⚠ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/ support or call Xbox Customer Support (see inside of back cover).

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:
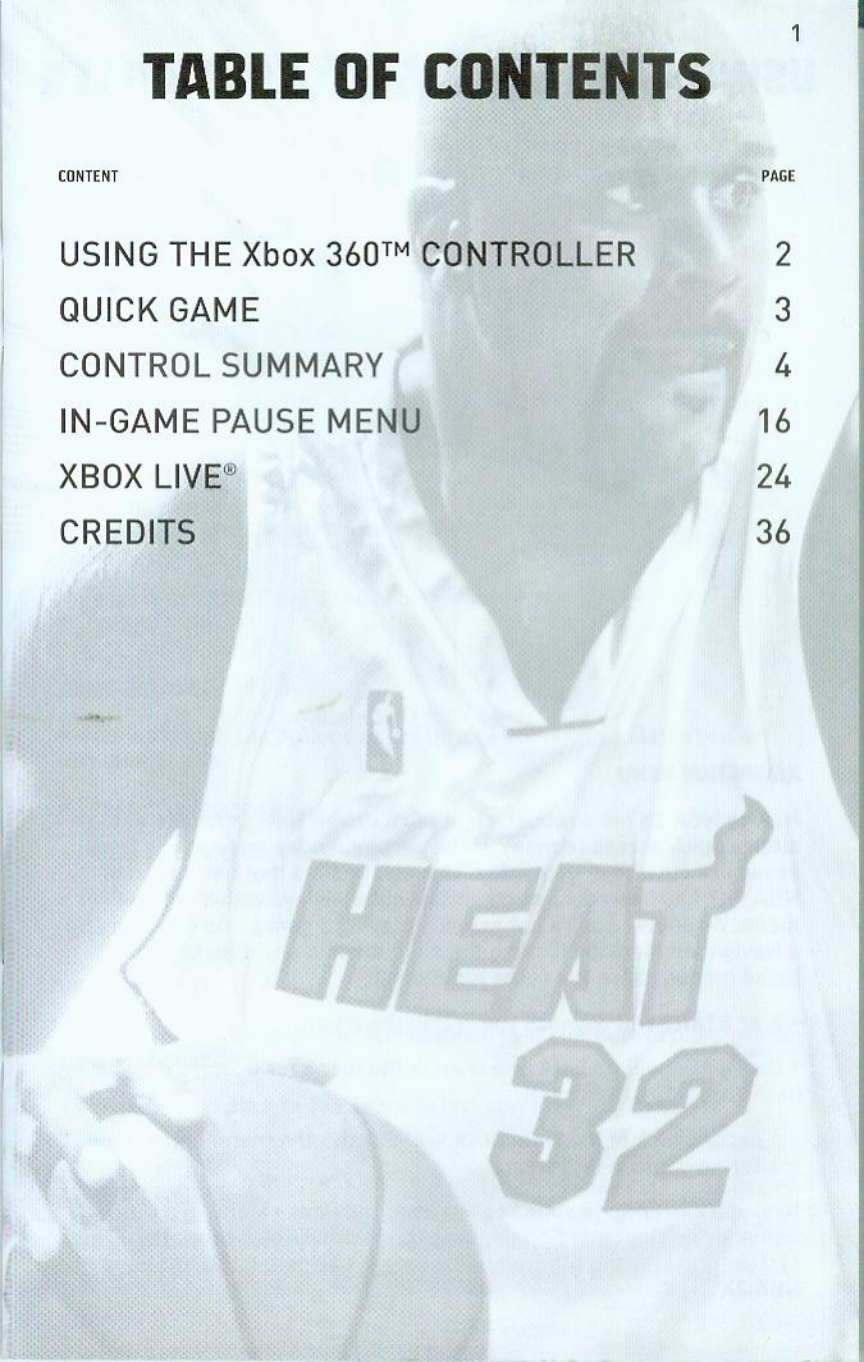
• Sit farther from the television screen.

• Use a smaller television 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.
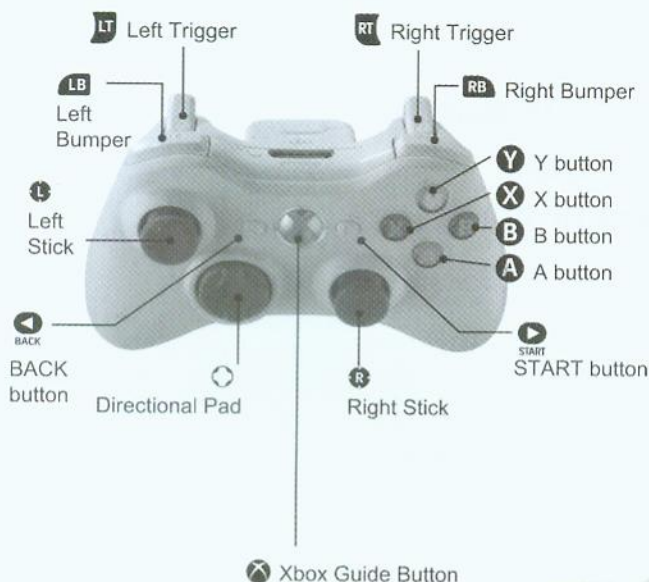
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USING THE XBOX 360™ CONTROLLER

LT Left Trigger   **RT** Right Trigger

LB
Left
Bumper   **RB** Right Bumper

Y Y button
X X button
B B button
A A button

L Left Stick

BACK BACK button

Directional Pad

R Right Stick

START START button

Xbox Guide Button

NAVIGATION MENU

New to NBA 2K7 is a robust, **right stick** driven Navigation Menu that allows quick access to many of the game's modes and options from anywhere outside of gameplay. This also means that navigation of NBA 2K7 has been designed so that you're always within a game mode. Whenever you're not actually playing a game, you can bring up a Navigation Menu by flicking the **right stick** in any direction. All of these menus share the same functionality:

• A or **START** will advance you within the menu.

