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2K SPORTS

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NBA 2K11



MICHAEL 23 JORDAN



⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

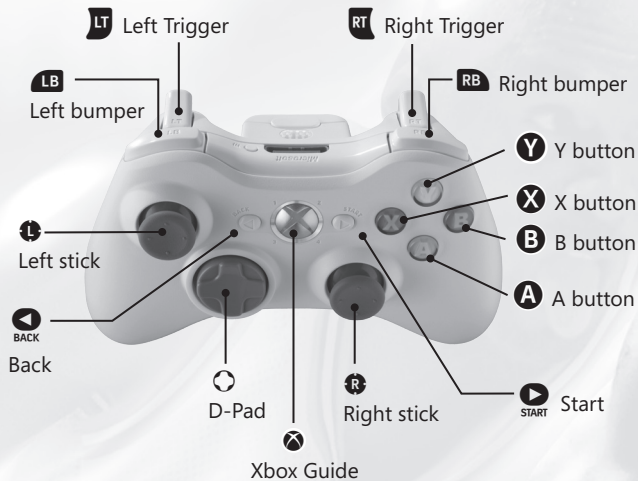
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XBOX® 360 CONTROLLER



Menu Controls

| | |
|-------------------------|--------------------|
| Navigate Menus | Left stick |
| 2K Nav Menu | Right stick |
| Select option | A |
| Return to previous menu | B |

Game Controls

NBA 2K11 offers alternate control schemes. These control tables list the default control scheme. You can change between the three control schemes via the **Options menu**. See the on-screen instructions for the different controls.

Regular Controls

| OFFENSE & DEFENSE | |
|---------------------------------|---|
| Move player | Left stick |
| Shot Stick | Right stick |
| Pass | A |
| Touch Pass | A after pass, but before catch |
| Fake Pass | B |
| Pump Fake | X (tap) |
| Shoot | X (press) |
| Hop Step | Y |
| Rebound | Y (when ball is in air) |
| Dribble / Shot Modifier | LT |
| Sprint | RT |
| Positional Plays / Pick Control | LB |
| Icon Pass | RB |
| Pause | START |
| ADVANCED OFFENSE | |
| Positional Playcall | Tap LB , tap desired teammate's player icon, choose play from menu |
| Send Teammate on Cut | Tap LB , tap desired teammate's player icon, move right stick in direction you want him to cut |
| Pick Control | Hold and release LB to call for Pick & Roll (press LB again to have the screener slip); hold LB until the screener gets set for Pick & Pop |
| Icon Pick Control | Tap LB , hold player icon of desired screener: release early for Pick & Roll, hold longer for Pick & Pop |
| Alley-oop | LT + B |
| Off-glass Alley-oop | LT + B , with trailing teammate |

| | |
|------------------------|---|
| Give and Go | LT + A |
| Rolling Inbound | LT + A during baseline inbounds |
| Putback Dunk or Layup | RT + X |
| Hop / Signature Gather | Y from a stand dribble |
| Hop Step Back | Move left stick away from basket + Y |
| Normal Hop Step | Y while dribbling toward basket (between close- and mid-range) |
| Lateral Hop Step | Y while dribbling across basket |
| Hop Step Spin | RT + Y while dribbling toward basket (between close- and mid-range) |
| Pass Stick | Tap or hold RB , move right stick to pass |
| Total Control Passing | Tap RB , hold player icon of desired receiver, move receiver with left stick , release player icon to pass (Total Control Passing option must be enabled in the Controller Settings menu in the Options menu) |
| Off-ball Player Lock | Tap LB , press player icon of teammate you want to control, then tap RB |

Shot Stick

| | |
|----------------------|--|
| Pump Fake | Move right stick in any direction, then immediately back to center |
| Up & Under /Stepthru | Perform a Pump Fake while holding LT , then move right stick again before the Pump Fake finishes |
| Jumpshot | Move and hold right stick to begin shot, release to shoot |
| Fadeaway | Move left stick away from basket + right stick while standing |
| Drifter | While dribbling across basket, right stick in direction of player's movement |
| Spin Jumper | While dribbling across basket, right stick in opposite direction of player's movement |

