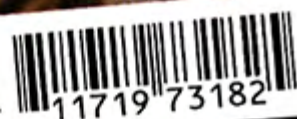


MANUAL

989 SPORTS*

NBA SHOOTOUT 2004

NBA SHOOTOUT 2004



PlayStation 2

P	103	10	28
Gate	Section	Row	Seat

Tuesday, October 28, 2003



989 SPORTS*

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.

NBA ShootOut 2004 Tips & Hints**■ Consumer Service/Technical Support Line 1-800-345-7669**

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday - Saturday 6AM-8PM and Sunday 7AM-6:30PM Pacific Standard Time.

■ Game Hint Guide Information

PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com.

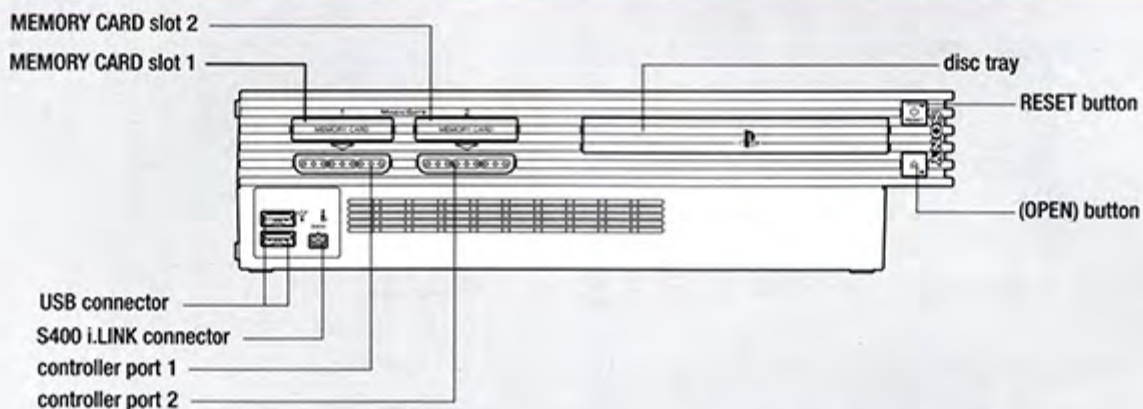
Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

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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 ShootOut 2004 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.

■ Saving Data

You must insert your MEMORY CARD (8MB) (for PlayStation 2) before you can save or load a file. NBA ShootOut 2004 saves user-defined options and all data for seasons, playoffs, records, roster changes, and created players. 400KB of memory must be available on your MEMORY CARD in order to save game data and user-defined options.

If you don't use a MEMORY CARD (8MB) (for PlayStation 2), all NBA ShootOut 2004 data will be lost when you turn OFF your PlayStation 2 game console. See *MEMORY CARD (8MB) (for PlayStation 2)* for information on how to save and load files.

"All seasons started, players created, rosters edited, and records set can be saved."

■ MEMORY CARD (8MB) (for PlayStation 2)

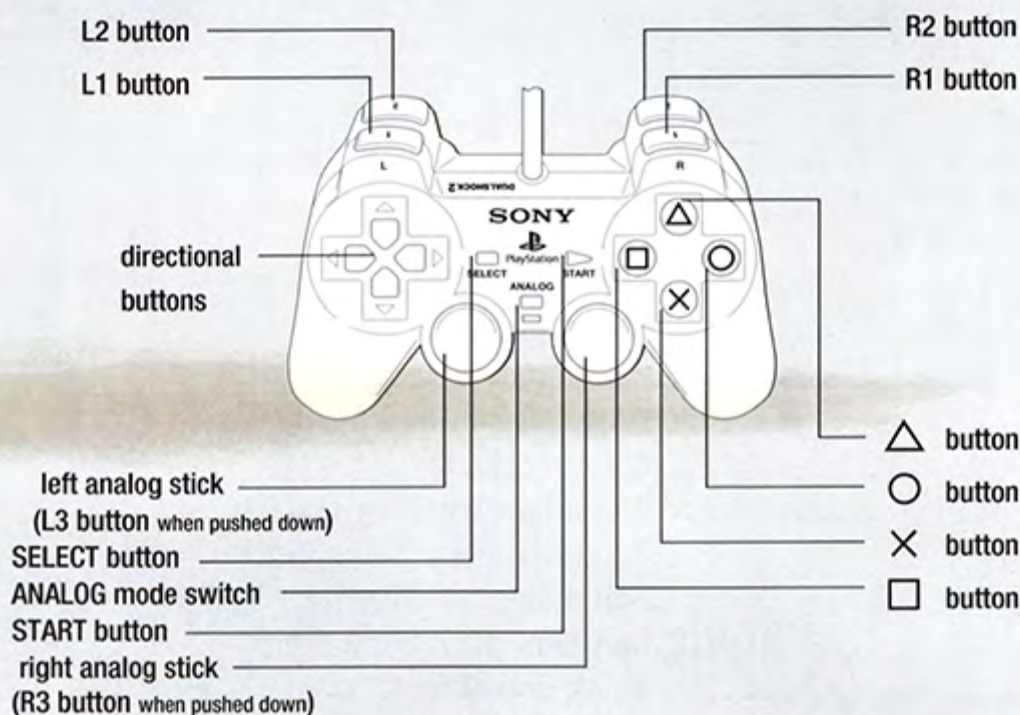
The MEMORY CARD (8MB) (for PlayStation 2) is used to save and load files. Any file saved to the MEMORY CARD (8MB) (for PlayStation 2) can be renamed or deleted at any time after the initial save. Before starting an NBA ShootOut 2004 game, you have the option to load a saved file from a MEMORY CARD (8MB) (for PlayStation 2). Any previously saved file such as seasons, rosters, or online settings can be loaded.

■ Saving a File

- Press **↑** / **↓** to select the New Save option, then press **ⓧ**. The type of save will be shown (e.g., New Roster Save).