• **B** or **BACK** will go back one level in the menu (or dismiss it if you're at the root menu).

• A second flick of the **right stick** will dismiss the menu entirely, no matter how far into it you are.

Now you can jump to your Season from the Pause Menu in a Quick Game, or go right into Street mode from within The Association. This system provides the ultimate efficiency in navigating the front end of NBA 2K7.

QUICK GAME

Once you start NBA 2K7, you'll be taken to the quick game team select screen. Quick Game acts as a way to jump right into a game; simply pick your teams and go!

TEAM SELECT

• Move the **left stick** or **directional pad** left to select the away team and right to select the home team.

• Use up or down on the **directional pad** to cycle through available teams.

• Press Y to access the options menus. From here, you can access different uniforms, lineups, and other options pertinent to the Quick Game you're going to play. The different options you can select are shown below.

• Press **A** or **START** to hit the court!

GAME OPTIONS

• Scroll through the options using UP or DOWN on the **left stick** or **directional pad**.

• Press Y to increase any selection.

• Press A to decrease any selection.

• Press B to go back to the Team Select screen

UNIFORM SELECT

• Press the **right bumper** or **left bumper** to scroll between uniforms for your selected team.

• Press B to go back to the Team Select screen.

ADJUST LINEUPS:

• To switch two players in the lineup, highlight the first player's name and press A or Y. A check mark will appear next to his name.

- Highlight another player and press **A** or **Y**. The two players will switch positions.

- Pull the **left trigger** or **right trigger** to switch between lineup types (starters, tall players, etc.)

- Press **B** to go back to the Team Select screen.

CONTROL SUMMARY

CONTROL SUMMARY:

JUMP BALL:

X (repeatedly tap)   Jump to tip the ball to a teammate

OFFENSE:

A	Pass
Y	Hop Step
X	Shoot
B	Lead Pass
left trigger	Shift modifier/Post Up
right trigger	Aggressive modifier
left bumper	Call for pick
right bumper	Icon Pass
right stick (click)	Not Used
left stick (click)	Not Used
START	Pause game
BACK	Calls Timeout
right stick	Shot Stick
left stick	Move Player

directional pad UP	Dual Player Control
directional pad DOWN	On the Fly Coaching Substitutions
directional pad LEFT	On the Fly Coaching Settings
directional pad RIGHT	On the Fly Coaching Offensive Plays

OFFENSE – AGGRESSIVE MODIFIED:

Add an aggressive edge to your ballhandling by pulling and holding the right trigger in combination with these buttons:

left stick	Isomotion
right stick or X	Dunks

OFFENSE – SHIFT MODIFIED:

To access some advanced offensive controls, pull and hold the left trigger in combination with these buttons:

left stick	Post Up
A	Bounce Pass
B	Alley-oop

FREE THROW SHOOTING:

'Pull back' right stick	Enter shot
Release **right stick**	Release shot

DEFENSE:

left stick	Move player
right stick	Right Stick Defense (steal/cut off/hands up)
A	Switch player
B	Take Charge

2K SPORTS

X	Steal
Y	Block
right bumper	Icon Switch
left bumper	Double Team
left trigger	Box out/Crouch
right trigger	Sprint
START	Pause
BACK	Intentional Foul
directional pad	On the Fly Coaching (same as Offense)
left trigger + left stick	Defensive Strafe

DEFENSE – AGGRESSIVE MODIFIED:

These controls are used by pulling and holding the **right trigger** and pressing the corresponding button.

left stick	Sprint
Y or **right stick** UP	Swat block
X or **right stick** DOWN	Aggressive Steal

2K SPORTS TIP - BREAK OFF AN ALLEY-OOP

The alley-oop is probably the most spectacular play in all of NBA basketball. Though they are rare and difficult to accomplish, there are a few on-court factors that will help you execute a successful alley-oop dunk.

The most likely scenario for a nasty alley-oop is during the fast break. If your team on offense has more players running down court than there are defenders, hold the **left trigger** and **B** button at the same time to throw up an alley-oop pass. Keep in mind that your passing player should be near the 3 point arch when the alley-oop pass is attempted. Likewise, the receiving player should also be near the 3 point line.

In some situations, you will notice a player on your team raise his hand in the air, calling for the ball. If you hold the **left trigger** and the **B** button at the same time when a good dunking player is calling for the ball, you will have a good chance to break off a monster alley-oop

2K SPORTS TIP - TAKE SMART SHOTS

Setting up your shots will greatly increase your shooting percentage. Taking jumpers with improper release or while moving cut your accuracy, so try to station the player facing the basket before he goes up for the J. Also, make sure you release the ball at the top of your players jump to increase shot accuracy. Try pulling and holding the **left trigger** while shooting a jumpshot to make your player attempt a bank shot.

IN-DEPTH CONTROL REFERENCE:

ON THE FLY COACHING

New to NBA 2K7 is On The Fly Coaching, or OTFC. OTFC allows the player an unprecedented level of control by allowing you to pull coaching moves without interrupting the flow of the game. On both offense and defense, you can call plays, adjust your lineups and substitutions, and even make changes to the way your team paces the game, all without ever pausing the action.

OTFC menus appear at the bottom corners of the screen, and are controlled in full by the **directional pad**. The **B** button dismisses an OTFC overlay. For details about the specific options available in OTFC, please see the Coaching section within the Pause Menu section of this manual.

