

**EA**  
SPORTS™

**NBA**  
**LIVE**  
**2005**

EVERYONE  
**E**  
CONTENT RATED BY  
ESRB



**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 please visit [www.esrb.org](http://www.esrb.org).

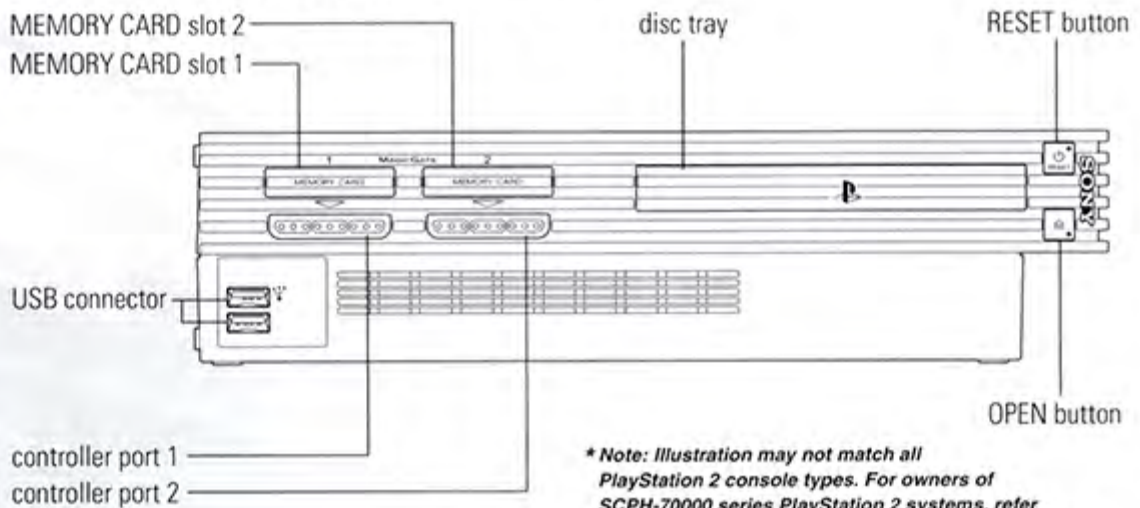
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**FOR MORE INFO** about this and other titles, check out EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).

