**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.

## CONTENTS

# Xbox 360 CONTROLLER



| | BASIC OFFENSE | BASIC DEFENSE |
|---|---|---|
| Ⓛ | Move Player | Move Player |
| Ⓡ | Shot Stick | Hands up / Deny ball |
| Ⓛ + LT + RT | N/A | Cutoff |
| Ⓡ + RT | N/A | Intentional / Hard foul |
| Ⓡ | N/A | Wrap foul |
| LT | Dribble / Shot Modifier | Intense D |
| RT | Sprint | Sprint |
| LB | Positional Plays / Pick Control | Double Team |
| RB | Icon Pass | Icon Swap |
| Ⓐ | Pass / Touch Pass (press prior to catch) | Player Swap (closest to ball) |
| Ⓑ | Fake Pass | Take Charge |
| Ⓑ + LT | Alley-Oop | N/A |
| Ⓧ | Pump Fake (tap) / Shoot (press) | Steal |
| Ⓨ | Post Up on / off | Block / Rebound |
| ◯ | Change Camera | Change Camera |
| ◯ | OTFC Quick Plays | OTFC Defensive Sets |

| | BASIC OFFENSE (continued) | BASIC DEFENSE (continued) |
|---|---|---|
| ◖◗ | OTFC Offense Strategy | OTFC Defense Strategy |
| ◍ | OTFC Substitutions | OTFC Substitutions |
| BACK | Timeout | Intentional Foul |
| START | Pause | Pause |

## 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 Ⓡ in direction you want him to cut |
| Pick Control | Hold and release LB to call for a Pick & Roll (press LB again to have the screener slip); hold LB until screener gets set for a 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 + Ⓑ |
| Off-Glass Alley-Oop | LT + Ⓑ, with trailing teammate |
| Give & Go | LT + Ⓐ |
| Putback Dunk or Layup | RT + Ⓧ |
| Pass Stick | Tap or hold RB, move Ⓡ to pass |
| Total Control Passing | Tap RB, hold player icon of desired receiver, move receiver with Ⓛ, release player icon to pass (Total Control Passing option must be enabled in the Controller Settings menu) |
| Offball Player Lock | Tap LB, press player icon of teammate you want to control, then tap RB |

## SHOT STICK

| | |
|---|---|
| Jump Shot | Move and hold Ⓡ to begin shot, release Ⓡ to shoot |
| Fadeaway | Move Ⓛ away from basket + move Ⓡ while standing |
| Dribble Pull-Up | From a moving dribble, center Ⓛ and move Ⓡ in any direction |
| Escape Dribble Pull-Up | From Triple Threat or Stand dribble, hold LT and move Ⓡ in any direction |
| Spin Jumper | From a moving dribble, rotate Ⓡ in a circular motion |
| Stepback Jumper | While dribbling across basket, move Ⓡ away from basket |

## SHOT STICK (continued)

| | |
|---|---|
| **Side Hop Jumper** | While driving toward basket, center 🄻, hold 🄻🅃, + move 🅁 back left / right |
| **Runner** | While dribbling toward basket, keep 🄻 held, hold 🄻🅃, + move 🅁 away from basket |
| **Layup Left / Right** | While driving, move 🅁 forward left / right toward basket |
| **Layup Reverse** | While driving along the baseline, move 🅁 toward baseline |
| **Eurostep Layup** | While driving, hold 🄻🅃 + move 🅁 toward basket |
| **Hopstep Layup** | While driving, hold 🄻🅃 + move 🅁 left / right |
| **Spin Layup** | While driving, hold 🄻🅃 + rotate 🅁 in a circular motion |
| **Normal / Signature Dunk** | While dribbling toward basket, hold 🅁🅃 + move 🅁 toward basket |
| **Reverse Dunk** | While dribbling toward basket, hold 🅁🅃 + move 🅁 away from basket |
| **Spin Dunk** | While dribbling toward basket, hold 🅁🅃 and rotate 🅁 in a circular motion+ |
| **Mid-Air Change Shot** | Start any dunk or layup, center 🅁, then move 🅁 again in the direction you want to finish |
| **Pump Fake** | Start one of the shots or layups listed above, then immediately move 🅁 back to center |
| **Up & Under / Stepthrough Shot** | Perform a Pump Fake, then move 🅁 again before the Pump Fake finishes |

