

EA
SPORTS™

NBA
LIVE
2002

EVERYONE
E
CONTENT RATED BY
ESRB

OFFICIAL
NBA
PRODUCT

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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

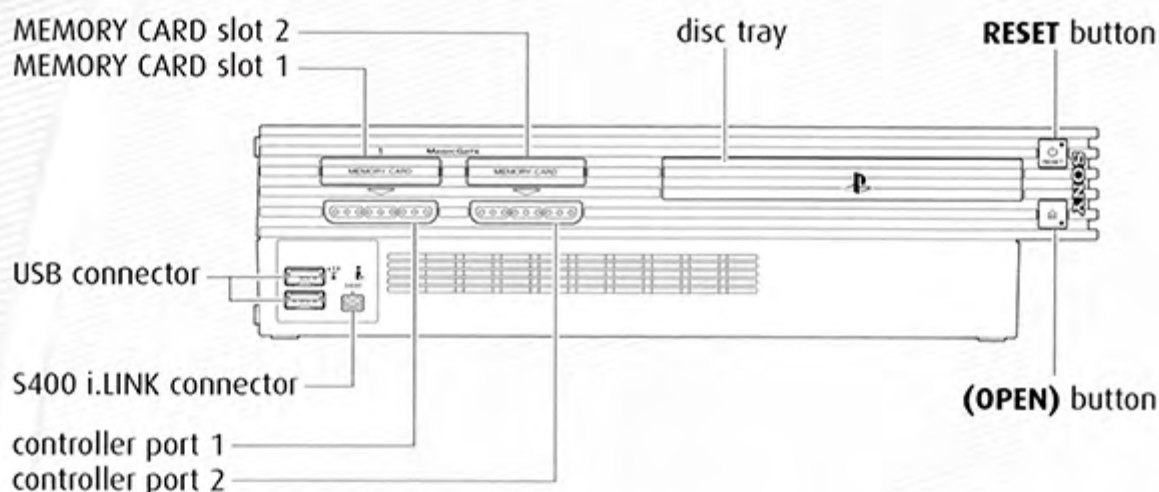


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STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

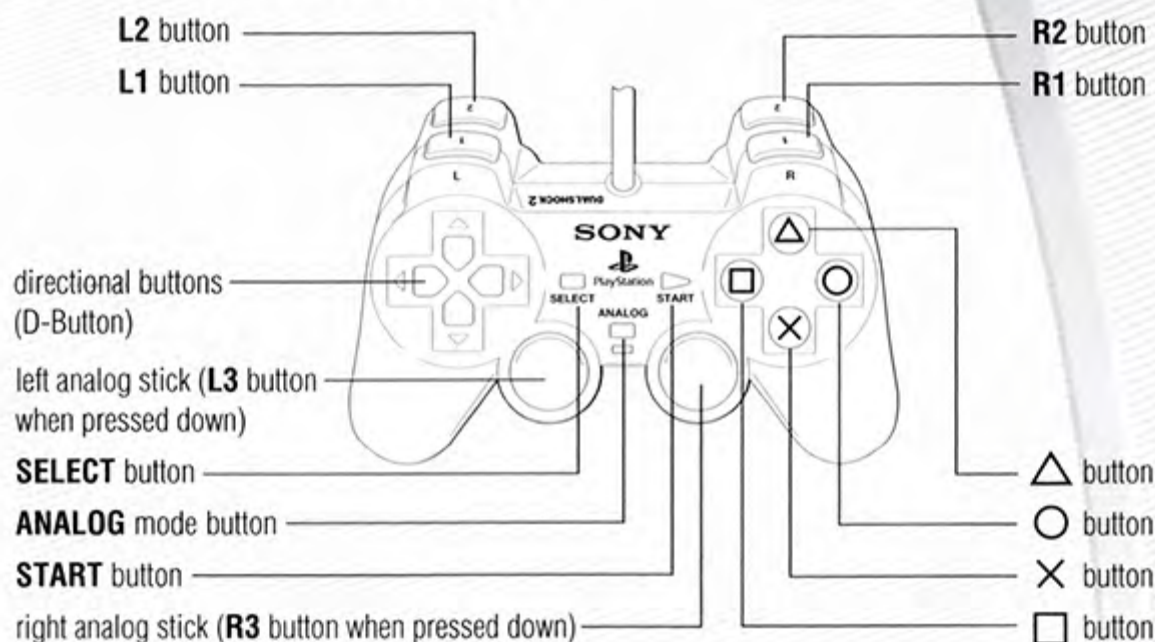


- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned on.
- 3.** Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
- 4.** Place the *NBA LIVE 2002* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
- 5.** Attach game controllers and other peripherals, as appropriate.
- 6.** Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE



DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



NOTE: When using the DUALSHOCK™2 analog controller, use the left analog stick to move the highlighted player. To toggle the Vibration feature **ON/OFF**, go to the Select Teams screen and activate the User Profiles menu.