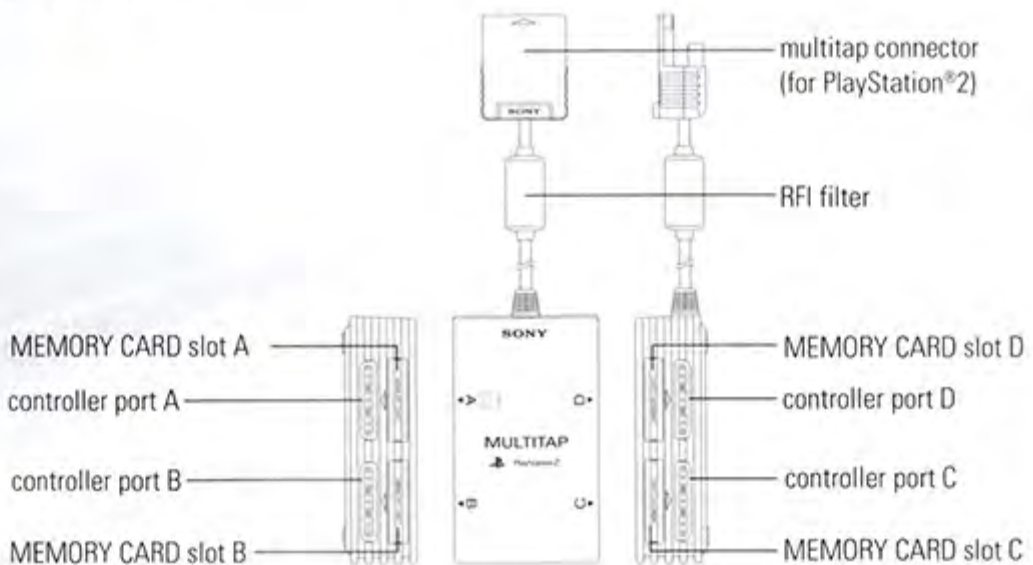
# STARTING THE GAME

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



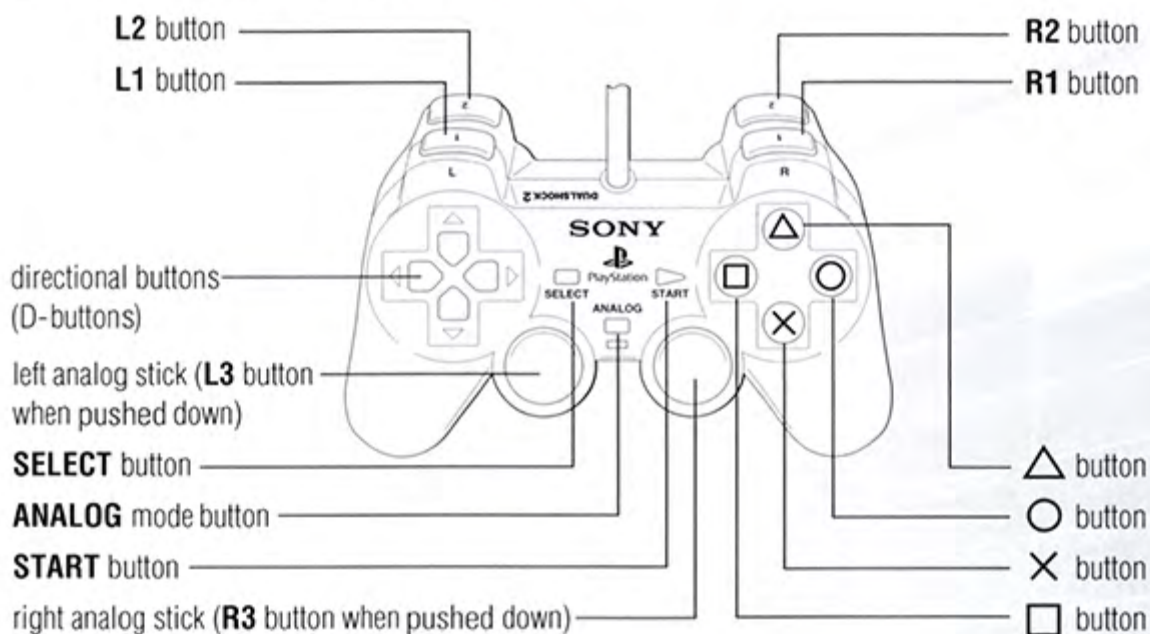
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *NBA LIVE 2005* 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.

**NOTE:** When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



# COMMAND REFERENCE

## DUALSHOCK<sup>®</sup> 2 ANALOG CONTROLLER CONFIGURATIONS



### MENU CONTROLS

<b>Highlight menu items</b>	D-button ↕
<b>Cycle choices/Move sliders</b>	D-button ↔
<b>Select/Go to next screen</b>	⊗ button
<b>Return to previous screen</b>	△ button

# COMPLETE CONTROLS

Whether you're playing a division rival or challenging for the NBA Championship, master these game controls and dominate the hardwood.

## OFFENSE

<b>ACTION</b>	<b>COMMAND</b>
Move player	left analog stick
Shoot	○ button (press and hold to jump then release to shoot; tap to fake)
Pass (direction of the left analog stick chooses receiver)	⊗ button (hold and release to execute a give-and-go)
Dunk/Lay-up	□ button (double-tap to adjust your shot)
Pro-hop/Power dribble	△ button (hold for power dribble when player is standing still)
Turbo	R1 button
Back down defender/Protect ball	L1 button
Alley-oop pass (when teammate has a clear lane to the basket)	R2 button
Direct pass (to a specific player)	L2 button + □ button, ⊗ button, ○ button, or △ button (tap L2 button to pass to closest man to basket)
Call timeout	SELECT button
Call an offensive Quick Play™ (see p. 7)	D-button
EA SPORTS™ Freestyle Control (see p. 7)	right analog stick
Off-ball switch (see p. 7) (to switch to specific player)	R3 button + □ button, ⊗ button, ○ button, or △ button
Pause game	START button

## **NEW** MID-AIR REBOUNDS, TIPS, AND DUNKS

Take full control of a player while the ball is in mid-air. After you or a teammate misses a shot, you now have three options:

