activity that interferes with the ability of other users to enjoy the free and unfettered use of the Service.
4. By participating in the Service, you agree not to impersonate any person or entity or falsely represent your affiliation with any person or entity, including any claim to be, or impersonation of, an employee, authorized representative or member of Midway, GameSpy, NBA Properties, Inc. or any NBA sports team. You further agree not to provide false or misleading information to any Midway employee or authorized representative.
5. You agree not to interfere with, hack, or decipher – or attempt to interfere with, hack or decipher – any transmissions to or from the servers on which the Service resides, or the servers of any other individuals or entities that have access to the Service. You further agree not to exploit the Service, including any hidden bug therein, to attempt to gain an unfair advantage in the play of the NBA Ballers: Phenom game.
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end user license agreement

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VIII. Miscellaneous

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Both you and the Service Providers acknowledge and agree that no partnership is formed between you and the Service Providers, and neither you nor the Service Providers has the power or the authority to obligate or bind the other.

This Agreement will be governed by and construed in accordance with the internal laws of the State of Illinois.

No personally identifiable information is collected in order for you to access the Service, and we thus do not knowingly obtain personally identifiable information from children during the provision of the Service. It is Midway's policy not to collect personally identifiable information from children under the age of 13. To the extent Midway becomes aware that a child has provided personally identifiable information to the Service Providers, the Service Providers will take measures to remove such information from its databases and from the Service. If you are a parent, we encourage you to discuss with your children web safety, and to educate your children not to provide personally identifiable information to strangers.

music

"Back 'Em Down"

Written by J. Green and G. Heard
Performed by Planet Asia
Courtesy of Battle Axe Music
Published by 23rd Scientist Music (ASCAP),
Bleedy Eyes Music (ASCAP), Wireless Devices
Music (ASCAP)
Produced by The Architect

"I Wanna Be"

Written by Saladine Wallace, Salahadeen Wilds
& David Willis
Performed by Camp Lo
Courtesy of Blacksmith Music Corp.

"Ballin' Out"

Written by Theron Thomas, Timothy Thomas and
Nicole Marie Whitehead
Performed by Rock City
Courtesy of The Bottom Line Entertainment
Produced by N.I.K.K.I. Da JukeBox

"Ballin'"

Written by Shaffer Smith and Sixx John
Performed by Ne-Yo
Courtesy of The Island Def Jam Music Group
under license from Universal Music Enterprises
Published by Zomba Enterprises Inc. (ASCAP)
obo Super Sayin Publishing, 913 Music (ASCAP)
Produced by Sixx John for Compound
Entertainment

"Break Bread"

Written by Willie E. Knighton Jr., Robert T.
Barnett, Marshal Barnes and Webster White
Performed by Goodie Mob
Produced by C.I.U. and Marshal Arts for The
Bottom Line Entertainment
Background Vocals by N.I.K.K.I. Da JukeBox

"Choices"

Written by Jin Auyeung and Clyde Daniels
Performed by Jin
Published by A Shot of Jin (SESAC), Swift Sword
Publishing (ASCAP)
Produced by The 'Golden Child'

"Pull up and Pop"

Written by Warren Mathis and Adam Cherrington
Performed by Bubba Sparxxx
Bubba Sparxxx appears Courtesy of Virgin Re-
cords America, Inc., under nonexclusive license
from Virgin Records America, Inc. (P) Virgin
Records America, Inc.
Published by Soar Loser Music (BMI)
Produced by Adam "Wyshmaster" Cherrington

"The Only Way"

Written by Leslie Pridden
Performed by Freeway
Courtesy of The Island Def Jam Music Group
under license from Universal Music Enterprises
Produced by Chad "wes" Hamilton for Dayone
Productions/Press conference Mgmt

"Fresh Ballin'"

Written and Performed by Mannie Fresh for
Chubby Boy Productions (ASCAP)
Courtesy of Universal Records

"Got To Get It"

Written and Performed by Heavy Mojo
Courtesy of Jank Recordings

"I B-Ballin'"

Written by William J. Lacey II
Performed by Jeff Lacey
Produced by TyJilla

"J Got This"

Written by Malik Taylor and Dion Liverpool
Performed by Phife Dawg
Courtesy of Smokin' Needles Records
Produced by DJ Rasta Root

"I'm A Baller Baby"

Written by Walei Yagham, Jayson Bridges &
Adam Cherrington
Performed by Basement Beats
Courtesy of Basement Beats
Produced by Adam "Wyshmaster" Cherrington

"Give Me Dat"