MENU CONTROLS

ACTION	CONTROL
Highlight menu item	D-Button or left analog stick ↑↓
Change highlighted menu item	D-Button or left analog stick ←→
Activate highlighted option/ go to screen	× button
Open Help screen(s) to view menu controls	SELECT button
Return to previous screen (Cancel changes)	▲ button
Advance to next screen (Accept changes)	START button

BASIC CONTROLS

Use these controls to get in the game.

OFFENSE/DEFENSE

Move player	D-Button or left analog stick
Turbo sprint	R1 button

OFFENSE

Shoot	● button
Pass	✕ button
Back down/spin	▲ button
Crossover	■ button

DEFENSE

Switch players	✕ button
Steal	■ button
Hand check	● button
Jump	▲ button

✧ *NBA Live 2002* includes many more moves—crossover dribbles, spin moves, alley-oop dunks, pick-and-roll plays, and more (➤ *Complete Controls* on p. 6).



For more info about this and other titles, check out EA SPORTS™ on the web at www.easports.com.



INTRODUCTION

You sat there on your couch all season tellin' your friends you could chump Vince Carter in a game of one on one. Well, it's time to put up or shut up. *NBA Live 2002* returns to the PlayStation 2 console with all the game you could want, and it's your turn to run with the rock now.

Take your team through the paces of a rigorous Season, or build them into an NBA powerhouse in Franchise mode. Or, if you want to make it personal, 1 On 1 mode lets you test your game against any player in the league.

This game is for real. So save your bricks and flops for when you're playing with that overweight, burger-munchin', chest thumpin' sofa jockey you call a friend.

FEATURES

- ❖ **Look Good While Playing Good**—Style up your players with knee pads and knee braces, arm and head bands, different sock lengths, sweet shoe styles, and more.
- ❖ **Own The Paint**—Throw your weight around under the basket with a wide range of post moves, a bigger shot selection, easier post defense, and defensive rebounding.
- ❖ **Build The Next NBA Dynasty**—Run the court season-to-season in Franchise Mode and build the team to beat.
- ❖ **Try To Keep Up**—A faster frame rate picks up the pace and speeds up the game.
- ❖ **Come On, Ref!**—Things get heated on the hard court with new player-player and player-referee interactions.
- ❖ **The Legends Take The Court**—Take Hall of Famers and Court Legends 5-on-5 or 1-on-1 and decide for yourself who are the greatest players of all time.

COMPLETE CONTROLS

When you've mastered the basic controls, learn all the moves to really dominate on the court.

OFFENSE (WITH BALL)

Move player if dribble is available	D-Button or left analog stick
Pass (D-Button chooses receiver)	✕ button
Shoot (press to jump then release to shoot; tap to fake)	● button
Crossover dribble	■ button
Back-down (hold) or Spin move (tap)	▲ button
Walk (from standing position)	L1 button + D-Button
Turbo speed for player	R1 button + D-Button
Stutter step (tap)	R2 button + D-Button
Fake moves	R2 button
Call for a pick	SELECT button
Pause game and open Pause menu	START button

◇ To throw an **alley-oop** pass to a player close to the basket, press the L2 button.

LOW POST MOVES

◇ To back your defender down, press the ▲ button and choose one of the following moves:

Jump hook	D-Button ↑ + ● button
Fadeaway jump shot	D-Button away from basket + ● button
Spin move while coming out of a backdown	D-Button in the direction you want to spin

◇ When your player's circle pulses, he's on a hot streak. Give him the ball and let him take it to the hole.

OFFENSE WITHOUT BALL (PLAYER LOCKED)

In Player Lock mode, you control a single position for the entire game. When you don't have the ball, use the controls listed below.

Move player	D-Button or left analog stick
Make computer ballhandler shoot	■ button

Call for pass from computer ballhandler

✕ button/▲ button

Hand check

● button

Post up

L2 button + D-Button

FREE THROWS



Set the distance

Aim right/left

Press the ✕ or ● button when the cursor is in the center of the meter.