GETTING STARTED

■ DUALSHOCK®2 ANALOG CONTROLLER



- Press **X** to activate the onscreen naming system. You must name your profile before you can save it.
- Enter a file name using the virtual keyboard, then press **Enter** to enter the title.
- Press **X** to save the file.

NOTE: To rename an existing file, press **Up** / **Down** from the save screen to highlight the file, then press **X**. Press **X** again to use the virtual keyboard.

■ Loading a File

- From any Load menu option, press **X** to bring up the Load Profile of your MEMORY CARD (8MB) (for PlayStation 2).
- Press **Up** / **Down** to select a file to load, then press **X**.
- Press **X** to confirm the load. Loading saved data will reset your active game data and options. To cancel a load, press **Triangle**.

■ Deleting a File

- From any Delete menu option, press **X** to bring up the Delete Profile of your MEMORY CARD (8MB) (for PlayStation 2).
- Press **Up** / **Down** to select a file to delete, then press **X**.
- Press **Circle** to confirm the delete.



GAME CONTROLS

Left Analog Stick

Use the Left Analog Stick to control any aspect of the game where you would use ← / → / ↑ / ↓.

Offense

Left Analog Stick	Player movement
Right Analog Stick	Freestyle movement
⊗	Pass ball
⊙ (Hold)	Shoot ball
⊙ (Tap)	Pump fake
△	Jump / Rebound / Smart Pass
⊠ (Hold)	Protect dribble
←	Run mini-play: Give-and-Go
→	Run mini-play: Swing Out
↑	Run mini-play: Set Pick / Roll Off
↓	Run mini-play: Send Cutter
SELECT	Quick timeout
L1 (Hold)	Initiate voice recognition (offline) / Initiate text chat (online)

Learn the Inside Stuff

Get the advantage at game time by learning the advanced features

■ Shooting and Dribbling

Shooting the ball is all about timing and range. You must learn how to release the shot at the right moment to ensure a good chance of making it. You must also do your best to attempt shots within your player's skill range. Most big men, for instance, don't have very good range and have a hard time hitting shots from long distances. To get an idea of a player's shooting ability, go to the Statistics Menu of any pregame format. Under the Player Stats Menu, you'll find all you need to know about a player's shooting skills.

On the court, there are a few techniques in shooting that can really put you above the competition. Using speed bursts to attack the basket, adjusting your shot in mid air, and calling for quick passes can free you up to make shots.

"Attack the basket and blow right by the defense using advanced control combinations."

To attack the basket, use the Left Analog Stick to move your player toward the hoop,

GAME CONTROLS

L2 (Hold)	Initiate Icon Passing (see page 10)
R1	Sprint / Adjust shot
R2	Scroll through offensive formations
START	Pause game

Defense

Left Analog Stick	Player movement
Right Analog Stick	Freestyle movement
X	Switch defender
○	Take a charge
□	Steal ball
△	Jump / Block shot / Rebound
←	Run mini-play: Commit Foul
→	Run mini-play: Full-Court Press
↑	Run mini-play: Double Ball
↓	Run mini-play: Low-Post Double
SELECT	Quick timeout

press and hold **R1** for a burst of speed. Still pressing **R1**, press **○** to shoot the ball. Make sure you're close to the basket and pointing towards the hoop to perform slam-dunks and special moves in the air.

To adjust your shot in mid air and avoid any chance of getting it blocked, use the game's re-adjustment intelligence to give you an open look. In the act of shooting (press **○**), press **R1** to re-adjust your shot while in the air. Based on the defender's position, your player will make a move to free himself for a clear shot.

You can really put on a shooting clinic by using combinations of advanced moves. For example, call for a "Pick" mini-play by pressing **↑**, then press **←** to call for a "Give-and-Go" mini-play (your player will give the ball to the teammate engaged in the Give-and-Go).



Use the Left Analog Stick to move your player toward the basket, press **X** to call for a quick pass, then attack the basket and shoot the ball by pressing **R1** then **○**.

In basketball, to keep possession of the ball while dribbling, you must always play under control. Learn how to shake a defender

GAME CONTROLS

Defense (cont.)

L1 (Hold)	Initiate voice recognition (offline) / Initiate text chat (online)
L2 (Hold)	Initiate Icon Switching (see page 11)
R1	Sprint
R2	Scroll through defensive formations
START	Pause game

Voice Recognition (VR)

Voice Recognition (VR) will only work in One Player gameplay modes. It will work only for the user with a controller plugged into Controller Port 1. It is always activated and does not need to be turned on. To use it, press **L1**, and say the exact command. When you press **L1**, a VR icon will appear at the top left of the screen. When the computer accepts a command, the VR icon will flash green. If the computer does not understand the command, the VR icon will not turn green. The first word (i.e. "Defense") should be recognized before continuing the command. You will need to speak very clearly.

to get a shot and protect the ball from getting picked. Using the Right Analog Stick to perform special dribbling moves will not only show some flash, but will get any defender to back off and play soft. Move the Right Analog Stick **←**, **→**, **↑**, **↓**, clockwise, or counter-clockwise to perform different dribbling moves. After breaking down your defender, you can dribble right by him or set up your

teammates for open shots by drawing in help or double-teams from other defenders.

To get some practice at hitting jumpers, shooting free throws, or taking the ball to the hoop, use the Practice option from the Exhibition Menu. See *Practice* on page 16 for more information.

■ Free Throw Shooting

Free throw shooting has been proven to make or break a team's chance of winning a game. Teams with statistically low free throw shooting percentages usually don't pull out many close games. Some teams that are over-matched will even adopt a strategy to intentionally foul a team's poor free throw shooters putting them on the line rather than letting them shoot the ball from the floor.