<b>ACTION</b>	<b>COMMAND</b>
Mid-air rebounds	△ button
Tip-slam	□ button (when close to the basket)
Tip-in	○ button

## CALL-FOR-PASS INBOUNDING

<b>ACTION</b>	<b>COMMAND</b>
Move pass receiver	left analog stick
Call for pass	⊗ button
Strategic player switch	D-button ← to switch to best 3 point shooter D-button ↑ to switch to the closest man to basket D-button → to switch to best free throw shooter D-button ↓ to switch to best ball handler

## LOW POST MOVES

To back your defender down, press and hold the **L1** button and choose one of the following moves:

<b>ACTION</b>	<b>COMMAND</b>
Slam dunk	left analog stick toward basket + <b>□</b> button when close to the basket
Fade away jump shot	left analog stick away from basket + <b>○</b> button
Power dribble	<b>△</b> button
Spin move from back down	left analog stick in the direction you want to spin and release <b>L1</b> button

## OFF-BALL SWITCH (PLAYER LOCKED)

Use these controls when you don't have the ball.

<b>ACTION</b>	<b>COMMAND</b>
Call for shot	<b>○</b> button
Call for pass	<b>×</b> button
Call for dunk/lay-up	<b>□</b> button
Set screen	<b>L1</b> button

## FREE THROWS

Use the help of the T-Meter™ when shooting free throws. For best accuracy, aim by pressing the **×** button, **□** button, or **○** button when the cursor is near the center of the meter. Next, press the **×** button, **□** button, or **○** button again to set the distance.

## DEFENSE

<b>ACTION</b>	<b>COMMAND</b>
Move player	left analog stick
Switch players	<b>×</b> button
Steal/Dive for loose ball	<b>□</b> button
Take a charge	<b>○</b> button or <b>R2</b> button
Jump to block/Rebound	<b>△</b> button
Turbo	<b>R1</b> button
Direct player switch (to a specific player)	<b>L2</b> button + <b>□</b> button, <b>×</b> button, <b>○</b> button, or <b>△</b> button
Switch to last man back	<b>L2</b> button (tap)
Face up/Box out	<b>L1</b> button
Intentional foul	<b>SELECT</b> button
Call a defensive Quick Play (see p. 7)	D-button
EA SPORTS Freestyle Control (see p. 7)	right analog stick
Pause game	<b>START</b> button

## **NEW** NBA ALL-STAR WEEKEND

Use these moves during the All-Star events.

### 3 POINT SHOOTOUT

<b>ACTION</b>	<b>COMMAND</b>
Switch camera view	<b>L1</b> button
Pick up ball	<b>R1</b> button
Jump/Shoot	<b>□</b> button, <b>×</b> button, <b>○</b> button, or <b>△</b> button (press to jump, release to shoot)

### SLAM DUNK CONTEST (ON GROUND)

<b>ACTION</b>	<b>COMMAND</b>
1 foot Gather	<b>□</b> button
2 foot Gather	<b>○</b> button
1 foot 180 Gather	<b>△</b> button
2 foot 180 Gather	<b>×</b> button
Ball toss	right analog stick
Move player	left analog stick
Dunk modifiers	<b>L1</b> button/ <b>R1</b> button

### SLAM DUNK CONTEST (IN AIR)

<b>ACTION</b>	<b>COMMAND</b>
Tomahawk	<b>□</b> button
Pump	<b>○</b> button
Windmill	<b>△</b> button
Clutch	<b>×</b> button
Rotate player (on 180 Gather)	left analog stick
Modifiers	<b>L1</b> button/ <b>R1</b> button

## **PLAY NOW**

Before you slam and jam during the NBA All-Star Weekend, get your feet wet with an exhibition game against your toughest rival in Play Now mode.



The screenshot shows the 'TEAM SELECT SCREEN' for an exhibition game. The home team is the Los Angeles Lakers (rating 95) and the away team is the Detroit Pistons (rating 90). The screen features team logos, a 'VS' indicator, and a game controller icon. Navigation options at the bottom include 'Starting Lineups', 'Back', and 'Forward'. Callouts point to various elements: 'Home team' (Lakers), 'Away team' (Pistons), 'To choose a team, press the D-button to choose your desired team when the controller icon is set to either Home or Away', 'Team ratings' (95 and 90), 'To view (or edit) starting lineups, press the [button] button', 'To select teams at random, press the R1 button', and 'Press the [button] button to continue to the Jersey Select screen'.