## ISOMOTION™

| | |
|---|---|
| **Sizeup** | From a Stand dribble, hold 🄻🅃 + move 🄻 toward basket |
| **Sizeup Cross** | From a Stand dribble, hold 🄻🅃 + move 🄻 from ball hand to off hand |
| **Sizeup Inside Out** | From a Stand dribble, hold 🄻🅃 + move 🄻 toward ball hand |
| **Sizeup Escape** | From a Stand dribble, hold 🄻🅃 + move 🄻 away from basket |
| **Hesitation** | From a Stand dribble, tap 🄻🅃 |
| **Crossover** | Hold 🄻🅃 + move 🄻 toward non-ball hand |
| **Double Cross** | Hold 🄻🅃 + move 🄻 toward non-ball hand, then back toward ball hand rhythmically |

## ISOMOTION™ (continued)

| | |
|---|---|
| **In and Out** | Hold 🄻🅃 + move 🄻 toward non-ball hand, then immediately back to ball hand |
| **Spin** | Hold 🄻🅃 + rotate 🄻 in a circular motion |
| **Half Spin** | From a moving dribble, tap 🅁🅃 |
| **Behind Back** | Rotate 🄻 in a circular motion from ball hand to opposite hand (going around player's back) |
| **Stepback** | While driving, press and hold 🄻🅃 + move 🄻 away from player's movement direction |

## PASSING

| | |
|---|---|
| **Alley-Oop** | 🄻🅃 + Ⓑ |
| **Off-Glass Alley-Oop** | 🄻🅃 + Ⓑ, with a trailing teammate |
| **Give & Go** | 🄻🅃 + Ⓐ |
| **Rolling Inbound** | 🄻🅃 + Ⓐ, during baseline inbounds |
| **Fake Pass** | Ⓑ while standing |
| **Right Stick Passing** | Press and hold Icon Pass Activate control; move 🅁 to pass; "Directional" selects receiver in direction 🅁 is deflected (default option); "Zone" passes to general location of court (enable this option in the Controller Settings menu) |
| **Total Control Passing** | Tap 🅁🄱, hold player icon of desired receiver, move receiver with 🄻, release player icon to pass (Total Control Passing option must be enabled in the Controller Settings menu) |
| **Icon Lead Passing** | Tap 🅁🄱, move 🄻 in direction you want to lead receiver, then press his corresponding action button |
| **Disengage Post Catch** | Tap 🅁🄱, move 🄻 away from post defender guarding desired receiver, then press action button of desired receiver to disengage him from his post position |

## ON-BALL DEFENSE

| | |
|---|---|
| **Aggressive Block** | Hold 🄻🅃 + press Ⓨ |
| **Steal** | Press Ⓧ |
| **Hands Up** | Move 🅁 in any direction when near ball handler |
| **Deny Ball** | Move 🅁 in any direction when near an opponent without the ball |
| **Cutoff Move** | Hold 🄻🅃 + move 🅁 in direction you want to hop to |

## ON-BALL DEFENSE (continued)

| | |
|---|---|
| **Hard Foul** | **Hold RT + move R toward shooter** |
| **Wrap Foul** | **Click R when near an opponent in a shooting motion** |
| **Quick Shuffle Movement** | **Hold LT + RT to move quickly laterally** |
| **Intentional Foul** | **Hold RT + move R 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

| | |
|---|---|
| **Jabstep / Stepover** | **Hold LT and move L toward player's left or right side** |
| **Jab & Go / Cross** | **Perform a Jabstep, then immediately release LT + move L left / right** |
| **Protect Ball** | **Hold LT and move L away from basket** |
| **Protect to Drive** | **From Protect Ball stance, roll L toward player's facing direction + quickly release LT** |
| **Protect Spin Out** | **From the Protect Ball stance, roll L opposite player's facing direction + quickly release LT** |
| **Escape from Protect** | **From the Protect Ball stance, hold L away from basket and release LT** |