Use the T-Meter™ to aim the shot when your player goes to the charity stripe. To line up the shot, stop the basketball cursor in the middle of the T-Meter by pressing the ✕ button or the ● button.

PLAYCALLING

Choose set or play

SELECT button + appropriate button

DEFENSE

Move player

D-Button or left analog stick

Try to **steal** the ball

■ button

Hand check

● button (R1 button + ● button for hard hand check)

Jump to rebound or block shot

▲ button

Switch players

✕ button

DirectSwitch to specific defender

L1 button + ■ button, ✕ button, ● button, or ▲ button

Switch to defender **closest** to basket

L2 button

Face up the player you are guarding

R2 button

Call for double-team

SELECT button

SETTING UP THE GAME

Whether you like playing streetball where anything goes or playing by the rules, you can set yourself up for the perfect *NBA Live 2002* experience by adjusting the settings and choosing your favorite type of game.

MAIN MENU

From the Main menu, you can launch right into a game with Play Now, choose from several other GAME MODES, set your Options, and take a look INSIDE EA SPORTS.

PLAY NOW

Hit the court for some all-out hoops (> p. 11).

GAME MODES

Play through a Season, jump straight into the heat of the Playoffs, build a Franchise, go 1 on 1, or drill your player in a Practice (> p. 18).

OPTIONS

Manage your rosters, check out the numbers in Stats Central, or save and load files from a Memory Card (8MB) (for PlayStation®2) (> p. 16).

INSIDE EA SPORTS

Check out what's new from EA SPORTS or view the game credits.

SETTINGS

Who says that you can't make the rules up as you go along? Find out in this section how to do just that. You can also adjust preferences and game settings.



NOTE: Default options are listed in **bold** in this manual.

RULES

NBA Live 2002 lets you determine which violations are called. When set to Simulation style, violations are called as they would be in an NBA game. In Arcade mode, the rules are much looser.

GAME STYLE

SIMULATION/ARCADE.

DEFENSIVE FOULS

Adjust the frequency of defensive fouls called.

OFFENSIVE FOULS

Adjust the frequency of offensive fouls called.

FOUL OUT

Adjust the number of fouls allowed before a player fouls out of a game.

SHOT CLOCK

Toggle the shot clock **ON**/OFF



- OUT OF BOUNDS** Toggle auto of bounds calls **ON/OFF**.
- BACKCOURT VIOLATION** Toggle backcourt violation calls **ON/OFF**.
- TRAVELING** Toggle traveling violation calls **ON/OFF**.
- GOALTENDING** Toggle goaltending violation calls **ON/OFF**.
- DEFENSIVE 3 SECONDS** Toggle the defensive 3 seconds violation calls **ON/OFF**.
- 3 IN THE KEY** Toggle 3 in the key violation calls **ON/OFF**.
- 5 SECOND INBOUNDING** When **ON**, you must inbound the ball within five seconds.
- 8 SECOND HALF COURT** When **ON**, you have eight seconds to advance the ball over the half court after inbounding in the backcourt.
- FATIGUE** When **ON**, players tire and you must substitute accordingly.
- INJURIES** When **ON**, players can become injured and must be substituted accordingly.

PREFERENCES

Adjust the preferences to suit your mood or game style.

- MENU MUSIC, IN GAME MUSIC VOLUME, COMMENTARY, ARENA ANNOUNCER, SOUND F/X, COURTSIDE VOLUME** Set the volume of the music that plays at menu screens and during the game. Set volume levels for commentary, the arena announcer, sound effects, and courtside sound.
- AUTOMATIC REPLAYS** Set the frequency at which highlight plays are shown after made baskets.
- PLAYER CUT SEQUENCES** Determine the amount of non-interactive cut scenes.
- SCORE OVERLAY** Toggle continuous score display during gameplay **ON/OFF**.
- PLAYER INDICATORS** Select player indicators from **NAME**, POSITION, NUMBER, POSITION NO., USER NAME, or NONE.
- INDICATOR DISPLAY** Set indicator display to **ACTIVE PLAYER**, ALL PLAYERS, or all players on the ACTIVE TEAM.

CPU ASSISTANCE

When ON, the abilities of the team that's behind are increased.

SHOT CONTROL

Set shot control to **USER** or CPU.