JUMP BALL

The referee will begin the tip-off process holding the ball between two players at half court. An overlay will appear at the top of the screen to indicate the status of the tip-off battle. Press the **X** button repeatedly to vie for position to get the tip-off. The winner of the tip-off will start the game with possession of the ball.

OFFENSE

DRIBBLING

• To dribble the ball, move the **left stick** in the direction you want to move.

• To perform a cross-over or other maneuver, use Isomotion.

ISOMOTION:

Take precise control of your dribble when it counts by using Isomotion. A vast array of advanced dribble moves and fakes, proper use of Isomotion is what separates the skilled players from the scrubs. Isomotion is controlled by holding down the Aggressive modifier (**right trigger**) and moving the **left stick** in the appropriate way:

• **Sizeup move** = Quickly Tap & Release **left trigger**.

• **Drive move** = Hold **right trigger** and push the **left stick** at a slight angle off-line toward the basket.

• **Hard Crossover dribble** = Hold **right trigger** and quickly throw the **left stick** in the opposite direction of your dribble hand.

• **Hesitation Crossover** = Hold **right trigger + left trigger** and throw the **left stick** in the opposite direction of your dribble hand.

• **In & Out** = Initiate the hesitation crossover, then throw the **left stick** back toward the ball hand for the In & Out.

• **Behind the back** = Hold **right trigger** and quickly spin the **left stick** in a circular motion from the dribble hand around the player's back.

• **Spin (ability specific)** = Hold **right trigger + left trigger** and quickly spin the **left stick** in a circular motion from the dribble hand around the player's back.

• **Step Back** = Hold **right trigger** and pull the **left stick** away from the player's movement direction.

• **Half Spin** = Hold **right trigger + left trigger** and pull the **left stick** away from the player's movement direction (just like the Step Back move.)

• **Stutter** = Quickly Tap and Release **right trigger**.

• **Stutter Drive** = Quickly Tap & Release **right trigger**, then chain into the Drive move by pushing the **left stick** at a slight angle off-line toward the basket.

• **Stutter Cross** = Quickly Tap & Release **right trigger**, then hold the **left stick** in the opposite direction of the dribble hand.

• **Hop Step** = Press **Y button** while dribbling (left thumbstick must be neutral or pointing toward the basket.)

• **Hop Step Spin** = Press **Y button** while holding down **right trigger**.

• **Hop Back** = Press **Y button** while dribbling (left thumbstick must be held away from the basket.)

TRIPLE THREAT:

• **Jab Step (Step Out)** = Pull **right trigger** + **left trigger** and flick left stick in opposite direction of pivot foot to jab step. From this position, the user can perform a quick first step explosion out of the triple threat by releasing both triggers.

• **Step Over (Step Through)** = Pull **right trigger** + **left trigger** and flick the **left stick** in the player's facing direction.

• **Jab Step w/ Head Fake** = Pull **right trigger** + **left trigger** and flick **left stick** toward pivot foot.

• **Protect Ball (Spin Out)** = Pull **right trigger** + **left trigger** and hold **left stick** in the opposite direction the player's facing. The player will hold the ball away from the defense. If the user releases both triggers while in the protect ball position, the ballhandler will perform a quick first step or spinout move out of the triple threat.

THE SHOT STICK

The Shot Stick is to shooting what Isomotion is to dribbling. The Shot Stick gives players very specific control, allowing them to not only choose when to shoot, but exactly what type of shot to take depending on the context.

To take a normal jump shot, simply set your shot up and 'pull back'

the Shot Stick (move down on the **right stick**) and release it at the top of your jump. Flicking the Shot Stick in any direction will perform a pump fake. This is useful for drawing fouls or for getting easy drives to the basket.

LAYUPS AND DUNKS

Attacking the basket in NBA 2K7 is where the Shot Stick shines. To perform a layup, drive to the basket and use the shot stick to decide what type of shot to take.

SHOT STICK - LAYUPS:

right stick UP:	Basic finger roll
right stick LEFT:	Wraparound to left side
right stick RIGHT:	Wraparound to right side
right stick DOWN:	Tear drop or runner

To perform a dunk with the Shot Stick, pull the **right trigger** then move the right stick one of 4 directions to get the desired dunk type:

SHOT STICK – DUNKS:

right trigger + right stick UP:	Basic
right trigger + right stick LEFT:	Flashy
right trigger + right stick RIGHT:	Power
right trigger + right stick DOWN:	Reverse

It is important to remember that not all players can perform all dunk types. Big men are usually better at the power dunks, where as finesse players are better at the fancy dunks. Generally, the higher the player's skill, the more likely they are to execute the desired dunk.

POSTING UP:

• Posting up on a defender is accomplished by taking any player with the ball (preferably a good low post player, most often a big man) and moving that player next to a defender in or near the paint and pulling and holding **left trigger**. Your player will turn his back to the basket and post up against his defender.

• With strong post players, you may be able to get closer to the basket by backing the defender in towards the basket. To do this, move the **left stick** in the direction of the basket while posting up a defender. However, be careful of the 5 Second Back to Basket Rule; if you spend more than 5 seconds posting up between the free throw line extended and the base line, you will be called for a penalty and turn the ball over to the defense.

SCORING WITH THE POST UP

Post player can't get close enough to the basket to do a dunk or a layup? No worries: the Shot Stick can even be used for regular shots out of the post.

• Use the shot stick to pull up a jumper out of a post up.

• The Drop Step move is an effective way to score from the post. To perform a drop step, first post up your defender by pulling and holding the **left trigger**. At any time during your post up (with the **left trigger** still held down), press the **Y** button. Your player will drop step and spin towards the basket. If the move is successful, you will get past your defender for a dunk or a layup.