Each player has his own abilities, but you can help him with his free throws by learning



GAME CONTROLS

Headset Voice Recognition Commands

L1 (Hold) Activate Voice Recognition Commands

One-Call Commands

“Call Timeout” Calls a timeout
 “Reset Play” Resets offense or defense from play call
 “Commit Foul” Defense commits an intentional foul
 “Deny Passing” Calls a ‘Deny Passing’ mini-play
 “Give-and-Go” Calls a ‘Give-and-Go’ mini-play
 “Screen Defender” Calls a ‘Set Pick’ mini-play
 “Swing Out” Calls a ‘Swing Out’ mini-play

Multi-Call Commands

“Offense: Isolation” Calls an ‘Isolation’ mini-play
 “Offense: Reset” Resets offense
 “Offense: Adjust” Rotate to next offense
 “Defense: Adjust” Rotate to next defense
 “Defense: 2-3 Zone” Calls a ‘2-3 Zone’ defensive set

how to use the free throw controls. When you're at the stripe, you'll be using the Left and Right Analog Sticks to shoot the ball. To aim your shot, pull back slowly on the Left and

“Your team's free throw shooting could determine the outcome of a game.”

Right Analog Sticks simultaneously. Each analog stick will help aim the flight of the ball. Keep the target balls in line with the hoop and pull back the analog sticks until the target balls turn green. To shoot the ball, release both analog sticks.

If the target balls are green when the analog sticks are released, you'll make the shot. By releasing the analog sticks too early or too late, you'll end up clanking the shot off the front and back of the rim. Once the analog sticks are moved, you have 10 seconds to



shoot the free throw before getting called for a violation. If you are playing a two player game, you can rattle your opponent while at the line. As your opponent is lining up the free throw, move the right and left analog sticks to rumble your opponent's Dual Shock. This feature works during an online game as well.

GAME CONTROLS

Multi-Level Commands (cont.)

- "Defense: 3-2 Zone"** Calls a '3-2 Zone' defensive set
- "Defense: Man-to-Man"** Calls a 'Man-to-Man' defensive set
- "Double: Ball Handler"** Defense will double-team ball handler
- "Double: Low Post"** Defense will double-team low post
- "Double: Point Guard"** Defense will double-team point guard
- "Double: Shooting Guard"** Defense will double-team shooting guard
- "Double: Small Forward"** Defense will double-team small forward
- "Double: Power Forward"** Defense will double-team power forward
- "Double: Center"** Defense will double-team center
- "Cutter: Basket"** Player will cut toward basket
- "Cutter: Point Guard"** Point guard will cut toward basket
- "Cutter: Shooting Guard"** Shooting guard will cut toward basket
- "Cutter: Small Forward"** Small forward will cut toward basket
- "Cutter: Power Forward"** Power forward will cut toward basket
- "Cutter: Center"** Center will cut toward basket

■ The Jump Ball

At the start of a game or when two players gain possession of the ball at the same time, a jump ball is used to determine who gets the ball. When the official throws the ball in the air, time your jump by pressing **△** and tip the ball to a teammate.

■ The Passing Game

One of the first things basketball players are taught is to pass the ball. Ball movement opens up players for easy shots and creates mismatches because of double-teams and defensive help. Since a good passing game is so important to basketball, there are multiple ways to move the ball around.

While on offense with the ball handler, pressing **△** will pass the ball to your player that is considered the best scoring threat. This



is a Smart Pass. Passing with **⊗** is Directional Passing. Using this method, your pass will go towards the direction that the Left Analog Stick is pointing.

If you want to get the ball to a particular player, Icon Passing provides an efficient way to move the ball around and find the open man. Passing icons are controller button symbols that correspond to each of your players. They enable you to make quick passing

GAME CONTROLS

decisions on the court by creating a more visible target. To use Icon Passing, press and hold **L2** to bring up the passing icons. Once the passing icons are shown, press **X**, **○**, **△**, **□** or **R2** to pass the ball to a teammate. You can also pass out of a jumpshot by pressing **X** while your player is in the middle of a jumper before he has released the ball.

"Use Icon Passing to create mismatches on the floor and find the open man."

■ Boxing Out and Rebounding

Getting position underneath the basket is vital when looking to rebound the ball. Boxing your opponent out when the shot goes up will put you in the best position to grab the board. When the ball is shot, make sure you get control of the player closest to the basket by pressing **X**. Box out by getting between the basket and any of the defensive players.

Once you have position, you can take control of the boards by getting the rebounds. To rebound the ball, press **△**. If your player is near the ball, he'll be in the battle for the board. If you grab a rebound close to the basket, press **○** to "flush" the ball with one of your slam-dunks.

■ Defensive Icon Switching

On defense, use Icon Switching to switch control of a player to a different defender. Like Icon Passing, press and hold **L2** to bring up the switching icons. Each icon that corresponds to the buttons on your controller will appear under your teammates. Once the switching icons are shown, press **X**, **○**, **△**, **□**, or **R2** to control a different defender.

■ Running Mini-Plays

With both offense and defense, you can have more control of the game by calling mini-plays on the fly. On offense, you have the choice of six different play calls. You can run the "Give-and-Go" by pressing **←**, swing the ball out to a wing man by pressing **→**, send a cutter to the basket by pressing **↓**, have a teammate set a pick by pressing **↑**, roll a teammate off of a pick by pressing **↑** again, or call an "Isolation" play (creating a one-on-one situation for the man with the ball) by pressing **SELECT**. Pressing **SELECT** again will reset the offense back to its original set.

On defense, you can make four different play calls. You can commit an intentional foul to stop the clock or put a poor free throw shooter on the line by pressing **←**, play a deny/tight defense by pressing **→**, double-team the ball-carrier by pressing **↑**, or double-team the low post by pressing **↓**.

You can also have your defense run different defensive sets. To cycle through and choose a defensive set, press **SELECT**. You can run a "Zone 2 3", "Zone 3 2", or "Man-to-Man" defense. In any of these sets, you can still make the additional play calls using **←** / **→** / **↑** / **↓**. Pressing any of the play call or set buttons again will reset the defensive plays and sets.

■ Player Lock

Using the Player Lock function, you can lock onto one player, controlling him for the entire game. For example, if you want to control Laker guard Gary Payton for the entire contest, rather than always controlling the player with the ball, you can set your controller to lock on to his player position. After selecting a team for your controller, press **L1** / **R1** to choose a player lock position.