GAME SETTINGS

GAME STYLE

Choose **SIMULATION** or ARCADE style. An Arcade style game has a quicker pace. Simulation style plays more like a real NBA game.

SKILL LEVEL

Set your skill level to **ROOKIE**/STARTER/ALL-STAR/SUPERSTAR. The difficulty level increases with each category.

QUARTER LENGTH

Set the quarter length from 2-12 minutes. Default is **3** minutes.

USER PROFILES

Set up a user profile to keep track of your stats, save settings, and more.

USER PROFILES SCREEN

USER PROFILES

Select a user profile.

CREATE NEW PROFILE

Enter a new profile name.

PLAYER LOCK

Set to a specific position or choose **UNLOCKED** to rotate between all positions.

SKILL LEVEL

Set your skill level to **DEFAULT** (your skill level is determined by the skill level set in Game Settings), ROOKIE, STARTER, ALL-STAR, or SUPERSTAR.

SHOT CONTROL

Set shot control to **DEFAULT** (shot control is determined by the skill level set in Game Settings), CPU, or USER.

VIBRATIONS

Toggle vibration mode **ON**/OFF.

To create a User Profile:

1. From the Select Controller screen or Select Teams Screen, press the ● button. The User Profiles screen appears.
2. Press the D-Button or left analog stick ↑ to highlight CREATE NEW PROFILE and press the ✕ button. Enter your profile name and then press the ✕ button again.



- Press the D-Button or left analog stick \updownarrow to scroll through the alphabet. When the letter you want is showing, press the D-Button or left analog stick \leftrightarrow to continue entering your profile name.
- 3. Set all your profile options and then press the **START** button to accept the settings and return to the Select Controller screen or the Select Teams Screen.

PLAY NOW

NBA Live 2002 has many options and settings that you can adjust to customize your game. But sometimes you just want to hit the court without all the setup. Play Now lets you choose a team and head straight to the tip off.



NOTE: If playing a multiplayer game, all players follow the steps for the Select Teams screen below.

To start a Play Now game:

1. From the Main menu, choose PLAY NOW. The Select Teams screen appears.
2. Press the D-button or left analog stick \leftrightarrow to choose either the Home or Away team.
3. Press the D-Button or left analog stick \updownarrow to scroll through the teams.
 - Press the **L2** button to access and adjust your settings, including rules, preferences, and game settings (\triangleright p. 8).
 - Press the **●** button to create or edit a user profile (\triangleright *User Profiles* on p. 10).
 - To adjust your starting lineup, press the **■** button.
 - Press the **R2** button to randomly select a team.
4. Press the **START** button from the Select Teams screen to start the game.

ON THE COURT

Out on the court the game moves fast. Read this section first to familiarize yourself with the game screen, Pause menu, and some basic basketball strategy so you can stay on your toes when you're up against the greatest athletes in the world.

GAME SCREEN



PAUSE MENU

Access the Pause menu to change your game settings and options, use a timeout, make player substitutions, and more.

➤ To access the Pause menu, press the **START** button at any time during gameplay.

RESUME GAME

Return to the current game.

HOME/AWAY TIMEOUT (6)

Use one of six timeouts per game. The number in the parentheses changes to reflect the number of timeouts remaining.

SUBSTITUTIONS

Relieve your fatigued starter or sub in for an injured player.

SELECT CONTROLLER

Change your controlled team.

CAMERA OPTIONS

Choose your camera view and set your camera options.

SETTINGS

Adjust your rules and preferences (➤ *Settings* on p. 8).

STATS CENTRAL

View Player, Team, User Stats and Shot Display.

STRATEGY

Set your Team, Offensive, Defensive or Defensive Matchup Strategy (➤ *Game Strategies* on p. 13).



INSTANT REPLAY

Watch that last play again.

QUIT GAME

Abort the current game and return to the Main menu.

GAME STRATEGIES

Set your team, defensive, and offensive strategies and your defensive matchups for the game.

TEAM STRATEGY

Set up your team strategies, auto subs, and notifications.

OFFENSIVE STRATEGY

Select an offensive strategy or choose **AUTOSWITCH** to let the CPU automatically enact an offensive strategy for you.

DEFENSIVE STRATEGY

Select a defensive strategy or choose **AUTOSWITCH** to let the CPU automatically pick a defense for you.

BOX OUT

AUTO/ON/OFF. When ON, front line players will box out an opponent after a shot in order to get themselves in position for a possible rebound.