• If you are winning the post up battle and are near the basket, pull and hold the **right trigger** and use the shot stick to attempt to dunk all over the defender.

SHOT STICK - POSTING UP:

right stick UP:	Hookshot
right stick LEFT:	Roll left jumpshot
right stick RIGHT:	Roll right jumpshot
right stick DOWN:	Fadeaway jumpshot or Skyhook

right stick quickly
flicked any direction: Post pumpfake

right stick flick one
direction then quickly
in another: Up and Under

PASSING

This isn't a one man show; drop some dimes!

• To pass the ball to the nearest player, simply press **A**.

• To pass the ball to a teammate of your choice, move the **left stick** in
the direction of the teammate you want to pass to and then press **A**.

• To make your pass lead your teammate to the basket, press **B**.

• Icon passing is the most precise method of passing. To perform an
icon pass, first press **right bumper** to call up button icons over the
heads of your teammates. Then, simply press the corresponding
button to immediately send the pass to the teammate of your choice.
The A button icon corresponds to the Point Guard, the B button icon
corresponds to the Shooting Guard, the X button icon corresponds to
the Small Forward, the Y button icon corresponds to the Power
Forward, and the **left trigger** icon corresponds to the Center. You can
also use the **left stick** to icon lead pass the chosen teammate in any
direction. The drawback to icon passing is that it takes a little longer
to execute.

2K SPORTS TIP – PLAYERLOCK

By default, you always control the ball-handler on offense. However,
new for NBA 2k7 is the Playerlock feature, which allows you to stay
locked on just one position at a time. To use this feature, give the ball
or switch to the position you wish to control, then turn Playerlock ON
in the Gameplay Options menu. You will be locked on the current
player until you turn Playerlock back OFF. If you're playing with
Playerlock ON, and you're controlling an offensive player without the
ball, the following controls apply:

A   Call for a pass

B   Set pick

X   Tell teammate to shoot

left trigger   Post up

DUAL PLAYER CONTROL

Sometimes, a situation arises on the court that would allow a specific player on your team to drive the lane for an easy bucket or step back to the perimeter for a trey, but they have to move before you get the ball to them before the window closes or the play will get shut down. Use Dual Player Control passing to put a specific player into motion to make an attempt at a big play.

• Press UP on the **directional pad** to select the player you want to put into motion.

With a player selected, use the following buttons to give your teammate a basic command.

- **Y:**   Set a screen for the ballhandler
- **A:**   Spot up for a three point shot
- **X:**   Come off screen
- **B:**   Post up

FREE THROW SHOOTING

To shoot a free throw, 'pull back' the shot stick until you are ready, then release to shoot the ball. Try to make the player's motion as smooth as possible to attain the best accuracy.

OTHER CALLS

• Can't get free from a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, press the **left bumper** while in control of the ball. Your nearest teammate will run up and set a pick for you.

• To call an intentional foul while on defense, press the **BACK** button. The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls are useful in end of game situations where your team is behind and you want to stop the opposing team from running out the clock.

• To call for a double team on the ball-handler when on defense, press the **left bumper**.

DEFENSE

RIGHT STICK DEFENSE

Much in the same vein as the control given with the Shot Stick and Isomotion, Right Stick Defense allows you to use the **right stick** to choose a specific defensive move to pull off.

• **Hands Up**: To have your defender throw his hands up in the air to disturb the shot or make for a more difficult pass, pull the **right stick** away from the ballhandler.

• **Cutoff Move**: Use this move to stop an opponent from driving to the basket by cutting off their lane. Move the **right stick** to whatever direction the ballhandler is breaking (left or right). React quickly enough and not only will you kill the easy bucket, but you might cause your opponent to stumble and lose the ball!

• **Steal/Swipe**: Flick the **right stick** towards the ball handler to make a steal attempt. Your defender will attempt to strip the ball from the ballhandler.

• **Swat Block**: To execute a hard swat block, pull the **right trigger** and then pull the **right stick** away from the ballhandler, as if you were doing the Hands Up move. A swat block is a meaner way to kill the play – usually resulting with getting the ball far from the paint – but will also leave your man more out of position than a regular block would.

• **Aggressive Steal**: Pull the **right trigger** and push the **right stick** towards the ballhandler to perform an aggressive steal. An aggressive steal will more likely pry the ball loose but will also yield more reach-in fouls.

STEALING

• To attempt to pick the ball handler's dribble, press the X button or move the **right stick** in the direction you wish to swipe at the ball. Be careful not to overuse the steal button or to lunge for a steal attempt when you're not in proper position. The referee will call a reach-in

foul if you overuse the steal and the offense can burn you if you lunge and get too far out of position.

• You can also move the **right stick** when the pass is on the way. If you time it right, your defensive player will intercept the pass in midair.

• For situations where you want to steal a pass but your closest defender is still too far away, you can try a lunging pass steal. While running towards the passing lane, pull and hold the **right trigger** then move the **right stick**. Your defender will lunge for the steal. Be careful though, if you miss the steal your defender will be out of position and unable to defend his man.

DRAWING A CHARGE

The number of offensive charging fouls that a defender draws isn't an official statistic in the NBA, but it probably should be. By using your player's quick feet to establish position, you can stop your opposition's aggressive moves to the basket and cause them to commit a turnover.

• To jump in front of an offensive player and attempt to draw a charge, press the **B** button. Don't worry: obvious charges will still be called without user input. Using the **B** button is an advanced maneuver to try and setup a charge as opposed to just waiting for one to happen on accident.