Home team

Away team

To choose a team, press the D-button to choose your desired team when the controller icon is set to either Home or Away

Team ratings

To view (or edit) starting lineups, press the [button] button

To select teams at random, press the **R1** button

Press the **×** button to continue to the Jersey Select screen



## JERSEY SELECT SCREEN

From the Jersey Select screen you have the option to change your team's jersey for the upcoming game. Press the D-button  $\leftrightarrow$  to select a Home, Away, Alternate, Hardwood Classics, or Practice jersey. Some jerseys have to be unlocked in the NBA Store (using earned Task List points. See p. 12).

## SETTINGS

Select the skill level for the next game, along with quarter length, arena location, and camera view. You can also adjust the rules, preferences, gameplay settings, and in-game settings from the Settings screen.

# ON THE COURT

Elevate your game on both ends of the court with *NBA LIVE 2005*.



## EA SPORTS™ FREESTYLE CONTROL

Express yourself with EA SPORTS Freestyle Control. While dribbling, press the right analog stick in any direction to break out a Freestyle move. Making the same shape on the right analog stick results in the same move every time. You can also create combinations of Freestyle moves, so be sure to use Individual Practice mode to help perfect these moves.

## OFF-BALL SWITCH

Control players on the floor with or without the ball—call for passes, have a teammate shoot, or set a screen with the push of a button. Once you activate Off-Ball Switch mode (R3 button), switch to another player on the court by pressing the corresponding button callout.

## QUICK PLAYS

Direct traffic on both ends of the court by calling a Quick Play. On offense, you can run plays such as Isolation, Post Up, Pick-and-Roll, Basket Cut plays, and more. On defense, the 2-3 Zone, Double Team, Full Court Man to Man, and Half Court Man to Man defensive options (and more) are available. You can change your Quick Play settings on your controller via the Playbook screen.

## PLAYBOOK

Adjust to your opponent's playing style mid-game. You have the option to adjust your defensive matchups, defensive playbook, offensive playbook, and team strategies. The Playbook menu is accessible only through the Pause menu during a game.

## PLAYER ICONS

During gameplay, players are represented with an icon indicating their skill specialty. Use these players to your advantage.

ICON	FEATURE/NAME
	Big dunker
	Tight D
	3 point shooter
	Shot blocker

## PLAY ONLINE

Go Freestyle against the best basketball players in the country.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [www.easports.com](http://www.easports.com). YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [www.easports.com](http://www.easports.com) OR 30 DAYS AFTER THE LAST DAY OF THE 2004-2005 NBA SEASON.

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A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *NBA LIVE 2005* online. *NBA LIVE 2005* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

## PLAYING ONLINE

In order to play *NBA LIVE 2005* online, you must select Your Network Configuration file or create a new one by following the on-screen instructions. Next, create a new EA Account. If you already have an EA Account saved on a memory card (8MB) (for PlayStation®2), it appears automatically.

After you're logged into the *NBA LIVE 2005* Server Login screen, create an EA SPORTS Persona (you can have up to four EA SPORTS Personas). Change or create new Persona names from the Persona Names screen.

**NOTE:** Your Network Configuration file and the EA Login will only be read off of the memory card in MEMORY CARD slot 1.

**NOTE:** If you have an existing screen name on AOL, AOL Instant Messenger (AIM), CompuServe 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account Name. Visit <http://www.ea.com/nba-reg> to register, then return to *NBA LIVE 2005* and select USE EXISTING EA ACCOUNT. Enter your Account Name and password to log on.

## PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 3658 (peer-to-peer connection); 6000 (VOIP).

## WELCOME TO NBA LIVE 2005 ONLINE (LOBBY)

Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

**NOTE:** The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

## GAME MODES


<b>Play Now</b>	Connect with another player for a quick pick up game.
<b>Online Lobby</b>	Choose a room based on your location and skill level.
<b>Online Events</b>	Join or create an online tournament.
<b>Quick Tournament</b>	Play in a quick 4- or 8-man tournament.
<b>Leaderboards</b>	Check your rankings against the best players online.
<b>My Career</b>	View all the details of your online career.
<b>My NBA LIVE</b>	Customize the way you want to play online.

