



NBA STARTING FIVE™



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.

★ Thank you for purchasing NBA Starting Five™. To get the most from your gaming experience, it is recommended that you read this manual thoroughly before starting play. Please keep this manual in a safe place so you can refer to it easily. (Note: Konami does not reissue manuals.)

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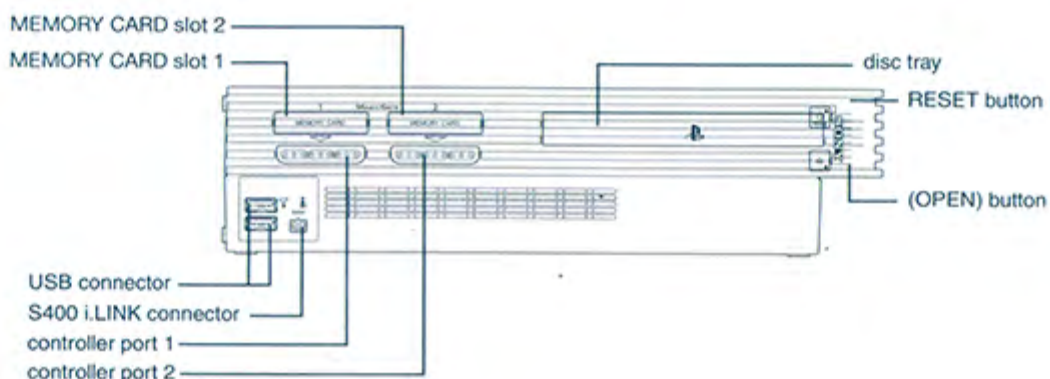
★ Rules

NBA Starting Five™ is played in accordance with the official rules of the NBA. Matches consist of four periods. There are no draws. If time runs out with the score tied, an extra overtime period(s) will be played until a decision is reached. Shots made from beyond the three-point line count as 3 points, all shots within the three-point line count as 2 points, and free-throws count as 1 point. Team rosters in this product are accurate as of August 12, 2002.

GETTING STARTED

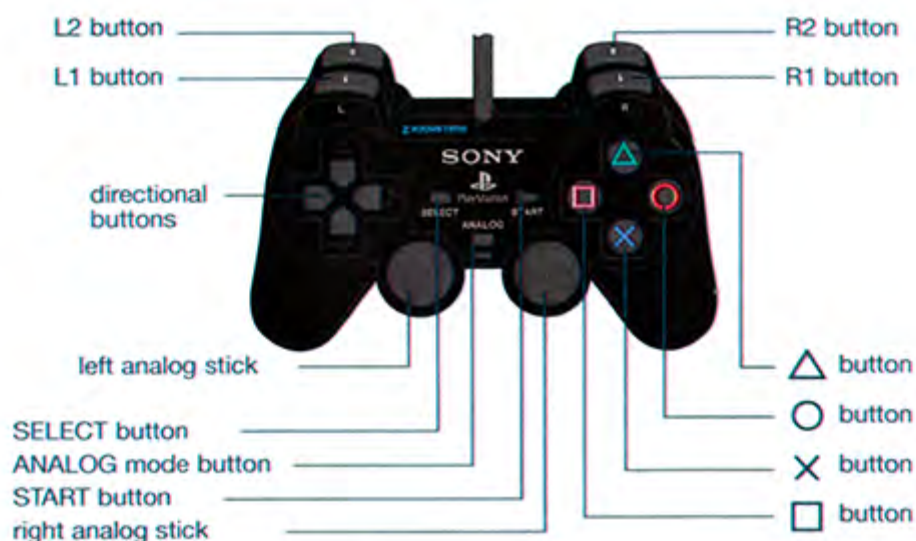


NBA STARTING FIVE™



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 Starting Five™ 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.

★ DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



NBA Starting Five supports the standard controller, the DUALSHOCK®2 analog controller, and the DUALSHOCK® analog controller. For 1-player games, the controller should be connected to controller port 1. For 2-player games, controllers should be connected to controller ports 1 and 2.

★ DUALSHOCK®2 analog controller

When the ANALOG mode button is set to ON and the mode indicator (red LED light) is on, direction commands can be executed using both the left analog stick and the directional button. When the mode indicator is off, direction commands can only be executed with the directional button. For more information on Gameplay Controls, see pages 5-10.

★ Controls for the Menu Screens

left analog stick or directional button Select items, Move cursor

X button Confirm items, Advance to next screen

△ button Return to previous screen

The same button assignments are used for both standard controller and analog controllers.

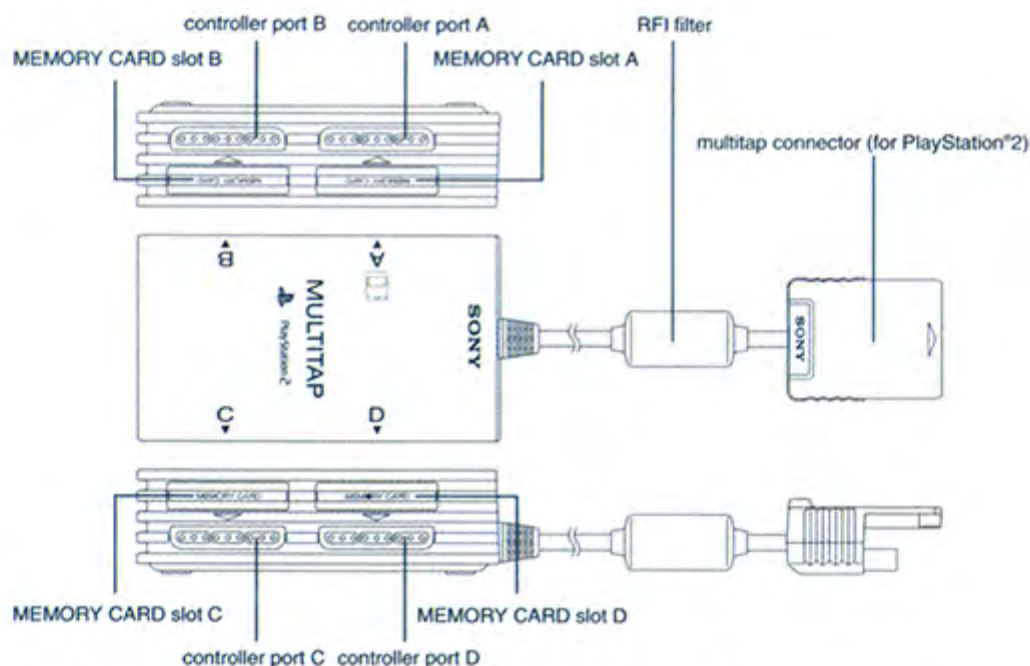


★ Vibration Option

By setting the vibration option to ON in the Controller Settings Menu of the Options Menu will enable the controller to vibrate in response to player movements, etc. (See Options on page 20.)

★ Multi-play

This game can be enjoyed by up to 8 players simultaneously using the multitap (for PlayStation®2) (sold separately).



To play multi-player games, plug the multitap (for PlayStation®2) into the controller port before turning the MAIN POWER switch ON. When connecting the controllers to the multitap (for PlayStation®2), always insert controllers into controller port 1-A and 2-A first before inserting remaining controllers into controller ports 1-B, 1-C, 1-D, and 2-B, 2-C, 2-D.

*For detailed information, refer to the instruction manual for the multitap (for PlayStation®2).

*If a controller is removed from its controller port while the game is in play, it must be reinserted into the same controller port. If the controller is inserted into a different controller port, it will be assigned a new player number.