Take Your Game Online

"Create games and send out challenges to other online gamers."



Online Action Brings Excitement!

Go head-to-head against other online gamers

■ ShootOut Online

Want to take your basketball experience to the next level? NBA ShootOut 2004 Online has what it takes! Online, you have a number of exciting game options to choose from, including game challenges and hosting private tournaments with just your friends. You can even send out emails to coordinate the start time for a game. To go online, select ON-LINE from the Main Menu, then press **X**.

■ Creating an Account

To play NBA ShootOut 2004 Online, you'll need to create an account by selecting a unique screen name and password. Each time you use the online function, you need to login using your screen name and password. This account will be accessible only to you and can be used for any of the future 989 Sports games, including NFL GameDay™ 2004, NCAA® GameBreaker® 2004, and NCAA® Final Four® 2004.

Use the Online Welcome Lobby as your navigational tool through the entire online

process. It will be your portal to creating games, posting messages, joining tournaments, checking out leaderboards, and much more. This screen also shows your user profile, listing your online information such as User Name, Rank, Affiliation (e.g., a team such as the Lakers that you want to be affiliated with), and User Statistics (e.g., record).



Included in the user profile is the 989 Rank. It keeps track of your combined rankings for all 989 Sports online titles. Rankings (from NFL GameDay™ 2004, NCAA®

GameBreaker® 2004, NBA ShootOut 2004, and NCAA® Final Four® 2004) will be combined to show where you rank among all 989 Sports online gamers.

■ Game Rooms

The Game Rooms are where game challenges take place. You can hunt down and find the perfect matchup for your skill level and create games to attract a worthy opponent. You can also view the players within your selected Game Room and see who is online.

■ Selecting a Game Room

Whether creating a game or accepting a challenge, the Game Room option allows you to select from a group of games that fit your skill level. There are a number of 989 Sports Game Rooms including Rookie, Veteran, All Star, and Hall of Fame.

You can select a new Game Room from anywhere in the Game Room as long as your rank allows you. To join a Game Room, press **← / → / ↑ / ↓** to highlight a Game Room, then press **⊗**.

Game Rooms such as Dial-up and Broadband are places for gamers using dial-up or broadband connections to play online. Connection speeds may be different and gamers using a broadband connection may want to stick with playing those using the same connection speeds.



Chatting During the Game

At any time during a game, press **L1** to bring up the headset voice chat. You can chat with your opponent while playing, or at the team selection screen.

■ The Chat Area / Selecting a Game

The Chat Area is where available games in that particular lobby are listed. While looking for a game, you can read through all the real-time chatting going on between potential opponents. Join in on the trash talking and search for information on possible opponents. Anyone online within the same Game Room as you will be able to view your chat messages. To post a chat, from the chat screen, highlight the bottom chat bar, or use a USB keyboard. When you type in a message and enter it, your message will be displayed in the chat window.

To select an opponent, highlight the desired opponent's name from the list of players in the game room and press **⊗**. Now you can set the game options, view your opponents statistics and start your game.

■ Creating Games

If you want to create a game that only you and a friend can play, before you create a game, go to the Mailbox and send a private message to a friend with your game details. He can meet you online to join the game.

■ Quitting Games

After accepting challenges or joining games, you must finish the entire contest or be penalized with a reduction of points previously earned from other games. Losing points will prevent you from entering higher level Game Rooms and participating in games of higher skill levels.

■ Leaderboards

Check out the real-time leaderboards to see where you stand compared to all other online gamers. You can check the Overall, Weekly, Monthly and Affiliation. Each user ranking will be listed by ranking point total and provide details of team statistics. Affiliation Leaderboards will show all user stats with the same team affiliations - listing the combined stats of all users in the Overall Affiliation Leaderboard.

	NAME	PTS	989	W	L	STRK	DISC	DECO
1	(H) SO9	3177	3177	0	1	-1	3	0
2	(H) SO10	2710	2710	0	1	-1	24	0
3	(L) SO7	2262	2262	0	1	-1	2	0
4	(L) SO8	2060	2060	0	0	0	8	0
5	(A) SO5	920	920	0	0	0	1	0
6	(V) SO3	650	650	0	0	0	0	0
7	(V) SO4	650	650	0	0	0	0	0
8	(V) SO6	500	500	0	0	0	15	0
9	(P) SO1	175	175	0	0	0	0	0
10	(P) SO2	165	165	0	0	0	2	0
	(R) keane	0	0	0	0	0	0	0

STATS KEY NEXT STATS NEXT

CHANGE OPTI

■ Tournaments

Create an online tournament or join others that have already been created. You can even create private tournaments, using password protection, to control who can join. When you create an online tournament, you can set it up to include the number of teams, set the date that it starts, and give online gamers a sign-up period in which to join. Once your tournament is created, users can go to the VIEW OR JOIN A TOURNAMENT option and select a tournament to participate in.

Each tournament shows its status, registration details, and its start dates. To sign up for a tournament, select a tournament menu (e.g., VIEW OR JOIN A TOURNAMENT) and press **X**. A list of all available tournaments for that category will be listed. Press **↑** / **↓** to highlight a tournament, then press **X** to view its information. If you'd like to join this tournament, press **←** / **→** to select the SIGN UP option, then press **X**. Once you enter your team information, you're ready to go. If the tournament is private, you need to enter the tournament creator's password to join.

■ Privatizing Your Tournaments

To privatize your tournament, making them by invitation only, you must enter a password as the key into the tournament. From the setup screen, after naming your tournament, enter a unique password into the password field.

"The only way to enter a private tournament is to know the password. Use online chatting and email to try and get the password."