BLOCKING SHOTS

• To block a shot, press **Y** as the ball handler begins his shot.

• To power up your shot block and do a swat block, pull and hold the **right trigger** and then press **Y** or flick the **right stick** away from the ballhandler.

SWITCHING DEFENDERS

• While on defense, press **A** to switch to the player closest to the ball.

• To switch to a specific defender, you can use the Player Icons (this works like Icon Passing). First, press **right bumper** to call up button

icons over the heads of your teammates. Then, simply press the button that corresponds to the player you wish to control.

• It's often useful to be able to switch to the defender who is the closest to your basket (for example, when the other team is attempting a fast break). Press **right bumper** to bring up the Player Icons, and then pull the **right trigger** to switch to the defender closest to the basket.

IN-GAME PAUSE MENU

PAUSE MENU

Access the Pause Menu to alter your game options or to take a break. Press **START** at any time in the game to access the Pause Menu. Press **B** when you wish to return to the game

RESUME

Highlight this option and press **A** to return to the game.

REPLAY

Use Replay to see your highlight reel moves one more time.

left trigger	Rewind
right trigger	Fast Forward
A	Play
B	Zoom out
Y	Zoom in
X	Help menu
left stick	Pan camera
directional pad	Move Camera Cursor
left stick (click)	Access Save Replay Screen

right stick (click)	Toggle Depth of Field
START	Exit Replay Mode

SAVE REPLAY

This screen lets you save your Replays to an Xbox 360 Memory Unit or the Xbox hard drive.

• Highlight an empty slot and press A.

• Enter a save name on the Virtual Keyboard and press START to save.

CHOOSE SIDE

This screen allows you to change teams or add new users to the game.

• Move the left stick left or right to assign your controller to a side.

OPTIONS

Adjust the multitude of options available, including rules and sliders.

COACHING

The Coaching Menu allows you to customize your team strategy.

TIMEOUT

Select this option to call a timeout during a dead ball situation or when your team is in possession of the ball.

SUBSTITUTIONS

By default, substitutions are automatically performed for you when any of your players get tired.
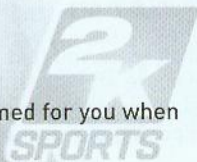
If you choose to access the Substitutions Screen, substitutions will be set to Manual. If you wish to reset them to Auto, go to the Coaching: Setting Screen. Substitutions will take place at the next dead ball.

• Highlight any player and press **A**.

• Highlight a second player and press **A** to switch them.

PLAYER MATCHUPS

Sometimes, it doesn't make sense to have each of your players guard the opposing player who plays the same position as them. Use this screen to customize your defensive matchups, so you don't have Ron Artest wasting time on Devean George.

• Highlight any defender and press **A**.

• Highlight a second defender and press **A** to switch their defensive assignments.

The Player Matchups screen is also where you can assign individual pressure or double team assignments to players on the opposing team. Use the **left stick** or the **directional pad** to highlight these options, and **A** or **Y** to change them.

PRESSURE

Specify how closely you want each defender to guard his man: Auto (Default), Loose, Regular, and Tight. LOOSE is a good setting when guarding a player who doesn't have a great outside shot. TIGHT is good when guarding a player who shoots well from outside.

REGULAR allows your defender to contest the outside shot and defend against the drive moderately well. AUTO automatically decides how closely your defender should guard his man.

DOUBLE-TEAM

Each team you face will have some players who you consider a threat to score and other players who aren't. The Double Team Screen allows you to choose if and when you'll double team any of the opposing players: Auto, Always, In Paint, and Never.

ALWAYS means that the player will be double teamed any time he has the ball. IN PAINT means that the player will be double-teamed any time he has the ball in the key (good against dominant big men). NEVER means that the player will never be double-teamed. AUTO means that the players will decide for themselves when to double-team a player.

SETTINGS

• Timeout: Auto (Default) or Manual – On AUTO, the coach will call timeouts automatically.

• Substitution: Auto (Default) or Manual – On AUTO, the coach will substitute automatically when the starters get tired.

• Offense Playcall: User Msg (Default), Auto w/ Msg, Auto w/o Msg, Manual w/ Msg, or Manual w/o Msg – With AUTO, the coach automatically selects a play. With MANUAL, you select your team's next play and, without new input, your team will continue to run the same play. WITH MESSAGE, the selected play is momentarily displayed in an onscreen overlay.

• Defense Play Set: Functions the same as Offense Playcall, except it controls defensive play calling.

• Late Game Fouling: Auto w/ Msg, Auto w/o Msg (Default), Manual w/ Msg, or Manual w/o Msg – Late in games, if the opposing team is winning and they try to run 24 seconds off the game clock with each possession, it often makes sense to intentionally foul them to save time and hope that they miss their free throws. With AUTO, the coach automatically decides when it's time to perform late game fouling. With MANUAL, it's left up to you (Press **BACK** to instruct your players to intentionally foul). WITH MESSAGE, an overlay appears when your team is instructed to intentionally foul.

PLAYBOOKS

The Playbooks Screen is where you pick the plays that will be available to your team in the On The Fly Coaching Play calling overlay (RIGHT on the **directional pad**). You can choose up to eight plays on both offense and defense to assign button shortcuts for.

- Select OFFENSE or DEFENSE and press **A**.
- Highlight a play you want and press **A**.
- Highlight the button you want to assign to the play and press **A**.

CRIB TALLY

Use this screen to see all of the crib gear you have unlocked during play.

GAME STATS

Teams

View a side-by-side comparison of the game's team stats for each team.

Home Team

View each home team player's stats for the game.

Away Team

View each away team player's stats for the game.