| | |
|-----------------------------|---|
| Stepback Jumper | While dribbling across basket, right stick away from basket |
| Runner | While dribbling toward basket, right stick away from basket (between close- and mid-range) |
| Leaner | While dribbling toward basket, right stick away from basket (between 3-pt. and mid-range distance) |
| Layup Straight | While dribbling toward basket, right stick toward basket |
| Layup Left / Right | While dribbling toward basket, right stick to left or right of basket |
| Layup Reverse | While dribbling toward basket along baseline, right stick toward baseline |
| Euro Step Layup | While dribbling toward basket, right stick toward basket + LT |
| Hop Step Layup Left / Right | While dribbling toward basket, right stick to left or right of basket + LT |
| Spin Layup | While dribbling toward basket, right stick away from basket + LT |
| Normal / Signature Dunk | While dribbling toward basket and holding RT , right stick toward basket |
| Rim Hang Dunk | While dribbling toward basket and holding RT , right stick to right of basket |
| Hop / Euro Step Dunk | While dribbling toward basket and holding RT , right stick to left of basket |
| Reverse / Spin Dunk | While dribbling toward basket and holding RT , right stick away from basket |
| Mid-air Change Shot | To change from a dunk to a Layup in mid-air, start a dunk, then move right stick in direction you want to Layup after takeoff |
| Shot Branching | After starting a Hop Step or Spin Dunk / Layup, move right stick back to center, then issue a second Shot Stick command before the gather ends to branch to various finishes |
| Shot Button | To trigger advanced shots using the Shot Button, move left stick instead of right stick as directed above just before pressing X |

IsoMotion™

| | |
|---------------------|---|
| Sizeup | From a stand dribble, hold LT and move left stick toward basket |
| Sizeup Left / Right | From a stand dribble, hold LT and move left stick to player's left / right |
| Sizeup Back | From a stand dribble, hold LT and move left stick away from basket |
| Hesitation | From a stand dribble, tap LT |
| Hesitation to Go | Perform a Hesitation move, then left stick toward basket on ball side |
| Hesitation Cross | Perform a Hesitation move, then left stick toward non-ball hand |
| Crossover | Hold LT + move left stick toward non-ball hand |
| Double Cross | Hold LT + move left stick toward non-ball hand, then back toward ball hand rhythmically |
| In & Out | Hold LT + move left stick toward non-ball hand, then immediately back toward ball hand |
| Spin | Hold LT + rotate left stick in a full circle, from ball hand to opposite hand (going around player's back) |
| Half Spin | Hold LT + rotate left stick in a half-circle, from ball hand to opposite hand, then rotate left stick back toward dribble hand |
| Behind Back | Rotate left stick in a full circle, from ball hand to opposite hand (going around player's back) |
| Stepback | While driving, press and hold LT + move left stick away from player's movement direction |
| Stepback & Go | Perform a Stepback, then move left stick toward basket on ball side |
| Stepback to Cross | Perform a Stepback, then move left stick toward non-ball hand |

On-ball Defense

| | |
|------------------|---|
| Aggressive Block | Hold RT + press Y |
| Hands Up | Move right stick toward ball handler |
| Take Charge | Move right stick to left, right or away from ball handler |
| Cutoff Move | Hold LT + move right stick in direction you want to cutoff |
| Hard Foul | Hold RT + move right stick toward shooter |
| Intentional Foul | Hold RT + move right stick toward ball handler |
| Double Team | Tap LB to bring up player icons, press icon of teammate you want to double with (normal press of LB auto-selects double-teamer) |

Triple Threat

| | |
|---------------------|--|
| Protect Ball | With ball and unused dribble, hold LT + move left stick away from basket |
| Jab Step | With ball and unused dribble, hold LT + move left stick toward player's left or right side |
| Launch Left / Right | Perform a Jab Step, then immediately release LT + move left stick left or right |
| Spin Launch | From Protect Ball stance, release LT + move left stick opposite player's facing direction |

Post Play

| OFFENSE (ON-BALL) | |
|----------------------|--|
| Engage with Defender | With ball and while facing defender, hold LT + RT and move left stick into defender |
| Backdown | While engaged in the post, dribbling or holding the ball with a live dribble, move left stick toward defender |

| | |
|--------------------------|---|
| Faceup | While engaged in the post with ball in both hands, move left stick away from defender |
| Faceup Jumpshot | Faceup the post defender, then move right stick to shoot |
| Shimmy Left / Right | While engaged in the post with ball in both hands, quickly move right stick toward player's left or right |
| Single Shimmy Shot Left | While engaged in the post with or without a live dribble, quickly move right stick to player's right, then left, side |
| Single Shimmy Shot Right | While engaged in the post with or without a live dribble, quickly move right stick to player's left, then right, side |
| Double Shimmy Shot Left | While engaged in the post with or without a live dribble, quickly move right stick to player's left side two times |
| Double Shimmy Shot Right | While engaged in the post with or without a live dribble, quickly move right stick to player's right side two times |
| Pump Fake | While engaged in the post with ball in both hands, hold LT + quickly move right stick toward player's left or right |
| Up & Under | Perform a Pump Fake, release LT , then move right stick to the side you want to finish on |
| Running Hook | After facing up, drive across the paint and move right stick toward basket |
| Running Fade | After facing up, drive across the paint and move right stick away from basket |
| Running Spin Shot | After facing up, drive across the paint and move right stick in opposite direction of player's movement |
| Running Floater | After facing up, drive across the paint and move right stick in same direction as player's movement |
| Jump Hook Left / Right | While engaged in the post close to the basket, move right stick toward player's left or right side |
| Jump Fade Left / Right | While engaged in the post further away from the basket, move right stick toward player's left or right side |