## CHEATING PREVENTION

The following rules are applied to online games to prevent cheating:

- ❖ Games can be ranked or unranked.
- ❖ A user is charged with a loss and a disconnect for exiting a ranked game before it is finished.
- ❖ Users are penalized for delaying games.

## PLAYER OPTIONS

Highlight a player's name and press the  button to bring up the player options. From here you can challenge, view the player's career, send or read a private message, block or unblock, add or remove that player to or from your EA Messenger, or provide feedback about the user.

## PLAYER CONNECTIONS

A Connection Bar is displayed next to a player's name in a lobby room. Green indicates a good connection; yellow, a medium connection; and red, a poor connection.

**NOTE:** If the Connection Bar is green, ping is less than 150 milliseconds. Yellow = ping is less than 350 milliseconds. Red = ping greater than 350 milliseconds.

## EA SPORTS™ TALK

EA SPORTS Talk lets you talk to other players. EA SPORTS Talk is activated as soon as you connect to your opponent. The microphone icon represents its status.

- ❖ A green microphone icon means a headset is detected on the other user's machine (whether ON/OFF). A red microphone icon means your headset is turned OFF or muted.

**NOTE:** EA SPORTS Talk supports the Logitech® USB headset, but does not support modem connections. To use EA SPORTS Talk, both players must have broadband connections.

**NOTE:** During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

- ❖ Your opponent may not have a USB headset connected to their console.
- ❖ Your opponent may be connecting to the Internet through a dial-up modem connection.
- ❖ You and your opponent may have a low quality connection to each other.

**NOTE:** NBA LIVE 2005 supports a USB keyboard for typing messages.

## EA SPORTS™ TICKER AND MEDALLION

Stay up to date on the latest sports scores with the EA SPORTS Ticker. The ticker shows you the results of real games and scores of other sporting events. Keep an eye on the ticker for news and information from EA SPORTS.

The EA Medallion to the left of the ticker indicates your connection status. During regular network operation, the Medallion is green and the Network Activity Indicator on the right side of the Medallion flashes to indicate network transactions. A red Medallion indicates that you have been disconnected.

If you are disconnected from the network for any reason, the screen becomes gray, and you will be notified you have been disconnected.

## EA™ MESSENGER

Keep track of your friends, challenge, chat, and offer feedback with the EA Messenger.

### TO SEARCH/ADD A FRIEND:

Press the **○** button to open the EA Messenger and then press the **○** button again to search for friend. To add a friend, highlight his name and press the **⊗** button to bring up the player options, then select ADD TO EA MESSENGER. A Friend Request is sent to him. Once accepted, the friend is automatically added to your EA Messenger.

### TO INITIATE A CHALLENGE OR CHAT:

Highlight your friend's name and press the **⊗** button in either the EA Messenger or in one of the chat rooms. You can only challenge or voice chat with one other player at a time. Press the **R3** button to mute your friend during voice chat.

## SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press the **⊗** button and then choose SEND MESSAGE. To send one message to multiple friends in your EA Messenger, highlight the friends and press the D-button **⇨** to flag them. Then press the **⊗** button on any flagged friend and send a Group Message to all selected friends.

## BLOCKING/FEEDBACK

You can block any player from corresponding with you in any way. You're also able to leave feedback—positive or negative—for any player. Please note that abusing the feedback system can result in action against your account.

# DYNASTY MODE™

Build pro basketball's greatest franchise of all-time. For multiple seasons, you manage the roster; you coach the team; you play the games. Dynasty Mode operates on a year-round NBA calendar so be prepared to handle the duties on the court, as well as off it. After choosing a team and selecting your settings, Season One begins.

## DYNASTY DEVELOPMENT

Starting from your first Training Session, use your Dynasty Points to improve player and team abilities. You can also use your points to hire specialist coaches and pay for scouting trips. Dynasty Points are awarded for accomplishing feats in the Task List (displayed after each game, season, and playoffs) during the current season.

## PDA/ROSTER MANAGEMENT/GM'S DESK

Run your franchise with the help of the all-new PDA communication system. With the PDA, you'll receive valuable information from the league, players, and coaches that can help determine the success of your franchise.

Other than the PDA, most of the action off the court occurs from the Roster Management screen or the GM's Desk. From the Roster Management screen you can reorder rosters, view injury reports, sign, release, and trade players. Review your Manager's Statement, get the latest news from around the league, view upcoming free agents, and more from the GM's desk.