Shot Chart

View the shots made and missed by either team or any of the players on either team by quarter, half, or for the whole game.

Injuries

View a list of any players injured during the game.

QUIT

The Quit Menu gives you access to four options.

Cancel

Returns you to the Pause Menu.

Quit

Exits the game and returns you to the Main Menu.

Rematch

Restart the game from the beginning.

Simulate To End (Only in The Association, Season, and Tournament games)

Simulate the rest of the game to determine the winning team.

THE ASSOCIATION

Control every aspect of a team, including off-season personnel moves, for decades to come.

THE ASSOCIATION OPTIONS

• Number of Players: 1 – 8 players can participate simultaneously (1 by Default)

• Season Length: 29, 58 and 82 Games (Default) – Set the number of games in a season.

• Preseason Games: Off or On (Default) – When ON, your team will play eight preseason games after the completion of your off season.

• Trade Deadline: Off or On (Default) – When ON, no trades will be allowed after the second week of February.

• Trade Override: Off (Default) or On – When ON, the user can force other teams to make trades that they don't want to make.

• Owner Firing: On (Default) or Off – When ON, you can be fired at any time for not fulfilling the owner's requirements.

• Allow CPU Trades: On (Default) or Off – Allows CPU teams to initiate trades between each other.

• Round 1 Format: Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each first round playoff series.

• Round 2 Format: Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each second round playoff series.

• Conference Finals Format: Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each Conference Finals

playoff series.

• Finals Format: Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in the NBA Finals.

• Fantasy Draft Roster: Off (Default) or On – When ON, a Fantasy Draft will enable each team to pick all-new rosters.

• Customize League: Off (Default) or On – When ON, you can assign teams to new divisions or conferences.

• Team Chemistry: On (Default) or Off – Turns Team chemistry ON or OFF. See Chemistry for more details.

• Progressive Fatigue: On (Default) or Off – Turns Progressive Fatigue ON or OFF. Turning this option ON will cause players to have lasting fatigue from game to game if not given time to rest.

• VIP Playback: Off (Default) or On – When turned on, VIP playback will be active.

• Import Draft Class: Off (Default) or On – When ON, you can import the top NBA draft applicants from your 2K Sports College Hoops save file.

• Quarter Length: 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter.

• Simulated Quarter Length: 1 – 12 Minutes (12 Minutes by Default) – Set the number of minutes in a simulated quarter.

Once you pick your team and crated your General Manager, you'll be taken to the CALENDAR. This is where you'll play games in The Association. Selecting any date will allow you to view games being played on that day, and will let you take control if your team is participating in one of those games.

To access all of your General Manager options, flick the **right stick** in any direction. This will bring up the navigation menu. From here you can sign players, set coaching strategies, make trades...all the things a GM needs to do to keep a team competitive.

MANAGE PROFILES:

The Manage Profile screen enables you to create a Profile, load a Profile, remove a Profile as well as perform other profile related

actions.

• Pull **left trigger** or **right trigger** to switch between Profile Slots. Move the **left stick** to highlight the desired Profile Action. Press A to use that profile action.

• **Set as Active**: Set the current profile as active.

• **Edit Profile Name**: Change the name of the current profile.

• **View Stats Book**: Allows you to view the stats for the active profile.

• **View User Challenges**: View the user challenges for the active profile.

• **View All-time Records**: View any records that have been set.

• **Favorite Team**: Set the favorite team for the active profile.

• **Unload Profile**: Close the active profile.

• **Save Profile**: Save the active profile.

SAVE / LOAD:

Save / Load Load, (Settings, Profile, Franchise, Season, Tournament et al.)

• Press Y to switch between the Xbox 360 Hard Drive and the Xbox 360 Memory Unit.

• Press A to load the file.

Save / Load Save Settings, (Profile, Franchise, Season, Tournament et al.)

• Press Y to switch between the Xbox 360 Hard Drive and the Xbox 360 Memory Unit.

• Press A to select the save slot.

• Use the Virtual Keyboard to enter a name for the save.

• You can only save over existing files that are the same type of file you are saving.

Save / Load Delete
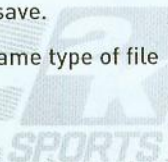
- Press **Y** to switch between the Xbox 360 Hard Drive and the Xbox 360 Memory Unit.

- Press **A** to Delete the selected file.

SAVING: PROFILES VS. GAME MODES VS. SETTINGS VS. ROSTERS

It's important to note that NBA 2K7 has multiple SAVE TYPES. Saving one type of file will not save another type. So, for example, saving your User Profile while in Franchise mode WILL NOT also save your Franchise mode. The saves can generally be divided up as follows:

Game Modes – Saves for Franchise, Season, or Tournament. In order to save your progress within one of these game modes, you MUST make a save for the specific game mode. For example, to save a Franchise, you must actually select "Save Franchise" from within the Franchise menu.

Profiles – Save for User Profiles. Saving this will save everything that is tied to your profile – overall statistics, personal bests, unlockables, etc.

Settings – A Settings save will save all of your modified options, such as NBA rules, Presentation style, etc.

Rosters – Saving a Rosters file will save any rosters that you have modified from the front end. In other words, you can't save a roster from within your Franchise, but any changes done from the Main Menu can be saved and quickly loaded in the future.

To actually perform a save, select Options from any menu out of gameplay and then Save/Load. You will see all applicable save types. For example, Options > Save/Load within Franchise will then show you menu selections for both "Save Franchise" and "Save Profile."

XBOX LIVE®

TAKE NBA 2K7 BEYOND THE BOX

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Download content at Xbox Live Marketplace. Get connected and join the revolution.