★ Memory Cards

To use a memory card (8MB) (for PlayStation®2), insert the memory card carefully into MEMORY CARD slot 1. When using a multitap (for PlayStation®2), the memory card (8MB) (for PlayStation®2) must be inserted into MEMORY CARD slot 1-A.

★ Button Assignments

The following are the default button assignments.

Button assignments can be changed in the Controller Settings section of the Options Menu. (See Options on page 20.)

Commands indicating usage of the left analog stick can also be executed with the directional button.

★ Basic Controls

Move/Dribble left analog stick

Speed Burst R1 button (hold)

Provides the player with a temporary but rechargeable burst of speed that can be used to drive to the net or dash around an opponent.

Display Player Icons L1 button (hold)

Press and hold to display your teammate's button icons.

Select Tactics L2 or R2 button + ○×△□ buttons

Press to execute the tactic assigned to the selected button icon.

Jump Ball △ button

Once the ball is tossed, the player will jump for it.

*The player will tip the ball in the direction selected with the left analog stick.

Throw-in × button

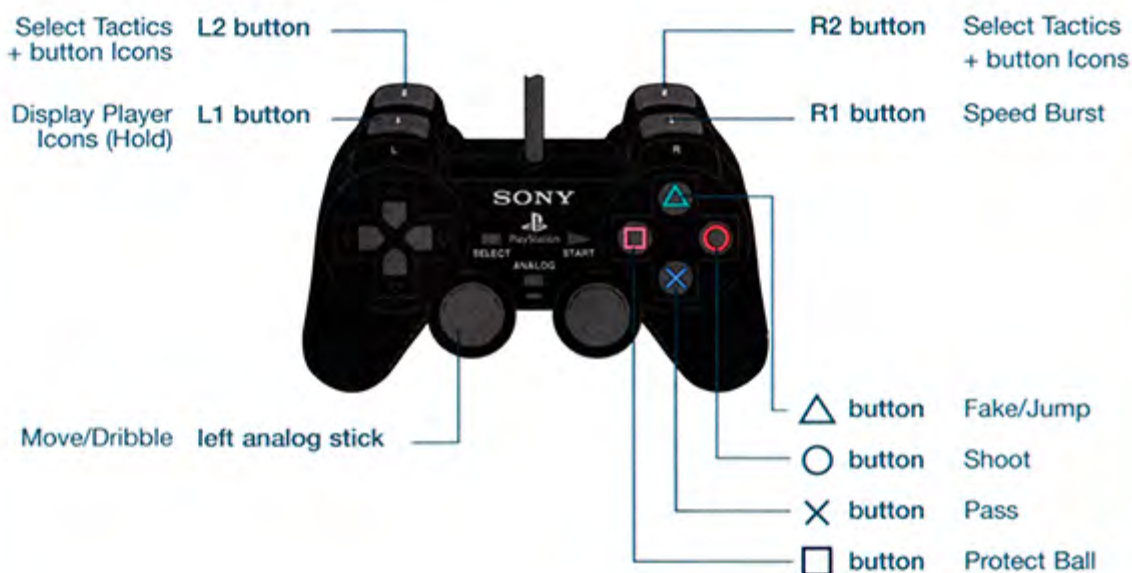
The player will throw the ball inbounds.

*If the ball is not moved inbounds within 5 seconds, the opposing team will gain possession.