## POST MOVES

| | |
|---|---|
| **Enter & Leave Post** | **Press Y** |
| **Post Movement** | **While posted up, move L any direction** |
| **Inside Faceup** | **While holding ball in the post, press Y** |
| **Outside Faceup** | **While holding ball in the post, move L away from basket + press Y** |
| **Dribble Disengage** | **While posted up with an active dribble, move L away from basket + press Y** |
| **Stepback** | **While posted up with a live dribble, move L away from basket + press RT** |
| **Drive to Basket** | **While posted up with a live dribble, move L toward basket + press Y** |
| **Aggressive Backdown** | **While posted up with a live dribble, move L toward basket + press RT** |
| **Quick Spin** | **While posted up with a live dribble, move L toward baseline + press Y** |

## POST MOVES (continued)

| | |
|---|---|
| **Drive to Spin** | **While posted up with a live dribble, move L toward baseline and press RT** |
| **Drive to Key** | **While posted up with a live dribble, move L toward key + press Y** |
| **Aggressive Drive to Key** | **While posted up with a live dribble, move L toward key + press RT** |
| **Drive Fake** | **While posted up with a live dribble, hold LT + move L toward key** |
| **Spin Fake** | **While posted up with a live dribble, hold LT + move L toward baseline** |
| **Shoulder Fake** | **While posted up with a live dribble, hold LT + move L toward basket** |
| **Lean Back** | **While holding the ball in the post, hold LT + move L toward basket** |
| **Create Space** | **While holding ball in the post, hold LT + move L away from basket** |
| **Shimmy Left / Right** | **While holding ball in the post, quickly move R toward player's left or right side, then quickly to opposite side** |
| **Double Shimmy Shot Left / Right** | **While posted up, quickly move R to player's left or right, to the opposite side, then back again** |
| **Post Hook Left / Right** | **While posted up close to basket, move + hold R left / right** |
| **Post Fade Left / Right** | **While posted up mid to far range, move + hold R left / right** |
| **Post Hop Shot Left / Right** | **While posted up with a live dribble, hold LT + move R away left / right from basket** |
| **Post Stepback Shot** | **While posted up with a live dribble, hold LT + move R away from the basket** |
| **Dropstep Layup** | **While posted up with a live dribble, hold LT + move R forward left / right toward the basket** |
| **Dropstep Dunk** | **While posted up with a live dribble close to basket, hold LT + move R forward left / right toward the basket + RT** |
| **Running Hook** | **After facing up, drive across paint + move R in same direction as player's movement** |
| **Running Fade** | **After facing up, drive across paint + move R away from basket** |
| **Running Spin Shot** | **After facing up, drive across paint + rotate R in a circular motion** |
| **Running Floater** | **After facing up, drive across paint + move R toward basket** |

## POST PLAY – DEFENSE (ON-BALL)

| | |
|---|---|
| Neutralize Move | While engaged in the post and offensive player executes a move, attempt to neutralize the move by moving Ⓛ into offensive player |
| Post Steals | While engaged in the post or during a post move, press Ⓧ |
| Pull Chair or Flop | While engaged in the post and being aggressively backed down, move Ⓛ away from ball handler |

## OFF-BALL – OFFENSE

| | |
|---|---|
| Call for Ball | Ⓐ |
| Set Screen | Hold Ⓐ |
| Call for Screen | Hold LB |
| Offball Cut | Move Ⓡ in direction of desired cut |
| Post Engage | With player's back to defender, press + hold LT |
| Post Spin Out for Lob | While engaged in the post, release LT + move Ⓛ to left or right side of defender |
| Post Battle for Position | Hold LT + move Ⓛ into defender to push him out of his current position on court |
| Counter Deny / Front in Post | While engaged in an offball post battle, hold LT + move Ⓡ to navigate to a better position around defender |