The only way to join a private tournament is to know the password. After creating a tournament, invite gamers to join by giving

CREATE TOURNAMENT

NAME: Guinness

OPTIONAL PASSWORD: *

CONFIRM PASSWORD: *

DESCRIPTION: Tourney

SIGNUP START: Sep 8 2003 8:05 PM

SIGNUP END: Sep 14 2003 8:10 PM

TOUR START: Sep 15 2003 8:15 PM

RANK (MIN / MAX): Rookie Hall of Fame

PLAYERS (MIN / MAX): 4 64

QUARTER LENGTH: 1

PAIRING: Rank

CREATE

CHANGE OPTION SELECT

them the password and other important details using the Mail option on the Welcome screen. See Mail/Feedback below for more information.

■ Message Boards

Message Boards are set up to provide a place for gamers to discuss the topic of basketball as well as other interests. NBA ShootOut 2004 has created multiple message board categories for you to choose from, so feel free to join in on as many message boards as you like. To have a discussion on a topic not already listed, enter the General Message board to create a new topic and put your thoughts online to see what's on the minds of other gamers.



■ Mail / Feedback

The Mailbox allows you to send private email messages to any online gamer, as long as you have their user name(s). Sending email is a perfect way to contact your friends about starting game times or to just talk basketball. You can also use email to join private tournaments by contacting the tournament's creator and trying to obtain the tournament's password.

■ Polls / Survey

Fill out the latest polls and surveys to give opinions on a number of game issues. Polls and surveys will be constantly updated, so check back often to fill them out and view the latest results.

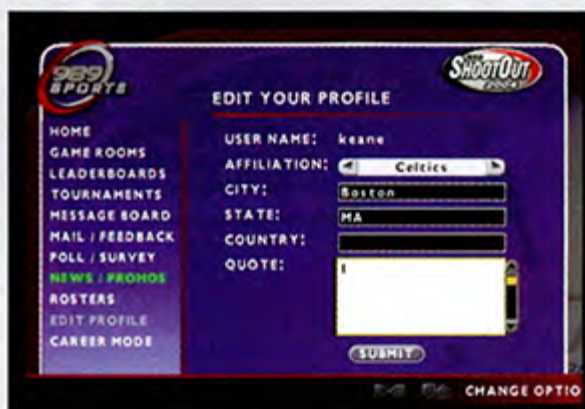


■ News / Promos

Check here for exciting news, reports, and updates from 989 Sports including updated game information, events, sweepstakes, and happenings.

■ Edit Profile

You can change the profile information of your account here.



■ Online Career Mode

You can post your offline Career online. Compare your Career with your friends and see how your Career compares to others'.

■ 989sportsonline.com

You can access NBA ShootOut's Online lobby from your computer. Log on to 989sportsonline.com from the web and check out the Leaderboards, view Tournament brackets, participate in Message Boards and even send and receive user mail.

Playoff Action

"Grind it out in the playoffs and try to make it into the NBA Championship."



Exhibitions, Seasons, and Playoffs

Multiple game modes provide a real taste of NBA action

■ Exhibition

Preseason games are one game formats matching up any two teams from the league, including the Eastern and Western All-Star teams and minor league (NBDL) teams. Unlike season games, results of exhibitions are not recorded, so use them to enjoy the game or get some practice before competing in a season. Playing in exhibition games is also a good opportunity to play a team that isn't normally on your schedule or to setup a classic matchup of two dynasties.

Before the game, use the Rosters menu item to take on the responsibility of the team's GM. You can make all of the player personnel decisions necessary to put the best players possible out on the floor. It's within your power to make trades, sign free agents, create players, and hold drafts in an attempt to improve your club. With Rosters, you can alter the roster of any team.

■ Practice

Practice mode puts you in the gym where you can work on your shooting fundamentals. Get your timing down on your shot and

get a feel for your player's shooting abilities. During practice, you can work on your close-range and long distance jumpshots, free throw shooting, and timing on your slam-dunks.

During practice, onscreen displays will gauge the release point of each shot so you can get a feel for each player's shooting touch. These displays will let you know if your player has shot the ball too early, released it too late, or let it go just right. Practice with each of your players to get to know their release points. In Practice, shoot the ball by pressing **○**.

You can switch control of your practice player to any of the players on the floor. Use the Left Analog Stick **← / → / ↑ / ↓ + ⊗** to pass the ball to a teammate. Only your starters will be on the practice floor, so to practice with bench players, use the substitution feature of the Pause Menu.

■ Season

A season is a multiple game format that can include 28, 56, or 82 games. At the end of a season, if your team qualifies, you'll

enter the playoffs and compete for the NBA Championship. During a season, go to the Statistics Menu to find reports and statistics compiled to provide current, in-depth information about every player and team.

When you first select to play a season, NBA ShootOut 2004 will bring up the MEMORY CARD (8MB) (for PlayStation 2) screen where you can choose to load a previously saved season or start a new season. To start a new season, press **↑** / **↓** to highlight "New Profile", then press **ⓧ** to begin your season setup.

■ Season Setup

The Season Setup is where you choose your team and set the following season options. These options give you a chance to



customize certain aspects of your season not available to you once the season starts. Once you move to the Season Menu, these options will not be accessible.

"Play an entire season consisting of 28, 56, or 82 games. If you're good enough, you just might make it into the Playoffs."

Roster

A 2004 Roster is the original team roster. A Current Roster is one that has already been changed by trading, releasing, signing, or creating players.

Season Length

A season can include 28, 56, or 82 games.

Playoff Length

A playoff can consist of four, seven game series (7-7-7-7) or single elimination.

Trade Deadline

A trade deadline for your season will force all teams to complete player trades by a certain date set by the league.

Injuries

Set to ON, injuries will be recorded during each game of the season and playoffs.

Transactions

Allowing transactions to occur during the season, you'll be able to consider trade offers made by other teams. At any time an offer is made, you can choose to accept or reject the trade.

■ Season Schedule

The Season Schedule is where you select a game to play. You can play any game on the schedule you like. If you play a game further down in the schedule, all games prior to it will be simulated. If there are games on the schedule that you don't feel like playing but you want to continue the season, you can simply simulate those games and keep moving toward the playoffs.