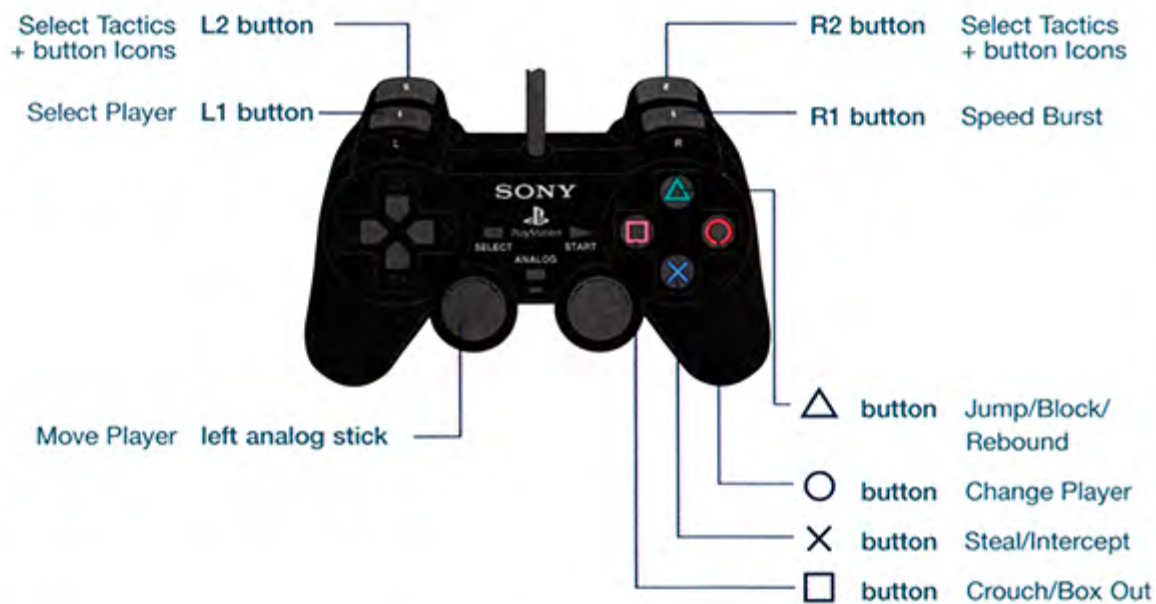
*The ball will be thrown in the direction the left analog stick is pushed.



★ Offensive Controls



★ Defensive Controls



★ Offensive Action Controls

Offensive controls used when in possession of the ball.

Shoot ○ button

The player will shoot the ball.

Shot Fake Tap ○ button

Double Clutch ○ button

Press again while in mid-air during a layup or dunk.

Control Pass L1 button (hold) + □○△× buttons

The player will pass to the designated teammate corresponding to the icon pressed.

Alley-oop Pass L1 button (hold) + R1 button

The player will pass the ball close to the basket.

Offensive controls used when in possession of the ball while dribbling.

Protected Dribble □ button

Fake Move △ button

*Hold down the △ button and use the left analog stick (forward/forward diagonal left/forward diagonal right) to execute fakes while standing still.

Dodge/Crossover Dribble Tap △ button twice.

Pass × button



Offensive controls used when in possession of the ball but not dribbling.

Protect Ball □ button

Scan R1 button

The player will hold the ball up and out of reach of the defenders while scanning.

Fake/Pivot △ button (hold) + left analog stick

*If the player is still able to dribble, hold down the button and use the left analog stick (forward/forward diagonal left/forward diagonal right) to make fakes.

*If the player is still able to dribble, hold down the button and use the left analog stick (back/back diagonal left/back diagonal right) to pivot.

*Press the button rapidly twice to crouch down. Press the button again to return to normal position.

Pass × button

Offensive controls used when not in possession of the ball.

Crouch/Set Screen □ button

The player will set a screen for another teammate.

*If there is plenty of space between the defender and the ball handler, the defender will move in a normal defensive stance.

*If there is moderate space between the defender and the ball handler, the defender will move in a half-crouched stance.

Rebound/Jump/Alley-oop/Tip/Dunk △ button

Depending on the situation and position, the player will perform a rebound, jump, alley-oop, tip, or dunk off a rebound.

Call for Pass × button

The player with the ball will pass to you.

Change Player ○ button

Select Player L1 button (hold) + □○△× buttons

Select the player corresponding to the icon pressed.