DOWNLOADABLE NATIONAL BASKETBALL ASSOCIATION® CONTENT

If you are an Xbox Live subscriber, you can download the very latest content to your Xbox 360 console.

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. For more information, go to www.xbox.com/familysettings.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox 360 console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

Select Xbox Live from the Main Menu once you have your Xbox Live membership started. Sign-in and advance to the Online Menu at the Online Sign In screen by selecting your gamertag and inputting you password.

XBOX LIVE® SIGN IN:

To use an existing user account:

• Press A to sign in with the default account.

• To sign in with a different account, press B then press A and select the account you wish to use.

TO CREATE A NEW PROFILE:

• Press Y and follow the prompts.

TO RECOVER A GAMERTAG:

• Press X and follow the prompts.

TO JOIN AS A GUEST:

• After one gamer profile has signed onto Xbox Live, you will be able to highlight PLAY AS GUEST and press **A**.

QUICK MATCH

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, you will be able to select your own parameters for the type of opponent you'd like to play.

USE THE FOLLOWING OPTIONS TO SELECT AN OPPONENT

• Rank: Top 900 to top 100.

• Feedback: Select the feedback rating for your opponent: 25% or better to 95% or better.

• Find match now: If you want to play quickly, find match now will get you into a game fast.

Press the **START** button to find a match.

LOBBIES

Lobbies are where you will find most of your Xbox Live® games. There are lobbies for skill level as well as game types. Enter the desired lobby to find opponents who want to play that specific type of game.

• Move the **left stick** Up and Down to highlight a lobby.

• Press the A button to enter the highlighted lobby.

• Press **right bumper** to refresh the lobbies screen.

While in a lobby you will be presented with a list of the available opponents in that specific lobby.

• Move the **left stick** Up and Down to highlight a user.

• Press the A button to bring up options regarding the highlighted user.

The following are options for the selected user:

• Send Ranked Challenge: Challenges the selected user to a default lobby match.

• Mute User: Disallows the selected user from sending you any messages. You will also not be able to see any text that user puts into lobby chat.

• Submit Feedback: Use this option to submit feedback to the selected user. This can be accomplished through the Xbox 360 Guide

STREET LOBBIES

Want to see the players of the NBA flaunt their skills on the court? Players can choose to play an online street game for some high flying basketball with the NBA's best.

Street Lobby Set Up:

Ranked: On (default) Off

Players: 1 on 1 through 5 on 5

Street Mode: Half Court, Full Court

Court: Chose location for game

Player Pool: Random, NBA Stars, All Players

Duplicate Players: On, Off

Weather: Normal, Heat Wave, Fog, Rain

Time of Day: Day, Night

ACCEPTING A CHALLENGE

When challenged by another player, you will receive a notification. Pressing either the **right trigger** or **left trigger** will allow you to see the details of the challenge and choose if you'd like to accept it or not.
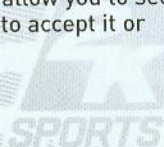
MY PLAYER CARD

Go here to view your own Xbox Live® VIP, stats, ranking and feedback.

LEAGUES

Play an Xbox Live® league using this screen.

MY LEAGUES

The My Leagues Screen lists all the current leagues that you are participating in.

• To leave or delete a league, press the **left bumper**.

JOIN LEAGUE

Use this screen to join any of the available leagues.

• Move the **left stick** to scroll between the available leagues.

• Press **A** to select the highlighted league.

• To search for a league by name, Press the **right bumper** to activate the virtual keyboard.

• Press **X** to report an inappropriate name.

• Pull the **left trigger** or **right trigger** to switch between pages of open leagues.

Once you have selected a league, press **A** to select an available team. To view your player card, click the **right stick**.

CREATE LEAGUE

If you wish to create you own league with your own custom rules, use Create League to do so. After you are finished selecting the options for your league, press the **START** button to continue to the team select screen.

LEAGUE OPTIONS

The options for creating a league are as follows:

- Name: Create a name for your league.

- Private: On or Off (Default) – Set the league as open or private.

- Number of Players: 30, 28, 26, 24, 22, 20, 18, 16, 14, 12, 10, 8.

- Playoff Teams: 4,8,16

- Round Interval: Set the amount of time a player has to play their next scheduled game.

- Length: 8-82 games.

- Playoffs: Best of 1,3,5,7

- Flexible Schedule: On or Off

- Difficulty: Rookie, Pro, Allstar, Super Star, Hall of Fame.

- Quarter Length: Set the Quarter Length from 1-12 minutes.

- Injuries: Off or On (Default)

- Trading: Off or On (Default)

LEAGUE MAIN MENU

All the information and functionality of 2K Sports NBA online leagues can be found here.

LEAGUE LOBBY

This is where all challenges to league opponents are made.

- Move the left stick to highlight an opponent.

- Press the A button to bring up a list of options for that opponent.

- Pull right trigger to access your challenge queue. Press A to accept or decline a challenge.
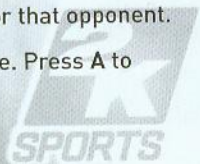
TOURNAMENT TREE/SCHEDULE

This selection will take the user to the Tournament Tree or Season Schedule

• To scroll between league games, press the **right bumper** and **left bumper**.

LEAGUE SETTINGS

Use this screen to view the settings and options for the current league.

ADMIN OPTIONS

If you have created a league, Admin Options will be available to you. These options will display only if you are the league's administrator.

LEAGUE DESK

The league desk is where you can check information for that league as well as make trades and other actions.

STANDINGS

This screen displays the standings in the current league.

• To sort this screen by any available category, highlight the desired category and press the **A** button.

STATISTICS

View stats for your online league in the Statistics screen. The categories available on this screen are Season Awards, Team Stats, Player Stats, League Leaders and Injuries.