## OFF-BALL – DEFENSE

| | |
|---|---|
| Post Engage | While next to an offensive player, press LT |
| Deny Ball | While next to an offensive player, move Ⓡ toward player |
| Fight for Position in Post | While engaged in the post, hold LT + move Ⓛ into defender to push him in desired direction |
| Deny / Front Post | While engaged in offball post battle, hold LT + move Ⓡ to navigate to a better position around offensive player |
| Steal Post Entry Pass | While engaged in the post, press Ⓧ when ball handler starts to pass into the post |

# SHOOTING THE BALL

## Shot Release Prompt
The Shot Release Prompt flashes at the ball handler's feet to help you release a shot at the perfect moment. Begin the shot by holding Ⓡ or Ⓧ. Complete the shot by releasing the button at the moment the green prompt flashes.

Note: Training Camp can help you with shot timing.

## Shot Accuracy Meter
View the Shot Accuracy Meter to judge your player's chances of sinking a shot from his on-court position. The more bars, the better the chance of a field goal. The Shot Accuracy Meter is specific to each ball handler's real-world attributes.

# 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 & QG Player Lock

| | OFFENSE | DEFENSE |
|---|---|---|
| ⬆ | Change Camera | Change Camera |
| ➡ | OTF Quick Plays | OTF Defensive Sets |
| ⬅ | OTF Freelance Strategy | OTF Defensive Strategy |
| 🎤 | OTF Substitutions | OTF Substitutions |
| BACK | Timeout | Intentional Foul |
| START | Pause | Pause |

## Team-Up

| | OFFENSE | DEFENSE |
|---|---|---|
| ⬆ | OTF Camera Change | OTF Camera Change |
| ➡ | OTF Quick Plays | N/A |
| 🎤 | OTF Substitutions | OTF Substitutions |
| BACK | Timeout | Intentional Foul |
| START | Quit / Quick Stats | Quit / Quick Stats |

- Point Guards call plays, regardless of captain status.
- Individuals can only sub in a player for themselves during regular gameplay.
- Only Camera Changes are available to players who are not Point Guards or Captains.

## 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 contentrating. 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.

## 3D SETTINGS

To benefit from 3D in NBA 2K12, select the 3D Settings from the game Options menu.

IMPORTANT: Full HD 3D television with compatible 3D active glasses and high speed HDMI cable required for 3D features. Consult your television's documentation for 3D capability and safety information.

CAUTION: Some people may experience discomfort (including eye strain, eye fatigue, or nausea) while watching 3D video images or playing 3D games on 3D televisions. If you experience such discomfort, you should immediately discontinue viewing and/or playing the game until the discomfort subsides. We recommend that viewers take regular breaks while watching 3D video, or playing 3D games. The length and frequency of necessary breaks may vary from person to person. Take breaks that are long enough to allow any feelings of discomfort to subside. If you experience serious discomfort or pain or if symptoms persist, stop gameplay immediately and consult your doctor. Be sure to review and comply with safety warnings and instructions supplied with your 3D television and 3D glasses.

# NEW FOR NBA 2K12

- **Total Shot Stick Control**
  Perform all IsoMotion™ offensive moves with the right stick, providing for more intuitive control and split-second shot adjustments.

- **New Post Play System**
  - Press 🅨 to enter / leave the post.
  - Execute full 360-degree player movement.
  - Use the defensive counter system and moves such as drives, Stepbacks and Backdowns.
  - Combine moves, and queue moves ahead of time.

- **New Play Branching System**
  Offensive plays evolve instantly. Change plays on the fly to counter the defense.

- **NBA's Greatest**
  Join 15 NBA legends to relive the epic showdowns that helped define each as a superstar. MJ, Bird, Magic Johnson, Kareem Abdul-Jabbar and 11 other NBA greats play classic, historically accurate game re-creations. The players, the teams, the venues—*they're all real*. Even go "way back" to the days before 3-pointers—and play with black and white TV coverage! Unlock these classic teams for Quick Games against modern NBA teams. Those endless "who's the greatest" arguments could be settled once and for all.

- **Enhanced My Player Mode**
  Create and manage your dream basketball player's career: hear Commissioner Stern call your name on draft night, play in the all-new Rookie Showcase, and negotiate contracts while raking in fresh new endorsement deals.