## OFF-SEASON

After the playoffs, it's time for all GMs to evaluate their respective teams for the upcoming season. Be sure to use valuable information from your team scouts to help evaluate talent. Listen to their advice and study up on the incoming class before draft day. Making a wrong pick could set your franchise back a few years.

After the Rookie Draft is complete, you have the chance to bid on and offer contracts to free agents. Financial security is the main selling point to many of the players, but don't break the bank to sign them. Be sure to keep enough money in the budget in order to sign the key role players as well.

To manage your roster, you can also re-sign and release players from the lineup. After the free agent period ends and your roster is set, the new season begins.

**NOTE:** Be sure to save your Settings file often in order to store NBA points, NBA Store purchases, and Hall of Fame records.

## NEW NBA ALL-STAR WEEKEND

The energy explodes off the court during the NBA All-Star Weekend. From the Rookie Challenge to the NBA All-Star game, prove yourself in each electrifying All-Star event.

There are four events during the NBA All-Star Weekend. Your first event pits the rookies against the sophomore players during the Rookie Challenge. After slamming and jamming with the league's newest talent, rip the back of the net during the 3 Point Shootout as you battle up to seven of the best long-range shooters in the league. Playing in a tournament format, you have 60 seconds to make as many shots (and score as many points) as you can. The winner moves on, the losers go home.

Next on the bill—the Slam Dunk Contest. Bust out your best Freestyle moves and wow the judges with an aerial assault that expresses your game like never before. Finally, show off your skills against the best players in the league during the NBA All-Star Game. It's East vs. West in this action-packed, winner-take-all game.

## OTHER GAME MODES

### SEASON

Play through the trials of a full NBA season. Set up a 29-, 58-, or 82-game season and make your run for the championship. You can play the season with any team using current NBA rosters, or assemble your team through a Fantasy Draft. You can even randomize your schedule or customize your league by switching up the teams in your division.

### PLAYOFFS

Take part in the excitement of the NBA playoffs. You can participate in a traditional format or you can customize your tournament—with or without a Fantasy Draft.

### 1 ON 1

Schoolyard basketball hits the NBA. Prove yourself against anybody in a 1 on 1 showdown for ultimate bragging rights.

### INDIVIDUAL PRACTICE/SLAM DUNK SCHOOL

Before you storm the court, work on your Freestyle moves in Individual Practice mode. The entire court is yours with no time limit. Once you've mastered your dunks, cross-overs, and ball-handling skills, break 'em out against live competition. Better yet, show off your new act during the NBA All-Star Weekend.

In Slam Dunk School, progress through the ranks of Beginner Practice, Alley-oop Practice, and Advanced Practice and perfect your skills along the way. You'll need to master the moves learned here before you can fully compete in the Slam Dunk Contest.

### MY NBA LIVE

In My NBA LIVE, you can redeem Task List points (see p. 12) and buy gear from the NBA Store, enter codes from the NBA Lounge, or visit the EA SPORTS Hall of Fame.

## OPTIONS/ TEAM MANAGEMENT

**NOTE:** With the exception of Saving and Loading, Task List, and Create Player, all other game settings/options listed in the Team Management and Options screens have been omitted from this game manual. Please follow the on-screen navigation menus for further instructions.

### CREATE PLAYER (VIA TEAM MANAGEMENT SCREEN)

Create a player and bring him into the league. After your player is created, he is added to the Free Agent Pool. In order to add him to an NBA roster, the team must have an open roster slot. If not, you must release an active player on that team. The maximum number of players on a team roster is 15.






### TASK LIST (VIA STATS CENTRAL SCREEN)

Complete any listed task during a game and earn NBA Store points. Your points can be redeemed at any time in the NBA Store.

## SAVING AND LOADING

Don't let the hard work go to waste. Save your game settings and team rosters to a memory card before shutting down.

### TO SAVE OR LOAD YOUR GAME SETTINGS/TEAM ROSTERS:

1. From the Options screen, choose LOAD/SAVE. Highlight your save or load option and then press the  button or the  button. The save or load screen appears.
2. Press the D-button  to highlight the file you want to save or load, and then press the  button or the  button.

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

## LIMITED 90-DAY WARRANTY

### ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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