CRASH BOARDS

AUTO/ON/OFF. When ON, backcourt players charge the basket after a shot for the rebound. When OFF, only the front line players position themselves under the basket.

AUTO SUBS

When ON, fatigued and injured players are automatically subbed out.

AUTO SUB NOTIFY

When ON, a pop-up box informs you when players are auto-subbed in.

PLAY NOTIFY

When ON, a pop-up box displays which play is called.

RESET

Return settings to their default positions.

OFFENSIVE STRATEGY

Choose and assign your Offensive Strategies to controller buttons or return to the default setup.

MOTION

This strategy stresses ball movement and multiple passes in order to find the open man.

BALLSCREEN

If you're having trouble beating your defender, have one of your teammates set a screen for you to create some space that could lead to a scoring opportunity.

DOUBLE HIGH

This strategy uses screens to create player mismatches.

QUICK HITTERS

It's all about quick passes in this strategy. Pass the ball to keep it moving and look for your open man.

POST UP

Get the ball to one of your big men positioned under the basket for an easy score.

ISOLATION

When running an Isolation play, one of your players tries to draw a double-team in order to free up a teammate who then cuts to the basket.

INSIDE TRI.

Pass the ball to your center or power forward, who will look for the open low man.

TURNOUT

After faking a screen, your perimeter player cuts back to the corner leaving him open for the shot.

BOX

Pass the ball on the perimeter to keep the defense off balance.

FLEX

The "Flex" is a man-to-man offense that uses a baseline screen and cut, followed by a down screen.

HAWKS

Pass the ball along the perimeter as your guard moves toward the basket.

HIGH POST

In the High Post offense, players cut to the ball from behind the play, setting up a backdoor layup or slam.

SIDELINE TRI.

A series of screens confuses the defense and leaves players open for a shot.

ZIPPER

Use a screen to move quickly to an opening.

1-4 HIGH

Move the ball around the perimeter and look for an opportunity to pick and roll at the high post.

3 POINT

Your point guard moves the ball down the court and then passes to your two guard or small forward for a shot from behind the arc.

PLAYER 1-8

Cycle through Players 1-8 to set strategies for each player.

**POSITION NAME/
NUMBER**

View positions by either their name or number.

RESET

Return settings to their default positions.



DEFENSIVE STRATEGY

Choose and assign your Defensive Strategies to controller buttons or return to the default setup.

- 3/4 COURT PRESS** With the 3/4 COURT PRESS, your defenders pressure the offense in the backcourt when they inbound the ball.
- FULL COURT PRESS** When running the Full Court Press, your defenders pressure the offensive players in the backcourt even before they put the ball in play.
- HALF COURT PRESS** The defense sets up and establishes position on its end of the court while allowing the offense to bring the ball up the floor. The defense picks up the offense at the half-court line.
- HALF COURT TRAP** The Half Court Trap is similar to the Half Court Press except for the fact that two of your defenders will pressure the ball carrier near the half-court line.
- QUARTER COURT** This is as close as you get to running a zone defense. The defense jams the middle while leaving the outside unprotected.
- AUTOSWITCH** The CPU randomly chooses a defensive strategy for you.
- INTENTIONAL FOUL** Use Intentional Foul when you need to stop the clock late in the game when the score is close.
- BOXOUT** Use Boxout to make your players more aggressive when going for defensive rebounds.
- DOUBLE TEAM** Use Double Team to have two of your defenders pressure the opposing ball handler.

DEFENSIVE MATCHUPS

Set your defensive matchups per team.

Double Team	L2 button
Pressure	R2 button
Scroll right/left	D-Button or left analog stick ↔
Move up/down	D-Button or left analog stick ↑↓
Select/Swap player	X button
Toggle between Options and the Table	■ button
Accept	START button
Cancel/Back	▲ button
Help/Exit Help	SELECT button

OPTIONS

Reorder your rosters, create a player, view team, player and user stats, or save a season or your gameplay settings.

➤ Access Options from the Main menu.

ROSTER MANAGEMENT

Take complete control over your team(s) by managing your rosters. The RESET ROSTERS option returns your rosters to default order.