- **The Association: Online**
  Form your own online NBA league with up to 29 other gamers, and make GM decisions from your computer or console. Make trades and schedule games online. Your season progresses in real-time; scheduled games are simulated when you can't be present. Receive regular email updates that keep you connected to your team 24/7/365.

- **Dynamic Shoe Updates**
  Want to play in Kobe's new shoes on Christmas Day? Or see D-Wade in the Air Jordan 2012 All-Star colorways? Now when the pros wear it on the court, they'll wear it in NBA 2K12, because when new Nike and Jordan brand shoes release in real life, they will also be downloaded to the game!
  - Use NIKEiD to trick out your shoes with custom designs.
  - Super-charge shoes with skill points to enhance specific player attributes.

- **NBA: Creating a Legend**
  In this high-powered version of My Player, select an established pro and create his future as a superstar *your way* while directing the remaining seasons of his legendary career.

- **NBA 2K Online**
  Create a My2K account for access to NBA 2K Online and a more powerful online experience. The more you interact, the faster you rank up.
  - Find online friends more quickly.
  - Play quick 5-on-5 online games.
  - Using HP Media Zone, post highlight reels to YouTube and Facebook, and tweet about your latest victory.
  - Your ranking is constantly updated on the Home screen.

- **NBA Training Camp**
  NBA legends from present and past teach the game of basketball by example while providing instant feedback as you practice. Training is organized by specific skill sets.

- **Improved Game Accuracy**
  As the NBA changes, so does NBA 2K12. Game graphic detail is updated dynamically, including player and venue details. Broadcast improvements include quick player displays promoting their upcoming games, and dynamic pre-game highlight reels set to 2K Beats music.

- **2K Beats Soundtrack**
  New soundtrack music includes artists Travis Barker, Busta Rhymes, Lil Jon, Twista, CeeLo, Q-Tip, Freddie Gibbs, Friendly Fires, Chiddy Bang, Hudson Mohawke, Bassnectar, Middle Class Rut, Jamaica, Shinobi Ninja and Cyhi da Prince.

## QUICK GAME

1. **Start the Game**
   On the Title Screen, press [START].

2. **Create a Profile the First Time You Play**
   The first time you play the game, you will be prompted to create a profile for tracking game progress, statistics and achievements. Create a name using the virtual keyboard and press [START].

3. **Set Up Your Game**
   - On the Home Screen, select Quick Game.
   - Use [L] to select Home or Away for the team controlled by your controller.
   - Use [LT] / [RT] to select your team.
   - Use [LB] / [RB] to select team jerseys.
   - Press [START].

## MAIN MENU

From the Home Screen, move [R] to display the Main Menu.

### MAIN MENU OPTIONS

- **Home**
  Select this to close the Main Menu and display the Home Screen.

- **NBA's Greatest**
  15 legendary NBA players, 15 real games that defined each as a superstar. Take the court as any player and experience his hallmark game. Win a game to unlock both of its teams. You can even unlock additional bonus teams. Unlocked teams become available for Quick Games.

The 15 basketball greats are:

| | |
|---|---|
| · Bill Russell | Center |
| · Oscar Robertson | Point Guard |
| · Wilt Chamberlain | Center |
| · Julius Erving | Forward |
| · Larry Bird | Small Forward |
| · Kareem Abdul-Jabbar | Center |
| · Isiah Thomas | Small Guard |
| · Earvin "Magic" Johnson | Point Guard |
| · Michael Jordan | Shooting Guard / Small Forward |
| · Jerry West | Guard |
| · Patrick Ewing | Center |
| · Hakeem Olajuwon | Center |
| · Scottie Pippen | Small Forward |
| · John Stockton | Point Guard |
| · Karl Malone | Power Forward |

- **My Player**
  Create a custom NBA rookie and make him a legendary NBA superstar. Build his skill points by completing game objectives and drills. The player is graded on his talent and teamwork as he rises up through the organization. Start from nothing and reach the pinnacle of NBA greatness.

- **Game Modes**
  Choose your gameplay mode. Game modes are explained on page 14.