From the season schedule, Press **↑** / **↓** to choose a game on the schedule, then press **ⓧ** to continue. If you want to simulate games, press **↑** / **↓** to select a game date, then press **ⓧ**. Each simulation will complete all games in the league played on that date.



■ Playoffs

The playoffs consist of the top 16 teams from the Eastern and Western Conferences. Each conference bracket is made up of the top eight teams from its conference. Like a season, when you first select to play a playoff, NBA ShootOut 2004 will bring up the MEMORY CARD (8MB) (for PlayStation 2) screen where you can choose to load a previously saved playoff or start a new playoff. To start a new playoff, press **↑ / ↓** to highlight "New Profile", then press **⊗** to begin your playoff setup.

Playoff options will be available to you until you enter the playoff tree. Once you

enter the playoff tree screen, your options will be set. See *Season Setup* on page 17.

■ Playoff Brackets

The playoff brackets show the matchups for each round. You can only play the game in which your team is bracketed. If you would rather simulate some of the matchups, you can do so from this screen. To play a game, press **⊗** from anywhere within the bracket. To simulate, highlight a matchup within a round, then press **□**. You can simulate one game or complete rounds throughout the playoffs.

Building a Career

Take your game to the next level

With NBA ShootOut 2004, you can build your own playing career. Your purpose is to try and make it into the Hall of Fame when you retire. By the end of your career, hopefully you will have accumulated the 900 points

"Games can be simulated for any format including seasons, playoffs, and careers."

necessary to be voted into the Hall of Fame. Points are earned for each game's offensive and defensive production, the number of seasons played, and awards earned (i.e., MVP Awards, assists in a game, etc.).

By creating a player and signing him to an NBA team, you'll start out by playing in that team's summer league. The summer league is your chance to prove yourself in the hope of earning a spot on the roster and getting contract offers from NBA teams. Once you complete a summer season, you'll get an opportu-



nity to choose a new contract. The better you perform in the summer league, the better the upcoming offers.

When the summer games end, look over your contract offers. If your team doesn't give you a good offer and you don't see another NBA contract that you like, you may want to sign a contract with an NBDL team. Getting more experience and developing your skills in the NBDL is a good way to get some attention from NBA teams. A season of developmental ball can result in better contract offers.



■ Career Setup

From the Career Setup screen, you'll be setting your career options by choosing a team for your player, the length of your summer season, and the length of your regular NBA season. The season length is the length of the NBA season that starts up after the

"Earn enough points during your career to enter the Hall of Fame when you retire."

summer league ends. Before entering an NBA season, if you think you need more time to develop in the summer league, set your summer season to five or ten games.

Career Points

Career Points will give you an in-depth look at the categories in which you've obtained all of your points. Scroll the list of categories to see what areas of your game you can improve on and earn additional points towards your career goal of reaching the Hall of Fame.

During Career Setup, you will also be editing your player, customizing his player information such as his position, head and body attributes such as his hairstyle, and accessories such as his tattoo locations. Once you've modified your player and selected other career options, you can start your summer and begin your career.

■ Career Report

Use the Career Report to view the progress of your career. From the Career Progress menu item, you can look over your career and player statistics. From this screen, you can also decide to retire from your career. Before considering retirement however, see if you've reached all of your career goals and have enough points to make it into the Hall of Fame. If you have, to retire, press .



"The new 'Poster Cam' puts your highlight dunk, shot block or game winning shot on center stage!"

Build It For Success

"Use your powers as the coach and GM to shape your team's roster."



Put Your Best Out On The Floor

Adjusting your roster and adding new talent could take you to the top

Acting as a coach and general manager, your focus is to build a championship team. In all game formats, you'll need to try and improve your team by adjusting your roster. From the Rosters Menu, you can edit your starters, activate and deactivate players, make trades, and sign and release players. In Exhibition mode, by achieving certain offensive and defensive goals, you can unlock one of the 50 greatest players in NBA history. Once unlocked, you can sign him to your team as a free agent.

"Juggle your lineups and activate new players to gain the edge out on the court."

■ Edit Starters

During a game or throughout a season, coaches like to add new wrinkles to their lineups to try and take advantage of game situations. If you have players that can play different positions, it might be beneficial to make some changes to the lineup. For example, by editing your starters, you can put a

unit of your best defenders on the floor to shut down a powerful offense, or send out a quick, athletic group hoping to create fast break opportunities.

Editing starting lineups is not limited to your team. From the Edit Starters screen, you can change the makeup of any team's starters by pressing **L1** / **L2** / **R1** / **R2** to select a team. To change the starting lineup of a team:

- Press **←** / **→** to select a position.
- Press **↑** / **↓** to cycle through and select the remaining starters for that position. You can press **○** to view the selected player's stats.
- After editing the starting lineup, press **△** to return to the Roster Menu.

■ Edit Rosters

There are 15 players on each NBA roster. From those players, 12 are active and available to play in games. The other three are on the team as reserves in case of an injury to an active player and to develop their skills. You can, however, edit your roster by activating or deactivating any of your players. From the Edit Rosters screen, press **↑** / **↓** to select a player

on your roster, then press **X** to activate or deactivate him. Remember, only 12 players can be active, so you'll most likely have to deactivate a player first before being able to activate a new player.



■ Trading Players

The GM is always looking to make a big trade. It not only gets the fans excited but it can add a needed spark to your team. Trades can be risky however, and it takes someone with vision and foresight to pull off the good ones. Your team's success will depend on the players you bring in, so be sure to check all of the stats and cover all of your bases before pulling the trigger.

"Add one of the league's superstars to your team by making a trade."

In NBA ShootOut 2004, you can make as many trades as you like. All trades are on a one-for-one basis, meaning you can only trade one player at a time. You don't have to worry about the league stepping in on lopsided trades. Any trade you make will be accepted and complete. To make a trade:

- Press **L1** / **L2** / **R1** / **R2** to choose both teams for the trade.
- Press **←** / **→** to highlight a team, then press **↑** / **↓** to select a player.