★ Free Throws

Pressing L1 and R1 will cause the Shot Gauge to start in motion. Press the buttons again to stop the Shot Gauge on the mark and the player will then shoot the ball. The goal is to stop the left and right Shot Gauges at the same location on the meter, as close to the white line of the mark as possible.

★ Defensive Controls

Face Up □ button

Player will crouch and face up to the ball handler.

Hands Up □ button (hold) + R1 button

Block/Jump/Rebound △ button

Depending on the situation and position, the player will perform a block, rebound, or jump move.

*Pressing the left analog stick lightly will cause the shot blocker to swat the ball.

*Pressing the left analog stick all the way down will cause the shot blocker to block the shot with a running start.

Steal/Intercept × button

Depending on the situation and the player's position, the player will steal the ball or intercept a pass.

Change Player ○ button

Select Player L1 button (hold) + □○△× buttons

Select the player corresponding to the button pressed.

Intentional Foul L1 button + R1 button

The player closest to the ball handler will intentionally commit a foul.

*The player will attempt to commit the foul in the direction he is facing.



★ Rebounds and Loose Balls

Crouch/Box Out □ button

*If there is plenty of space between the player and the nearest opponent, the defender will box out in a normal defensive stance.

*If there is moderate space between the player and the nearest opponent, the defender will box out in a half-crouched stance. (The player will automatically face the opponent.)

*If there is little space between the player and the nearest opponent, the player will crouch down, and using the left analog stick will cause the player to fight for position.

Jump/Rebound △ button

Depending on the situation, the player will jump or go up for a rebound.

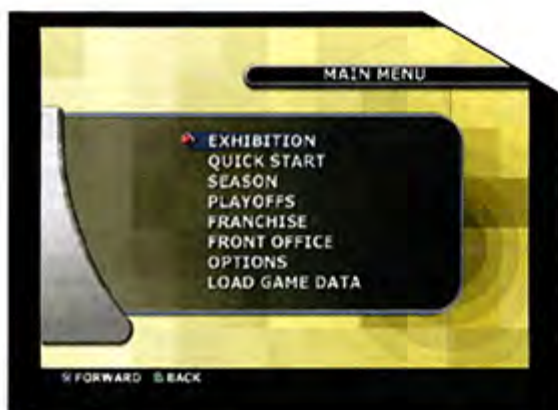
Change Player ○ button

Select Player L1 button (hold) + □○△× buttons

Select the player corresponding to the button pressed.

NBA STARTING FIVE™

Press the START button at the Title Screen to display the Main Menu.



★ Modes

Exhibition Mode

Choose 2 teams out of a total of 31, including the 2 All-Star teams, to start Exhibition Mode. Up to 8 players can play simultaneously using a multitap (for PlayStation®2). (See Exhibition Mode on page 13.)

Quick Start Mode

Start a game immediately. Teams are chosen randomly.

Season Mode

Season Mode allows the player to compete in a full regular NBA season. Select a team and play a maximum of 82 games with the hope of advancing to the Playoffs at the end of the season. The team that emerges as the winner of the Playoffs will be crowned as the NBA Champion. (See Season Mode on page 14.)

Playoffs Mode

Playoffs Mode allows the player to play games in a Playoff tournament format. Select a team and play tournament matches in a quest for the championship. (See Playoffs Mode on page 15.)

Franchise Mode

In Franchise Mode, the player becomes the GM (General Manager) of a team and can guide the team for a maximum of 25 seasons. (See Franchise Mode on page 16.)

Front Office

Change team rosters, trade players, sign free agents, or create-a-player. (See Front Office on page 17.)

Options

Make changes to the game and controller settings. (See Options on page 20.)

Load Game Data

Load saved game data. (See Save & Load on page 21.)



★ **Pause Menu** - During Play

Press the START button during a game to display the Pause Screen. On the Pause Screen, changes can be made to the game settings and timeouts can be called.

Call a Timeout

Regular Timeout: Call a regular timeout.