Written by Joe Young & Adam Cherrington
Performed by Jelly Joe for Basement Beats
Courtesy of Basement Beats
Produced by Adam "Wyshmaster" Cherrington

"Go Hard or Go Home"

Written by Sean Pompey, Nissan White and
Simon Julien Hesslein
Performed by Smoke and Numbers
Courtesy of Cinematic Music Group
Published by Edition Vul & Spaeth (GEMA) and
Prodigal Son Publishing (ASCAP)
Produced by Simon Vegas

"I'm A Playa"

Written by Brandon Ranard Burris
Performed by Point Game
Produced by Sho-Down

"I'm A Superstar"

Written by Theartis Jeron Thomas
Performed by Ness Lee
Courtesy of T. Jeron Thomas

"It's A Shame"

Written by Brandon Ranard Burris and Theartis
Jeron Thomas
Performed by Point Game featuring Ness Lee
Courtesy of T. Jeron Thomas

"It's On You"

Written by R. Henley, D. Nelson, S. Hous and
W. Lukuku
Performed by Fourth World
Courtesy of Battle Axe Music
Published by R. Henley (SOCAN), D. Nelson
(SOCAN), S. Hous (SOCAN), W. Lukuku (SOCAN)

"Just Begun"

Written by Gregory Lawary & Adam Cherrington
Performed by Gena for Basement Beats
Courtesy of Basement Beats
Produced by Adam "Wyshmaster" Cherrington

"Keep It Moving"

Written by Kanjia Kroma & Adam Cherrington
Performed by Kanjia for Basement Beats
Courtesy of Basement Beats
Produced by Adam "Wyshmaster" Cherrington

"L.A. City"

Written by A. Pointer and Kenny Segal
Performed by Abstract Rude
Courtesy of Battle Axe Music
Published by Abscorp Music (ASCAP), Mr Yuk
Yuk Music (ASCAP)
Produced by Kenny Segal

"Let's Ball"

Written by K. Fain, A. Taylor and L. DeShazor
Performed by Shak-C (Kash'ka Fain)
Produced By: School of Beats
Recorded and Mixed by Kash'ka Fain for
Signature Sounds Studios

"Raise Up"

Written by Nick Furlong
Performed by Raskal
Courtesy of 3000 Entertainment, LLC.
Produced by TyJilla

"Sideline Talkin'"

Written and performed by Kain Cluffie
Courtesy of King Rich Management

"The Blacktop"

Written by Theartis Jeron Thomas
Performed by Ness Lee
Courtesy of T. Jeron Thomas

"Take It to the Hoop"

Written by Brandon Lloyd
Performed by B. Lloyd featuring Hakim
Abdulsamad
Produced by DJ Roliscrans and Mahli El
Segundo

"The Lifestyle of a Baller"

Written by Howard Bailey and Michael Naylor
Performed by Chingy
Courtesy of Capitol Records
UNDER LICENSE FROM EMI FILM & TELEVI-
SION MUSIC
PUBLISHED BY E3 TUNES (ASCAP) AND BMG
SONGS, INC. (ASCAP) O/B/O CHINGY MUSIC

"They Know Me"

Written by T.J. Reynolds and Nick Furlong
Performed by TyJilla and Raskal
Courtesy of 3000 Entertainment, LLC.
Produced by TyJilla

"What It Is"

Written by Jayson Bridges & Adam Cherrington
Performed by KoKo for Basement Beats
Courtesy of Basement Beats
Produced by Adam "Wyshmaster" Cherrington

"We Hot Now"

Written by A. Albano, F. Sargolini, G. Clomon
& K. Bogan
Performed by Ming+FS featuring Northern
League
Courtesy of Madhattan Studios

"NBA Ballerz"

Written by William Hughes, Kenneth Anthony,
Ronald Wilson, Melvin Adams, Brian Scott, Vito
Tisdale and Joe Hopper
Performed by Nappy Roots
Courtesy of Nappy Roots Music
Published by Nappy Roots Music and Ensign
Music Corporation obo itself and Nappy Roots
Music LLC (BMI)

"Car Wash"

Written By Norman Whitfield
Performed by Rose Royce
Courtesy of Universal Studios
Published by USI B Music Publishing Inc. (BMI)

"Ya'll Ain't Ready"

Written by Ali Jones and Adam Cherrington
Performed by Ali Jones
Ali appears courtesy of Derry Entertainment /
Universal Records
Published by Universal Music Publishing
Produced by Adam "Wyshmaster" Cherrington

"Gotta Come Up"