| | |
|--|--|
| Drop Step | While engaged in the post, dribbling or holding the ball with a live dribble, move left stick toward baseline and press RT |
| Stepthru | While engaged in the post, dribbling or holding the ball with a live dribble, move left stick toward paint + press RT or LT |
| Quick Spin | While engaged in the post, dribbling or holding the ball with a live dribble, move left stick toward player's left or right + press LT |
| Pump Fake to Hop Step Spin (same side) | While engaged in the post, holding the ball with a live dribble, perform a Pump Fake; once the Pump Fake starts, press Y |

DEFENSE (ON-BALL)

| | |
|------------------|--|
| Post Steal | X while engaged in the post |
| Post Take Charge | B while engaged and being backed down |

Off-ball Controls

OFFENSE


| | |
|--------------------------|--|
| Call for Ball | A |
| Set Screen | Hold B |
| Call for Screen | Hold LB |
| Off-ball Cut | Right stick in direction of desired cut |
| Post Engage | With back to defender, press and hold LT |
| Post Spin Out for Lob | While engaged in the post, release LT + move left stick to defender's right or left |
| Post Battle for Position | Move left stick toward defender in post, hold LT to back down or RT to Lunge back |

DEFENSE

| | |
|----------------|---|
| Post Engage | LT while next to offensive player |
| Deny Ball | While next to offensive player and facing him, move right stick toward him |
| Cut Off / Flop | Press B after opponent's Lunge move |

| | |
|----------------------------|--|
| Fight for Position in Post | Hold LT + left stick toward opponent |
| Deny / Front Post | While engaged in the post, hold LT + move left stick left, right or toward opponent |
| Steal Post Entry Pass | While engaged in the post, hold LT and press X when ballhandler starts to pass into post |
| Flop | While engaged in the post, hold LT and press B after opponent's Lunge move |


ON THE FLY COACHING (OTFC)

Basketball is a fast moving game and you need to deploy your strategies in real time. Use  to bring up the On The Fly Coaching menu and get your team ready to go.

Quick Games





| CONTROL | OFFENSE | DEFENSE |
|--|-------------------|-------------------|
|  | Heat Check | Player Matchups |
|  | Offensive Plays | Defensive Sets |
|  | Coaching Settings | Coaching Settings |
|  | Substitutions | Substitutions |
|  | Timeout | Intentional Foul |
|  | Pause | Pause |

Team-up & Crew Games

| CONTROL | OFFENSE | DEFENSE |
|---|-----------------|------------------|
|  | Heat Check | Heat Check |
|  | Offensive Plays | Defensive Sets |
|  | Camera Change | Camera Change |
|  | Substitutions | Substitutions |
|  | Timeout | Intentional Foul |
|  | Quit | Quit |

- Only Point Guards can call plays or change defensive sets.
- Individuals can only sub-in a player for themselves during regular gameplay.

Pick-up Games

| CONTROL | OFFENSE | DEFENSE |
|---|---------------|------------------|
|  | Heat Check | Heat Check |
|  | Camera Change | Camera Change |
|  | — | Intentional Foul |
|  | Quit | Quit |

- There are no substitutions in Pick-up games.

PROFILES

Once the game loads, you will be at the **NBA 2K11** Title screen. Press **START** to head to the Quick Game screen. The first time you turn on **NBA 2K11**, the game will prompt you to create a profile.

Create a Profile

NBA 2K11 uses a profile to track stats, achievements, and progress through the game. To create a profile, use **L** or **R** to highlight the letters on the virtual keyboard and press **A** to select each letter.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

MAIN MENU

Once the game is loaded and your profile is created, you will find yourself at the Quick Game screen. Use the **right stick** to bring up the Main Menu.

Quick Game – Just start playing! Use **LT** / **RT** to select your team, and **LB** / **RB** to choose uniforms. Select any current NBA Team or play as one of the legendary Chicago Bulls teams from years past. Settle that argument over who dominates, the old Bulls or the new Lakers.