To reorder your rosters:

1. From the Roster Management menu, choose REORDER ROSTERS. The Reorder Rosters screen appears.
 2. To select the team whose roster you want to reorder, press the D-Button or left analog stick \leftrightarrow .
 3. To move the cursor to the player stat table (or back to the team selection bar), press the \blacksquare button.
 4. Press the D-Button or left analog stick \updownarrow to select a player to move and then press the \times button.
 5. Press the D-Button or left analog stick \updownarrow to select the second player who will swap places with the first player and then press the \times button.
 6. When finished with your reorder, press the **START** button to accept the change and return to the Roster Management screen.
- Press the \blacktriangle button to cancel the change and return to the Roster Management screen.

To trade players:

1. From the Roster Management menu, choose TRADE PLAYERS. The Trade Players screen appears.
 2. To move the cursor to the team selection bar (or back to the player list), press the \blacksquare button.
 3. To select the first team from whom to trade a player, press the D-Button or left analog stick \leftrightarrow .
 4. Press the D-Button or left analog stick \updownarrow to select a player to trade and then press the \times button. The player is highlighted in orange.
 5. Follow steps 2-4 to select the second player to trade. Press the \bullet button to complete the trade. Then, press the **START** button to accept the trade and return to the Roster Management screen.
- Press the \blacktriangle button to cancel the change and return to the Roster Management screen.



To release a player:

- 1.** From the Roster Management menu, choose SIGN/RELEASE PLAYERS. The Sign/Release Players screen appears.
 - 2.** To select a team from which to release a player, press the D-Button or left analog stick ←→.
 - 3.** To move the cursor to the player list (or back to the team selection bar), press the ■ button.
 - 4.** Press the D-Button or left analog stick ↑↓ to select a player to release and then press the ✕ button. The player is highlighted in orange.
 - 5.** Press the **START** button to accept the transaction and return to the Roster Management screen.
- Press the ▲ button to cancel the change and return to the Roster Management screen.

To sign a player:

- 1.** From the Roster Management menu, choose SIGN/RELEASE PLAYERS. The Sign/Release Players screen appears.
 - 2.** Press the **L1** button or **R1** button to toggle between the team selection bar and the Free Agents/Legends Pool.
 - 3.** To move the cursor to the player list (or back to the team selection bar), press the ■ button.
 - 4.** Press the D-Button or left analog stick ↑↓ to select a player to sign. The player is highlighted in orange. Press the ✕ button.
 - 5.** Press the **START** button to accept the transaction and return to the Roster Management screen.
- Press the ▲ button to cancel the change and return to the Roster Management screen.

To create a player:

- 1.** From the Roster Management menu, choose CREATE PLAYER. The Create Player screen appears.
- 2.** Enter the information for your player:
○ Press the **R2** and **L2** Buttons to cycle through the player feature lists and adjust all of your players features from his information (name, position, number, birthday etc.), ratings (his skills), look (his face, hair, body type etc.), and his accessories (wristbands, tattoos, etc.).
- 3.** Press the ● button to save your player. Then press the **START** button to return to the Roster Management screen.

STATS CENTRAL

View Player Stats, Team Stats, or User Stats.

LOAD/SAVE

Save and load games, settings, rosters, and user profiles to your memory card.

GAME MODES

In addition to Play Now, there are five more game modes where you can test your hoops skills. Take on the intensity of the Playoffs, test yourself against any one NBA superstar in 1 on 1 mode, build a dream team in a Season or Franchise, or polish your game in Practice.

SEASON

Play through an entire NBA Season. If you're good enough you just might find yourself shooting for the championship come playoff time.

Toggle the highlighted team to either CPU or User control

Press the D-Button or left analog stick \downarrow to select a team



Select a division

Set up a custom or default NBA league

Set the length of your season

Choose a random or NBA type schedule

Move the cursor to left or right side items

To start a season:

1. From the Main menu, choose GAME MODES. The Game Modes screen appears.
2. Select SEASON. The Season Setup screen appears.
3. After setting up your Season, press the Start button to advance to the Season Settings screen (\rightarrow p. 19).
4. Adjust your settings and press the **START** button to advance to the Season Central screen.
5. To start your first game, choose NEXT GAME and continue as you would in a Play Now game.