- **Online**
  Go online for Quick Match team play or Vs games with friends. Compare Stats and check out Virgin Gaming.

- **Features**
  Enjoy old and new features that expand your NBA 2K12 experience. Features are listed on page 14.

- **Manage Rosters**
  View or change Rosters, Rotations, Situationals, Tendencies by player and team, and Playbooks. Use Create Player and Create Team to develop custom players. Load, edit or create a new Draft Class.

  To edit players: select a player from Rosters, press [A], select Edit Player, and then select a player feature to change. Move sliders to change settings.

- **Options**
  Adjust game options settings to customize your gameplay. Options are explained on page 15.

# GAME MODES

- **The Association: Online**
  Custom create and run every detail of your own online organization with up to 29 other players.

- **NBA: Creating a Legend**
  This supercharged alternative to creating a Rookie via My Player lets you start out with the NBA pro player of your choice. Your Superstar can increase his already pro-level skill points and attributes by meeting gameplay objectives and drills.

- **The Association**
  Create, customize and run your own NBA Team.

- **Season**
  Play one season.

- **Playoffs**
  Cut to the chase and play it the way you want.

- **NBA Blacktop**
  Get back to the asphalt. The best players in the world never forget where they came from.

- **Training Camp**
  Practice your skills while an NBA mentor shows you just how to do it. Press the SELECT button to have your mentor demonstrate a move or shot. Training covers Dribble Moves, Shooting, Post Game, Offball Offense, Defense, Passing and Offense.
  - For shooting, a green icon appears on-screen when your shot release was good. A red icon appears when your release was less than optimal. These Icons appear during Training Mode only.

- **Practice**
  Perform freestyle play or drills designed to improve specific game talents.

# NBA 2K12 FEATURES

- **2K Shoes**
  - **My Shoes**
    Suit up any player with cool major-label footwear. These shoes pump up skill points to dial in specific on-court talents—not only jumping and hustle but passing, 3-pointers, stealing, low post skills and more. Shop the skill number improvement for each shoe before selecting a pair. More shoes become unlocked as gamplay progresses.
  - **NIKEiD**
    Fire up your color style to create a custom shoe that fits existing and created players.

- **HP Media Zone**
  - Create, view and share Reelmaker videos.
  - Use 2K Beats to control in-game music.
  - Use Arena Music Manager.

- **My2K**
  - Create an online My2K profile including a customized player.
  - Stay connected to the NBA 2K12 network plus other social networking sites including Facebook, Twitter and YouTube.
  - View your 2KRank in real time on the Home Screen.

- **NBA2K.com**
  - View your Online Association standings, stats and leaderboards.
  - See your My Player milestones, and compare personal stats and Hall of Fame progress.
  - Watch highlight videos and interact directly with the NBA 2K12 development team.

- **2K Insider**
  Get late-breaking news from the 2K Insider Blog and check out the biggest movers.

- **2KShare**
  Share created players, rosters, teams, draft classes and slider settings.

- **VIP Viewer**
  View detailed stats and tendencies including performance by category.

- **Extras**
  Enter Codes and view NBA 2K12 game credits.

# OPTIONS

Access Options from either the Main Menu or the Pause Menu.

- **My NBA Settings**
  - Gameplay — Set Game Difficulty and Game Speed.
  - 3D Settings — Set 3D Type, Adjust 3D Intensity and Depth.
  - Presentation — Set Audio Settings, Ball Handler Text, Help and Play Quality Feedback.
  - Coach Settings — Turn Coach Mode on / off and adjust settings.
  - Sliders — Adjust User and CPU settings.
  - Coach Profiles — Adjust coaching priorities.
  - NBA Rules — Turn rules on / off or set to default.

- **Load/Save**
  Adjust User Profiles, Settings, Sliders, and Rosters. Turn Autosave and Living Rosters on/off.

- **User Profile**
  Load a saved user profile, set controller options for that profile or create a new profile.

- **Reset Roster**
  Reset your roster to the default lineup.