Written by Terry Parker & Eric Welton
Performed by Juice

Juice appears courtesy of Conglomerate Music
Corporation
Produced by Emmaculate for BPM Produc-
tions/RPE Management

"Put It On Da Line"

Written by Webster White and Ricciano
Lumpkins
Performed by C.I.U. "The Dean"
Courtesy of TBL-ENT
Published by Onika Music (BMI)
PRODUCED BY SOUNDSCAN FOR PWPX, LLC

Beats Provided By:
Jonathan Adams
Adam Cherrington
John Christopher
Nathan Murphree
T. J. Reynolds
Andrew Thielk

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Midway Home Entertainment Inc.
Attn: Tech/Customer Support
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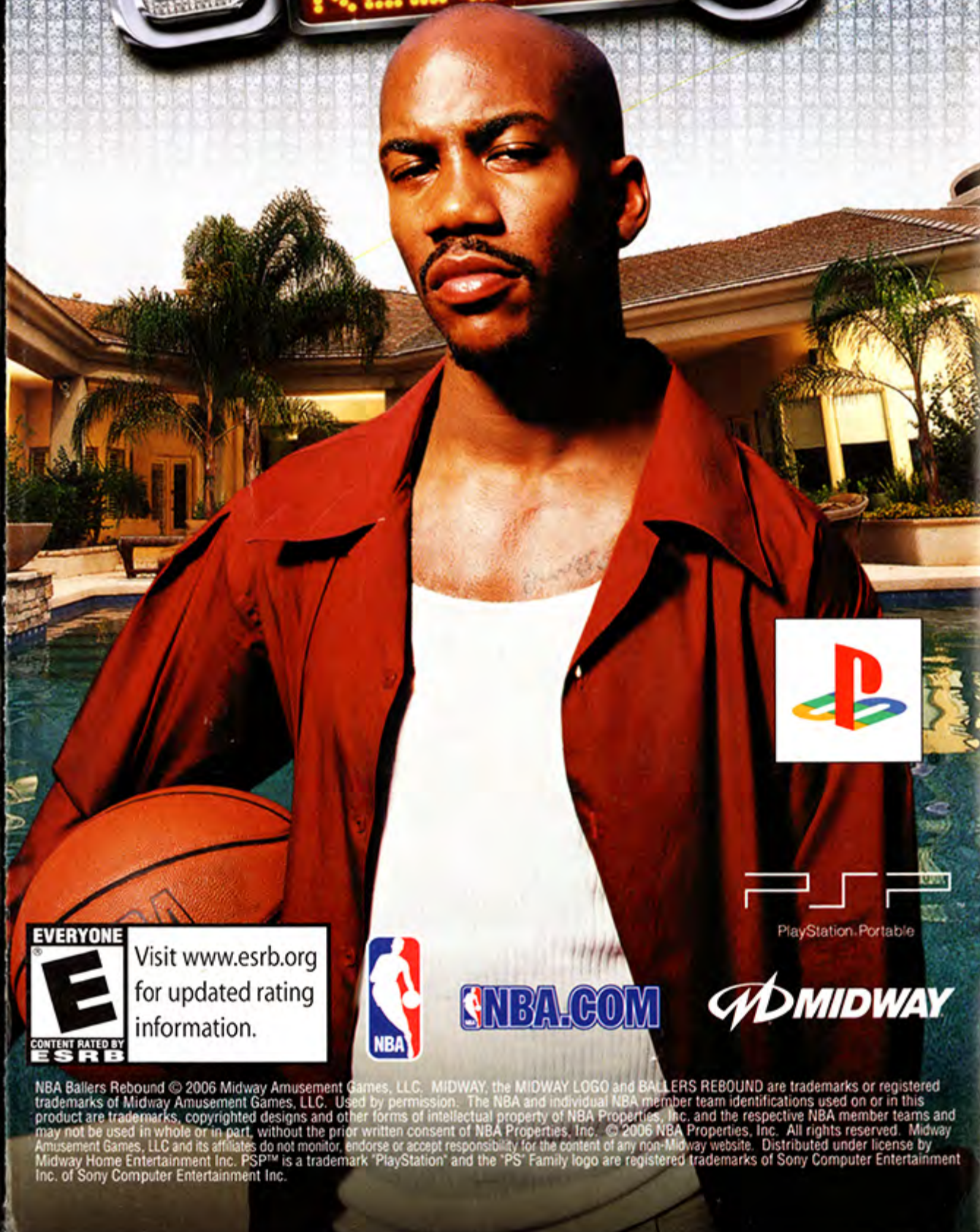
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NBA Ballers

REBOUND



PlayStation Portable



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