SEASON SETTINGS

GAME STYLE	SIMULATION /ARCADE.
SKILL LEVEL	ROOKIE /STARTER/ALL-STAR/SUPERSTAR.
QUARTER LENGTH	2-12 minutes. 3 MINUTES is the default.
SIM QUARTER LENGTH	2- 12 minutes.
PLAYOFF LENGTH	5-7-7-7 /1-1-1-1/1-3-3-3/3-5-5-5.
SWITCH TEAMS	Change your user controlled teams.
MODIFY CPU ROSTERS	Allows you to change the CPU-controlled teams' rosters.
TRADE RESTRICTIONS	When trade restrictions are enforced, the CPU checks for unfair trades involving its own teams.
TRADE DEADLINE	Enforce the trade deadline. All trades must take place before a certain deadline. For example, the trade deadline for 2002 is February 21st.
CPU INITIATED TRADES	When YES , the computer prompts users with trade offers.

View the season schedule, by month or by team

Reorder your rosters, trade players, sign and release players, or create or edit a player

View player, team, or user stats, or view league leaders

Start the next game



Adjust rules, preferences, and season settings

Load or save your season, settings, profile, or roster

Check out the NBA news, season standings, or a matchup review

Start the playoffs

POST SEASON

To start the Playoffs:

1. When all games have been played or simulated, choose **BEGIN PLAYOFFS** from the Season Central menu. The Playoff Central menu appears.
2. Play or sim through the playoffs as you would the normal season.
3. When the Playoffs are over, press the **▲** button to return to the Playoff Central screen. Then choose **EXIT PLAYOFFS**. The 2002 Finals MVP screen and then the 2002 NBA Champions screen appears. Press the D-button or left analog stick \updownarrow to view the players stats. Press the **START** button to return to the Main menu.

PLAYOFFS

You can earn your spot in the playoffs by proving yourself over the course of a full season. Or you can jump right in from the Main menu.

- ⤷ Playoff mode works similarly to Season mode. Start the Playoffs as you would begin a Season.

FRANCHISE

Build a team from the ground up and then manage them from season to season.

- ⤷ Franchise mode is set up similar to Season (➤ *Season* on p. 18).

POST SEASON

Once all of the regular season games have been played or simulated, you are prompted to return to the Franchise Central menu.

- ⤷ To start the playoffs, choose BEGIN PLAYOFFS. The first Awards screen appears.

AWARDS SCREENS

See who got the coveted awards for MVP, Most Improved, Sixth Man, Defensive Player, and Rookie. Then press the **START** button to advance to see who made the All NBA Team, the All Defensive Team, and the All Rookie Team.

- ⤷ When you're finished press the **START** button to advance to the Playoff Central screen.
- ⤷ Play through the Playoffs as you would in a Season.
- ⤷ When the Playoffs are over, press the ▲ button to return to the Playoff Central screen. Then choose EXIT PLAYOFFS. The 2002 Finals MVP screen appears followed by the 2002 NBA Champions screen.
- ⤷ After reviewing the 2002 NBA Champions screen, press the **START** button to advance to the Retiring Players screen.
- ⤷ Check out who is retiring... and then press the **START** button to continue to the Draft Lottery.

RE-SIGNING PLAYERS

Re-sign your players whose contracts are up—if you want to keep them, that is.

To re-sign a player:

- ⤷ Press the D-Button or left analog stick ↓ to highlight the player to re-sign. Then press the ✕ button to re-sign him. When you're finished, press the **START** button to advance to the Rookie Draft.
- ⤷ To change the number of years a player is signed for, press the ■ button to highlight the contract length area and then press the D-Button or left analog stick ↔ to adjust the contract length.

DRAFTING ROOKIES

Get some young blood on your team with the energy to carry you into the post-season.

To draft a rookie:

- When your draft pick comes up, press the **X** button to access the Rookie Draft screen.
- Press the D-button or left analog stick \updownarrow to highlight the player you want to draft and then press the **X** button.
- To view the Scouting report, press the **L2** button.

SIGNING FREE AGENTS

Pick up a superstar that was unhappy with his former team, or maybe some underrated player that wasn't appreciated at his old gig.

To sign a free agent

1. At the Sign Free Agents screen, press the D-Button or left analog stick \updownarrow to select a player and then press the **X** button.
2. Press the **L2** button to compare players.
3. Press the **START** button to accept the transaction and return to the Roster Management screen.

1 ON 1

Take it to the rim and battle it out one-on-one against any of the league's finest players.