- **My Controller**
  - Choose from 3 alternates to the default control scheme.
  - Change controller settings.
  - View Advanced Controls.

- **Choose Side** (available from in-game Pause Menu Options only)
  Switch sides during a game.

## PAUSE MENU

- **Resume**
  Return to gameplay.

- **Performance** (My Player and NBA: Creating a Legend only)
  Check out the current performance of your player, including teammate grade and objectives met.

- **Director's Cut Replay**
  Review the previous play. Edit and create a video of the replay for viewing or sharing in HP Media Zone.

- **Coaching**
  - Call in subs, view player match-up, call for double teams and pressure D, and review playbook.
  - Be a full-time coach: select Options> My NBA> Coach Setting and set Coach Mode to on.

- **Game Stats**
  View Stats, Box Score, Gametrack and Injuries.

- **Options**
  Customize gameplay, rules, presentation settings and controller setup.

- **Quit**
  End current play and return to the Main Menu.

Please note that **NBA 2K12** online features are scheduled to be available until **November 2012**, though we reserve the right to modify or discontinue online features on 30-days' notice. Check www.2ksports.com/serverstatus for details.

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*The Comeback*, *The Rivalry*, and *The Breakdown*
**Written by**
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**Engineered and Produced by**
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**2K Themes performed by**
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**Arena Organ, Beats, & Music**
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Performed by Travis Barker feat. Yelawolf, Busta Rhymes, Lil Jon, & Twista. Written by Michael Wayne Atha, Carl Terrell Mitchell, Trevor Taheim Smith Jr. Published by EMI Music Publishing, Universal Music Publishing Group, Kobalt Music Publishing America, Bug Music Publishing. Courtesy Interscope Records.

### Awesome
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### Skeleton Boy
Performed by Friendly Fires. Written by John Frederick Gibson, David MacFarlane, Barnaby Savidge. Published by Universal Music Publishing Group. 2008 XL Recordings.

### Let It (Edit Remix) feat. Melo
Performed by Machine Drum. Written by Travis Stewart (Boulder Heave BMI), Sean Rhoden (Meloxtra Publishing BMI). Published by Stones Throw Records.

### Sideways (2K Remix)
Performed by Cydel Young. Composer/Lyrics only: Cydel Young aka "Cyhi da Prince." Song Composed and Produced by ENSAYNE Wayne for ENSAYNE Music Group.

### We're Through
Performed by James Pants. Written by James Singleton (Boulder Heave BMI). Published by Stones Throw Records

### Thunder Bay
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### The Shuffle (instrumental)
Performed by The Freeze Tag. Written by J. Drake (Kid Lucci Music SESAC), B. Smith (Ivee Sessions SESAC). Published by Ivee Sessions. Courtesy Dope Lotus Records.

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Performed by The Death Set. Written by Johnny Sierakowski (APRA), Daniel Walker (APRA), Japhpet Landis (ASCAP). Published by Just Isn't Music Ltd. Courtesy of NINJA TUNE, 2011.

### Make Your Move
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Performed by Kid Mac feat. Mat McHugh. Written by Nicholas Audino, Lewis Hughes, Mat. McHugh, Macario De Souza. Produced by Twice As Nice. C&P 2011 Move The Crowd Records.

### Shapeshift
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### Shout The Winners Out (Duck Down All-Stars 2)
Performed by Skyzoo, Smif N Wessun & Pharoahe Monch. Produced by !llmind. Writers: R. Ibanga Jr, G. Taylor, D. Yates Jr, T. Williams, T. Jamerson. Publishing: Little Trouble Big China (ASCAP), Rudy For Real Publishing (BMI), Bucktown USA (ASCAP), Boot Camp Clik (ASCAP), Trescadecaphobia Music (BMI) Songs of Kobalt Music Publishing.

### Now's My Time
Performed by D.J.I.G. Produced by Alex Kresovich. Writers: Alex Kresovich, Isaiah DuPree. Publishing: Alexander Kresovich ASCAP

### Intermezzo 2 (instrumental)
Performed by Mr. Chop. Written by Corin Littler (Boulder Heave BMI). Published by Stones Throw Records.