- Press **←** / **→** to highlight the other team, then press **↑** / **↓** to select a player. Press **○** to view player comparisons of selected players before making the trade.
- Press **X** to trade the players.

■ Signing Free Agents

During the free agent frenzy in the off-season, every club is scrambling to land the best available players. Signing free agents can help your club become an instant contender overnight. Free agents can be signed by any team and are found in the Free Agent Pool. The Free Agent Pool is made up of players released by teams and those that have been created.

Rosters max out at 15 players, so before adding free agents to your lineup, you must first release players into the Free Agent Pool. To sign a free agent:

- Press **R1** / **R2** to choose a team.
- Press **↑** / **↓** to select an available player.
- Press **X** to sign the player.

If you need to first release a player(s) to make room for free agent signings:

- Press **R1** / **R2** to choose a team.
- Press **↑** / **↓** to choose a player to release.
- Press **X** to release the player into the Free Agent Pool.

Reset Rosters

If you've made changes to the league's rosters and would like to start over with a clean slate, use the Reset Rosters option. By resetting rosters, you will delete all players that have been created, reverse all player trades, and undo all player signings and releases.

■ 50 of the All-Time Greatest Players

NBA ShootOut 2004 has created a special feature that enables you to sign one of the 50 greatest players of all time to your roster. Through your play in Exhibition mode, you can unlock special players by performing at high levels during a game. From the 50 Greatest Players screen, press **← / →** to cycle through the available "greatest players".

Each locked player will have specific goals attached to him that must be reached in order for him to be unlocked. For example, you can unlock Player 10 while playing as the Boston Celtics, if the point guard has the most assists in the game. Or to unlock Player 50, while playing as the Portland TrailBlazers your cen-



ter would have to get the most rebounds and blocks in a game. Once a player is unlocked, his true identity will be shown and he will enter the Free Agent Pool where he can be signed by any club.

Customize the Game

Create players, dunks, and change options to enhance your gaming experience

■ Create Player

The Create Player option allows you to create a player that can be signed by any team in the league. You can fill a hole on a roster by adding depth to a position or create a superstar that can dominate a game. You can also have some fun and create yourself using your own name and physical attributes. Created players are added to the Free Agent Pool where they can be picked up by any team.

"Create and add free agent players to any team roster."

While creating your player you'll be moving through multiple create screens that will include Player Information, Head Attributes, Body Attributes, Accessories, Player Skills, and Personality. From each screen, you'll be pressing **↑ / ↓** to select an attribute, then **← / →** to change it. From the Player Information screen, you'll be using the virtual keyboard to name your player and his college.

Highlight the First Name, Last Name, and

College options, then press **⊗** to activate the virtual keyboard. Press **□** when your name is complete to enter it and deactivate the keyboard.



■ Edit Player

You can edit the appearance of any player. Using the Player Accessories screen you can alter what a player wears on the court such as the length of his shorts, whether he wears a headband, the color of his socks, etc.

Monster Dunks

"Bring the crowd to its feet during the game with one of your created dunks."



Create Dunk

Dunking is one of the most exciting aspects of basketball. During a game, it can fire up your team and get the crowd up on its feet. Create Dunk allows you to customize the style of 12 dunks. Get creative and change the movements of the dunker's body to perform crazy stunts while in the air. To get a complete view of your dunk while you're creating it, press **L2** / **R2** to rotate the key frame model.

- Press **○** to select a dunk type.
- Press **L1** / **R1** to cycle through and select a limb of the dunker's body.
- Press **←** / **→** / **↑** / **↓** or use the Left Analog Stick to move the selected limb to another position.
- Press **×** to create the new dunk.

To use your dunk in a game, press **L1** + **R1** + **○**.

Game Options

Game options add a little more intrigue to your game. By changing the options, you can customize your game to suit your playing needs. If you like shorter quarters, no foul calls, or replays will be shown after great plays, game options are where you make it happen. The following are some key game options:

Difficulty

The difficulty levels of Rookie, Veteran, All Star, and Hall of Fame will determine each player's offensive and defensive abilities.

Quarter Length

Choose a quarter length for your game. There are four quarters per game and additional overtime periods if the game is tied when regulation ends.

Fatigue

Player fatigue is a natural part of the game. It's up to you whether you want players to always be fresh during the game.

"Game options can change the shape of your game by adding special features to make your game more enjoyable."

Close Scores

Close Scores provides a way for the CPU to keep games close. Teams will be able to come from behind or go on scoring runs.

Headset

If you're going to use a headset for Voice Recognition, you must turn this option ON.

Text Chat

To be able to chat during online games using a keyboard, this option must be set to ON.

■ Game Rules

The following are some of the key game rules that will help you to understand the game while you're out on the court:

Backcourt

Backcourt is a violation that happens when a player brings the ball back over the center-court line once it has been crossed. With Backcourt OFF, you can bring the ball into the backcourt at any time.

3 Sec. Clock

Offensive players are only allowed to be in the key for three seconds at a time. Turn this option OFF so your players won't get called for an infraction.

Def. 3 Sec. Clock

Defensive players only have three seconds to be in the key. Turn this option OFF to allow the defense to hang around in the key.

5 Sec. Clock

The ball must be inbounded within five seconds to avoid a turnover. Turn this option OFF to take as much time as you need to inbound the ball.

8 Sec. Clock

The offense must bring the ball past midcourt within eight seconds of being inbounded. Turn this option OFF to take as much time as you need to move past center court.

"Know the game rules and avoid unnecessary violations on the court."

Shot Clock

You have 24 seconds to shoot the ball and make contact with the rim. Turn this option OFF to have an unlimited amount of time to take a shot.

5 Sec. Back Down

This rule is used to limit the amount of time a player has to back down his defender toward the basket. Turn this option OFF to take as much time as you need to back a player down and position yourself for a good shot.