To start a 1 on 1 game:

1. From the Main menu, choose 1 ON 1. The Select Player screen appears.
 - To toggle between the team bar and the available players table, press the **■** button.
2. Press the D-Button or left analog stick \leftrightarrow to choose a team from the team bar.
3. When the available players table is active, press the D-Button or left analog stick \updownarrow to highlight a player.
4. Press the **X** button to select a Home player. Press the **●** button to select an Away player.
5. Press the **START** button to advance to the Select Controller screen. Continue from there as you would in a Play Now game (\triangleright p. 11).

PRACTICE

Here's your chance to improve your game.

To start a practice:

1. From the Main menu, choose Practice. The Select Player screen appears.
2. To select a player, press the D-Button or left analog stick \updownarrow to cycle through the current team's players and then press the **X** button to select a player.
 - To change to the available players table, press the **■** button.
 - To change teams, press the D-Button or left analog stick \leftrightarrow when the team bar is highlighted. To choose a random player, press the **R2** button.
3. When you've finished selecting your player, press the **START** button to advance to the Select Controller screen. Continue from there as you would in a Play Now game (\gg p. 11).

SAVING AND LOADING

Save your season and you can continue your route to the championship at your own pace. Or store your favorite settings for convenience. This section details how to save and reload your game and your perfect setup.



NOTE: Never insert or remove a memory card when loading or saving files.

To save a Season/Playoff/Franchise:

1. From Season Central (or Playoff/Franchise Central), choose LOAD/SAVE. The Load/Save menu appears.
2. Press the D-Button or left analog stick \updownarrow to highlight the type of file you want to save and then press the **X** button. The Save Season (Playoff/Franchise) screen appears.
3. Press the D-Button or left analog stick \updownarrow to highlight the save area you want to use and press the **X** button. A pop-up screen appears indicating if the save was successful. Press the **X** button to acknowledge it and return to Season Central.

To load a game:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.

2. Press the D-Button or left analog stick \updownarrow to highlight the type of file you want to load and then press the \times button. The Load Saved Game screen appears.
3. Press the D-Button or left analog stick \updownarrow to highlight the save area you want to load from and press the \times button. A pop-up screen appears indicating if loading was successful. Press the \times button to acknowledge it and advance to Season/Playoff/Franchise Central.

To save settings:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the D-Button or left analog stick \updownarrow to highlight SAVE SETTINGS and then press the \times button. The Save Settings screen appears.
3. Press the D-Button or left analog stick \updownarrow to highlight the save area you want to save to and press the \times button. A pop-up screen appears indicating if saving was successful. Press the \times button to acknowledge it and return to the Load/Save screen.

To load settings:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the D-Button or left analog stick \updownarrow to highlight LOAD SETTINGS and then press the \times button. The Load Settings screen appears.
3. Press the D-Button or left analog stick \updownarrow to highlight the save area you want to load from and press the \times button. A pop-up screen appears indicating if loading was successful. Press the \times button to acknowledge it and advance to Load/Save screen.

To save a user profile:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the D-Button or left analog stick \updownarrow missing up/down arrows to highlight SAVE USER PROFILE and then press the \times button. The Save User Profile screen appears.
3. Press the D-Button or left analog stick \updownarrow to highlight the save area you want to save to and press the \times button. A pop-up screen appears indicating if saving was successful. Press the \times button to acknowledge it and return to the Load/Save screen.

To load a user profile:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the D-Button or left analog stick \updownarrow to highlight LOAD USER PROFILE and then press the \times button. The Load User Profile screen appears.
3. Press the D-Button or left analog stick \updownarrow to highlight the file you want to load and press the \times button. A pop-up screen appears indicating if loading was successful. Press the \times button to acknowledge it and return to the Load/Save screen.

To delete a file:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the D-Button or left analog stick \updownarrow to highlight Delete File and then press the \times button. The Delete File screen appears.
3. Press the D-Button or left analog stick \updownarrow missing up/down arrows to highlight the file you want to delete and press the \times button. A pop-up screen appears indicating if deleting was successful. Press the \times button to acknowledge it and return to the Delete Files screen.

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MUSIC**“The Winner”**

Performed by The Crystal Method

Written by Ken Jordan and Scott Kirkland

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"Lady Venom"

Performed by Swollen Members
Produced by Paul Nice
Written by Shane Bunting, Kiley Hendriks,
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"Deep End"

Performed by Swollen Members
Produced by Seanski
Written by Shane Bunting, Kiley Hendriks,
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"Crunch"

Performed by Moka Only
featuring Swollen Members
Produced by Paul Nice
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"Rollin' Along"

Performed by Moka Only featuring
Abstract Rude
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