20-sec Timeout: Call a 20-second timeout. One player can be substituted during a 20-second timeout.

Substitution Players may be substituted when the ball is dead.

Shot chart View the Shot Chart.

Box Score View the current game's Box Score.

Instant Replay View replays of the game action that occurred immediately before entering the Pause Screen, from any angle.

Options Open the Options Menu. (See Options on page 20.)

Quit Game End the current game.

★ **Instant Replay Controls**

R1 button Play (Play speed can be adjusted)

L1 button Reverse (Reverse speed can be adjusted)

button Change Camera Angle

button Change Camera Target

button Help Menu ON/OFF

button Exit Instant Replay

R2 button Zoom In

L2 button Zoom Out

directional button Move Camera

Choose 2 teams and play an exhibition game. Up to 8 people can play simultaneously.

Team Select

Choose 2 teams to compete in an exhibition game and assign teams to the controllers. (Away, Home, CPU)



*Choose to control the entire team or one specific position.

This can be done by pushing the up or down directional buttons.

Roster

Make changes to the team roster.

Exhibition Mode Settings

Make changes to the Exhibition Mode settings.

Game Start

After all settings have been confirmed, press the X button to start the game.

NBA STARVING ALIVE™



Play in an NBA season, advance to the Playoffs, and aim for the NBA Championship title.

Team Select

Choose the desired team.

Season Settings

Choose the Settings for the upcoming season.

*Once Season Settings are finalized, changes cannot be made until the Season has finished.



★ Season Menu

Use the following menus to change the Season settings.

Front Office Modify the team roster.

League Schedule View the upcoming game schedule of the Season.

League News Learn about the latest transactions, injuries, etc.

Results View team and league results.

Options Change settings, save and load Season data.

Quit Season Exit the current season and return to the Main Menu.

★ Season Save

Choose the Options Screen from the Season Menu to save Season data.

★ Playoffs

The top 8 teams from each conference will advance to the Playoffs.

Set the number of games, participating teams and brackets, and participate in the Playoffs.

Team Select

Select desired team.

Advance Teams

Change the teams participating in the Playoffs.



Playoffs Settings

Choose the settings before beginning the Playoffs.

*Once Playoffs settings have been finalized, changes cannot be made until the Playoffs have finished.

★ Playoffs Menu

Use the screens below to make changes in the Playoffs settings.

Front Office Change the team roster.

Bracket View the game schedule for the upcoming Season.

League News Learn about the latest transactions, injuries, etc.

Results View team and league results.

Options Change settings, save and load Playoffs data.

Quit Playoffs Exit the current game and return to the Main Menu.

★ Save Playoffs

Choose the Options Screen from the Playoffs Menu to save Playoffs data.

Become the GM (General Manager) of a team, manage team interests such as the rookie draft, trades, free agent contracts, and build a championship team.

Team Select

Choose the desired team.

Franchise Settings

Choose the settings (such as number of years to be played) before beginning Franchise Mode.

*Once the settings have been finalized, changes cannot be made until the Franchise ends.



★ Franchise Schedule

Advance from the Season to the Playoffs, moving on into the off-season to bring one year to a conclusion.

Season Play games according to the Season Schedule.

*This process is the same as in Season Mode.

Playoffs If the team advances to the Playoffs, games will be played according to the seeded brackets.

*This process is the same as in Playoffs Mode.

Off-Season During the Off-Season and before the next season begins, make selections in the rookie draft, re-sign players, sign free agents, and make trades.

★ Off-Season Menu

The Off-Season Menu is the same as the Season Menu minus the "League Schedule" Screen.

★ Franchise Save

Choose the Options Screen from the Off-Season Menu to save Franchise data.

Make changes to the team roster and other settings.

Roster Make changes to your starting lineup. It is also possible to make changes to player physical attributes.

Trade Players Trade players with another team.

*Each team must have a minimum of 8 players and a maximum of 15 players.