Michael Jordan – The **Jordan Challenge** is a 10-game contest to relive the winning plays MJ performed during his incredible career. The **Classic Bulls Teams** lets you suit up as one of the Bulls teams from the '80s and '90s. Select **My Jordans** once you unlock a pair of MJ's classic Air Jordan shoes. Unlock **MJ: Creating a Legend** when you stick every move in the 10-game Jordan Challenge.

Game Modes – Choose the **Association** to run your own NBA team. **NBA Blacktop** takes the game to the streets. Join the **Online Leagues**. Make it quick and go right to the **Playoffs** or play a whole **Season**. Create your own game **Situation**. Learn the finer points of the game by completing **Practice** mode. Do you have the skills to pull off the game's toughest moves?

My Player – Take control of an NBA Rookie and lead him to greatness. Build your player's ratings by earning skill points in games and drills. The harder you play, the faster your player will improve.

Team-Up – A crew is an online club team started by you and your friends. Use created players from **My Player** or one of the NBA teams. Then dominate other crews during online play. **NBA 2K11** tracks all game stats so you'll see how your crew ranks.

Manage Rosters – Select **Rosters**, **Rotations**, **Situationals**, **Tendencies**, **Playbooks**, **Create Player**, **Create Team**, or **Draft Class**.

Features – Check out the **Living Rosters**, **Leaderboards** and **VIP Viewer**; configure the **2K Sports Ticker**; adjust in-game music with **2K Beats**; get **Extras**; share created players, rosters, draft classes and slider settings via **2K Share**; and make highlights with **2K Reelmaker**.

Options – Customize gameplay, rules, presentation settings, and controller setup, and save and load your game settings, profiles, rosters, sliders, and defaults.

NBA 2K11 FEATURES

Jordan Challenge – Take the **Jordan Challenge** by reenacting 10 of his greatest games. Recreate Jordan's winning plays or scores for each epic game to unlock **MJ: Creating the Legend**, where you reenact Jordan's career from rookie draft pick all the way to the pinnacle of NBA stardom.

My Jordans – Athletic feats and time in gameplay win you Air Jordan shoes that empower you with various bonus attributes depending on which pair you wear.

My Career – In **My Player**, you create your custom rookie NBA hopeful right down to position and play style. Then shape his NBA future on court and off with the new **My Career** feature. Press conferences, endorsements, trade deals and magazine cover photos affect his stardom. How your player acts influences his teammate chemistry and fan popularity.

NBA Blacktop – Now featuring an all new **Sprite Slam Dunk Showdown**.

New Advanced Controls, Shot Branching & IsoMotion™ Dribbling – The **Shot Branching** system allows you to make precision airborne shot adjustments while the ground war gets new **IsoMotion™ Dribbling** controls.

Trade Finder & Player Finder – Want to avoid the hassles of trading? Using **Trade Finder**, you can pick the player you want and get an instantly valid offer. Or use **Player Finder** to launch a super-refined search for a new addition to the team.

Tendencies – Anticipate and/or customize the on-court actions of all NBA players using the real-world **Tendencies** feature.

NBA Today 2.0 – Hear real NBA scores and player stats along with your own half-time show highlights.

Classic Teams – In addition to all the current NBA Teams, play as classic teams from the 1980s and 1990s, including:

- Chicago Bulls 1985-86, 1989-90, 1994-95, 1995-96, 1996-97
- Boston Celtics 1985-86
- Cleveland Cavaliers 1989-90
- Atlanta Hawks 1989-90
- Los Angeles Lakers 1990-91

- Portland Trail Blazers 1991-92
- Detroit Pistons 1989-90
- New York Knicks 1994-95
- Seattle Sonics 1995-96
- Utah Jazz 1996-97, 1997-98

Please note that all described online features are scheduled to be available until **November 2011**, though we reserve the right to modify or discontinue online features on 30-days' notice. Check www.2ksports.com/serverstatus for details.

PAUSE MENU

Press **START** during the game to bring up the Pause menu, which offers the following options:

Resume – Get back into the game.

Replay – View the replay of the exciting action on the court.

Coaching – Make substitutions, look at player match-ups, call for double teams / pressure D, edit settings, and review your playbook.

Game Stats – See the **Team Stats**, **Box Score**, **Gametrack**, and check out injuries.

Options – Customize gameplay, rules, presentation settings, and controller setup.

Quit – Quit the game to the **Main Menu** or start over with a quick rematch.

PRODUCT SUPPORT

www.2ksports.com/info/contact

US Support

Phone: 1-866-219-9839

Email: techsupport@2ksports.com

Canadian Support

Phone: 1-800-638-0127

Email: canada@take2support.com

Phone: 1-866-219-9839

For soundtrack, artist and label information, visit:

www.2ksports.com/games/nba2K11/