■ Draft

Every season, the college draft brings new hopes and dreams for each team. It's looked at as a fresh start and will always play a pivotal role in building a team. With NBA ShootOut 2004, you don't have to wait for college players to enter the draft, you can hold a draft of the current NBA players. Players are drafted at five positions: Point Guard, Shooting Guard, Small Forward, Power Forward, and Center for 15 rounds.



You can control the draft for up to 16 teams. All other teams not selected will be drafted for automatically by the CPU. During the draft, you can press **□** to let the CPU complete the draft. To cancel a draft in progress, press **△** at any time. When the draft is complete, press **L1** / **L2** / **R1** / **R2** to view the drafted rosters of each team. To start the draft:

- Press **←** / **→** / **↑** / **↓** to make your team selections.
- Press **⊗** to mark a team for manual drafting. To remove a team from manual drafting, highlight it again and press **⊗**.
- Press **⊙** to shuffle the draft order.
- Press **⊗** to start the draft.
- When one of your selected teams comes up in the draft order, press **←** / **→** to choose a player position, press **↑** / **↓** to highlight a player, then press **⊗** to draft the player.

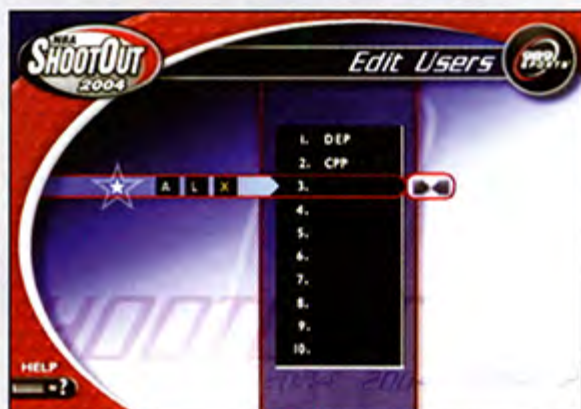
■ User Records

User Records allow you to keep track of your stats for each game that you play. You can create up to ten user names that can be assigned when you're choosing teams for your game. When you have accumulated player and team statistics, view the user stats associated with each player at the completion of your games. For 2-player games, have some fun and tag both controllers with different user names so you can compare user vs. user game statistics at the game's completion.

To create and edit user names, from the Edit User menu item:

- Press **←** / **→** / **↑** / **↓** to select a user number.
- Press **×** to edit a name.

- Press **←** / **→** to highlight a letter, then press **↑** / **↓** to choose a different letter.
- Press **×** when finished editing a name. Continue this process to create up to ten user names.
- Press **△** when you're finished.



Pause the Game

Check out game stats, substitute players, and change team strategies

■ Substitutions

Substitutions are key to the game. You need to be aware of the players on the court at all times to be able to create mismatches and take advantage of your opponent's weaknesses. To substitute a player from the bench:

- Press **←** / **→** to select a player position.
- Press **↑** / **↓** to cycle through your bench players and bring in a substitution.
- Press **△** to lock in your substitution and go back to the Pause Menu. When you reenter the game, your sub will be playing.

■ Controllers

From the Controllers screen, you can change your control to either team and change the player lock function. Press **L1** / **R1** to switch player lock control to a different player.

■ Team Strategy

Your team strategy consists of your defensive matchups and your substitution procedure. You can change the defensive matchups of your players by moving them to different positions. Setting your players in different positions can create problems for your opponent. To make a defensive adjustment:

- Press **↑** / **↓** to select a player position.
- Press **×** to mark the player for a switch.
- Press **↑** / **↓** to select a different position.
- Press **×** to make the defensive switch.

Auto Sub

Auto Sub will allow the CPU to automatically substitute players off the bench for those that are tired, ineffective, or in foul trouble.

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"3 Strike"

Performed by Gift of Gab

Written by L. Daumont, T. Parker, T. Shimura

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Gifted Music (ASCAP), Asia Born Music (ASCAP)

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"Al Naafiysh" (The Soul)

Performed by Hashim

Written by Gerald Calliste Jr.

Published by Cutting Records Music [ASCAP]

Produced and mixed by Jerry Calliste Jr.

and Aldo Marin

Recorded at Secret Sound Studio, NY

Engineered by Tom Gartland and Jim Lyon

Executive producers Amado and Aldo Marin

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"Ambush"

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Written by L. Daumont, X. Mosley

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"Body Rock"

Performed by The X-ecutioners

Written by R. Aguilar, A. Saffery

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"Ill Type Sound"

Performed by A SKILLZ & KRAFTY KUTS

Written by M. Reeves, E. Bickley

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"Invaders"

Performed by The X-ecutioners

Written by R. Aguilar, A. Saffery

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Performed by Gift of Gab

Written by L. Daumont, T. Parker, D. Brown

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"Lester Hayes"

Performed by Maroon

Written by L. Daumont, X. Mosley

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Music (ASCAP)

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"NBA Shoot Out (Shoot Your Shot!)"

— Vocal Version

"NBA Shoot Out — Shake Pop Roll"

— Instrumental Version

"Hip Hop B-ball"

Performed by Hydraulic Funk

Rap Performed by Aghi Spirits

Transforming Performed by I Emerge

Original Music Composition by Afrika

Bambaataa and Steven Boogie Brown

Produced by Afrika Bambaataa/Planet

Rock Music and Steven Boogie

Brown/Breakthru Productions

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(BMI) / Longevity Music (BMI)

Mastered at Tinn-Roof NYC by Andre

Booth and Steven Brown

Executive Producer: Ruza Blue / KLB

Productions Inc.

"Planet Rock Instrumental (The Journey)"

Performed by Afrika Bambaataa

Written by Afrika Bambaataa

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(P) 2000 Planet Rock Music

Appears Courtesy of KLB Productions Inc.

"Planet Rock 200 Breakbeat"

Performed by Afrika Bambaataa and Soulsonic Force

Written By Afrika Bambaataa, John B. Miller, Ellis

Williams and Soulsonic Force

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Appears Courtesy of KLB Productions Inc.

"Simple Things"

Performed by A SKILLZ & KRAFTY KUTS

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