Sign Free Agents Sign free agents or release players from the roster.

Create-A-Player Create an original player to add to the free agent pool.

Save Roster Data Save the roster data.

Load Roster Data Load saved roster data.





In the Create-A-Player Screen of the Front Office Menu, you can create your own original player. Players created will automatically be listed in the "Sign Free Agents" Screen and you can sign them as free agents to play for your team.

*A maximum of 25 players can be created and saved.



★ Player Attributes

Decide your players' strengths and weaknesses. Use the additional 280 points given to allocate between the listed abilities.

★ Abilities

Endurance

Strength

Speed

Quickness

Jump

2-Point Shots

3-Point Shots

Free Throws

Pass

Ball Handling

Steal

Shot Block

Rebound

Awareness

★ Additional Abilities

2-Point Range	2-point "sweet spot" range in feet from the rim.
Inside Shooting	Tendency to shoot a layup (1) or dunk (5).
Playing Style	Tendency to be a team player (1) vs. 1-on-1 style of play (5).
Scoring Style	Tendency to shoot outside shot (1) vs. driving to the basket (5).
Screening	Tendency to set screens, 1 is low and 5 is high.
Ball Recovery	Tendency to go after loose balls, 1 is low and 5 is high.
Box Out	Tendency to box out for rebounds, 1 is low and 5 is high.
Defensive Style	Tendency towards a loose (1) vs. tight (5) defensive style.
Player Personality	Modesty level. Closer to 5, the player is more likely to react after various plays but setting the level at 1 will ensure a cool head.
Skill	Choose from a variety of unique player characteristics to further differentiate your player.

★ Skills

Clutch This attribute will be corrected to take account of the score difference and the time remaining.

Choke Artist This attribute will be corrected to take account of the score difference and the time remaining.

Consistent Experiences few fluctuations in condition. Very balanced.

Inconsistent Experiences great fluctuations in condition.

Fast Stamina Recovery High stamina. Recovers strength quickly during halftime or time on the bench.

Slow Stamina Recovery

Low stamina. Recovers strength slowly during halftime or time on the bench.

Good Shooting Rhythm

Makes up for limitations in other areas.

Intimidator The player instills fear in his opponents.

Streaky Once a player enters the "Zone," it is difficult to stop him.

Tough The player will not get injured easily during games.

Injury Prone The player has a tendency to suffer injury during games.

Strong at Home The player's condition will improve before home games.

Strong on the Road The player's condition will not worsen during road games.

Fierce Competitor The player exhibits a high level of competitiveness and always rises to the occasion.

Quick Speed Burst Recovery The player's Speed Burst gauge will refill quickly.

Strong Leadership The player uses teamwork to improve the performance of the whole team.

Good Concentration The player stays focused even under bad circumstances.

Good Body Control The player can make off-balanced shots.



Change or confirm gameplay settings, enter cheats, view credits, save and load game data. Gameplay settings can also be changed during gameplay by pressing the START button and selecting "Options" from the Pause Menu.



Game Settings

Change the game settings (camera selections, sound settings, etc.).

Rules Settings

Change the game rules.

Controller Settings

Change or confirm player control settings.

Tactics

Confirm the button assignments of the tactics setting.

Cheat

Input cheat commands and turn Cheat Mode ON/OFF.

Credits

View game credits.

Save Game Data/Load Game Data

Save game data on or load game data from the memory card (8MB) (for PlayStation®2).

*This option is displayed on the Main Menu Screen and the Options Menu for Season, Playoffs, and Franchise Modes.



★ Load Game Data

Load previously saved game data from the memory card (8MB) (for PlayStation®2).

★ View Saved Game Data

Saved data is organized into the following five categories. Details about the saved data appear in the Load Game Data Menu Screen to the right.

Season Data

Playoffs Data

Franchise Data

Roster Data

Settings/Options Data

★ Load Saved Game Data

To load, move cursor to the desired data and press the × button.

Caution: Do not remove the memory card (8MB) (for PlayStation®2) from the MEMORY CARD slot or turn off the power while saving and loading game data, as data may be erased.

NBA
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FIVE

★ Statistical Abbreviations

Player Positions

- C** Center
- PF** Power Forward
- SF** Small Forward
- SG** Shooting Guard
- PG** Point Guard

★ Statistical Abbreviations Used In the Game

- | | | | |
|------------|-----------------------------------|------------|-----------------------------------|
| G | Games Played | REB | Total Rebounds |
| GS | Games Started | AST | Total Assists |
| MIN | Total Minutes Played | STL | Total Steals |
| FGM | Field Goals Made | BLK | Total Blocked Shots |
| FGA | Field Goals Attempted | TO | Total Turnover |
| 3PM | Three-Point Field Goals Made | PF | Personal Fouls |
| 3PA | Three-Point Field Goals Attempted | PTS | Total Points |
| FTM | Free Throws Made | HI | High Score |
| FTA | Free Throws Attempted | FG% | Field Goal Percentage |
| OFF | Offensive Rebounds | 3P% | Three-Point Field Goal Percentage |
| DEF | Defensive Rebounds | FT% | Free Throw Percentage |

CREDITS



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NBA STRATEGIC GUIDE



NBA STARTING FIVE™



NBA STARTING FIVE™

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If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- * \$0.95 per minute charge
- * \$1.25 per minute support from a game counselor
- * Touch tone phone required
- * Minors must have parental permission before dialing

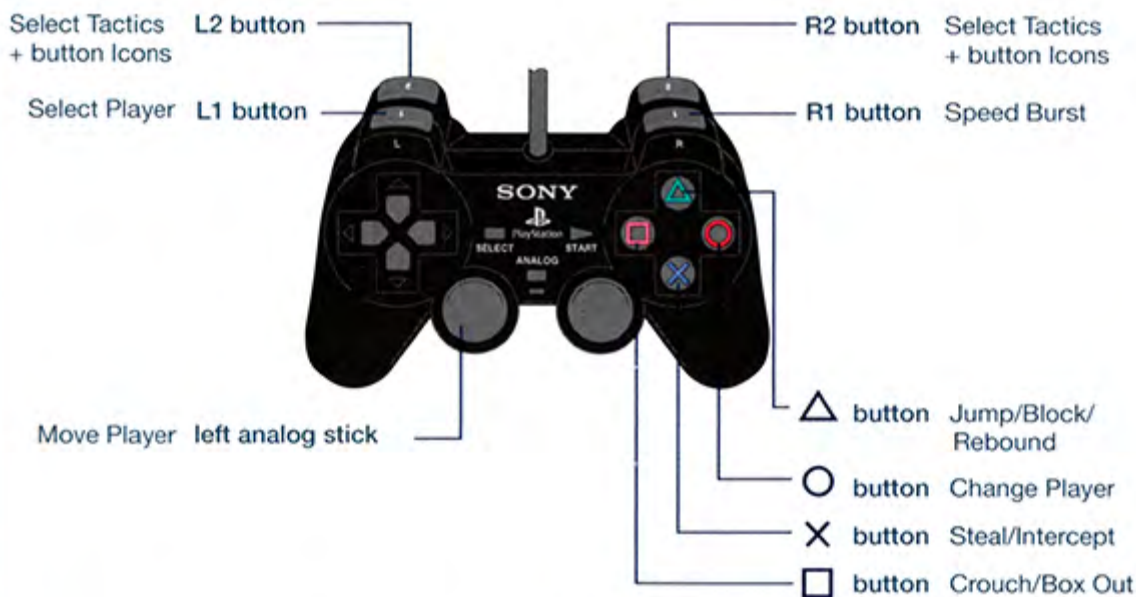
Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

GAMEPLAY CONTROLS

★ Offensive Controls



★ Defensive Controls



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