PERSONNEL

All of your roster management options are available in this menu.

MANAGE LINEUP

Chose your lineups using this screen. For more information about the Lineups screen, see the Rosters section.

NOTIFICATIONS

To view news from around the league, use the Notifications screen.

- Move the **left stick** to highlight the desired notifications.

- Press **A** to view the highlighted notification.

- Press **X** to delete the highlighted notification.

DROP FROM LEAGUE

To drop from the current league, use the feature in My Leagues, explained above.

ADMIN LOG

This screen will show each action that an admin of your league or tournament performed.

MANAGE USERS

The Manage Users screen allows you to ban or drop any player in the league.

- Move the **left stick** to highlight the desired player and press the **A** button. Then, select the appropriate action from the following overlay.

MANAGE SCHEDULE

The administrator can use this screen to manage the schedule as well as specific match-ups for his or her league.

• Once all the scheduled games in a specific week are complete, the administrator must advance the league to the next set of scheduled games. To do so, once all the games are complete, press the X button.

• If the administrator deems it necessary, they can determine the winner of any match-up by highlighting that match-up and pressing the A button and selecting "Determine Winner" from the following overlay. Next, the administrator will select the appropriate player (the winning player) and press the A button.

NOTE: The League Main Menu will be titled the name of the current league.

LEAGUE SETTINGS

The admin may change any of the league settings using this option. See league settings for more details.

ADMIN DELEGATION

Use this screen to allow other members of your league admin rights.

TOURNAMENTS

MY TOURNAMENTS

The Tournaments Screen lists all the current tournaments that you are participating in.

• To leave or delete a Tournament, press the left bumper.

JOIN TOURNAMENT

Use this screen to join any of the available Tournaments.

- Move the **left stick** to scroll between the available Tournaments.

- Press **A** to select the highlighted Tournament.

- To search for a league by name, press the **right bumper** to activate the virtual keyboard.

- Press **X** to report an inappropriate name.

- Pull the **left trigger** or **right trigger** to switch between pages of open Tournaments.

Once you have selected a league, press **A** to select an available team. Also, you may view your player card by clicking the **right stick**.

CREATE TOURNAMENT

If you wish to create you own tournament with your own custom rules, use Create Tournament to do so. After you are finished selecting the options for your tournament, press the **START** button to continue to the team select screen.

TOURNAMENT OPTIONS

The options for creating a Tournament are as follows:

- Name: Create a name for your Tournament.

- Private: On or Off (Default) – Sets the Tournament as open or private.

- Number of players: 30, 28, 26, 24, 22, 20, 18, 16, 14, 12, 10, 8, 4.

- Round Interval: Set the amount of time a player has to play their next scheduled game.

- Series Length: Best of 1,3,5,7

- Difficulty: Rookie, Pro, Allstar, Super Star, Hall of Fame.

- Quarter Length: Set the Quarter Length from 1-12 minutes.

- Injuries: Off or On (Deafult)

- Trading: Off or On (Default)
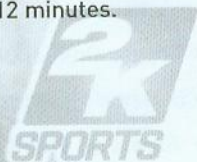
• Player Draft: Off (Default) or On

ONLINE DESK

Online Desk is where players can access online specific information such as stats, leaderboards, downloads and online options.

LEADERBOARDS

The Online Leaderboard Screen displays the online player rankings for each mode.

• To scroll between stats, move the **left stick**.

• To scroll between groups of users press the **right bumper** and **left bumper**.

NEWS

The Latest News screen gives you all the latest news pertaining to NBA 2K7 Online.

DOWNLOADS

The Roster Downloads screen allows you to download the latest NBA rosters, making it quick and easy to keep NBA 2K7 current with trades and other roster movement.

ONLINE OPTIONS

The Online Options screen allows you to customize your Xbox Live® experience.

=>GENERAL

• Appear Online: Off or On (Default)

• In Game Message Icon: Off or On (Default)

• Vibrate on Challenge: On, Off

• Voice Over Speakers: On, Off

=>FAST MESSAGES

This is where you can set predetermined messages (macros) to use while messaging.

=>CUSTOM MATCH

Adjust your custom match settings here: Difficulty and Quarter Length.

STREET MATCH

Adjust the options for an Online Street Match Challenge.

ONLINE FAQ

All the information you need to play Xbox Live® can be found here.

MY GAME SETTINGS

Here you can manipulate many of the game options available offline, to set up local options so that your online gaming experience is custom tailored to you. The following options are available for you to set:

• Camera

• Coaching

• Offensive Playbook

• Defensive Playbook

• Controller Setup

• Lineups

• Team Sliders

CREDITS

XBOX 360 NBA 2K7
Visual Concepts Entertainment, Inc.

LEAD ENGINEER
Matt Bandy

LEAD ARTISTS
Amber Long
Lynell "Poonee" Jinks

EXECUTIVE PRODUCER
Greg Thomas

PROJECT MANAGER
Jeff Thomas

GAMEPLAY PROJECT MANAGER
Rob Jones

ONLINE PROJECT MANAGER
Asif Chaudhri

ENGINEERING

AI ENGINEERS
Matthew Hamre
Mark Horsley
Rob Gatson
Eddie Park

ENGINEERS
Andrew Marrinson
Chris Larson
Tim Meekins
Johnnie Yang
Mark Roberts
Nate Bamberger
Alex Lee
Henrik Holmdahl
Richard Choi

David Copelovici
Matthias Wloka
Casey Yost
Brian Townsend
Matt Townsend
Paul Yang
Kirill Medvinsky

LOCALIZATION ENGINEER
Patrick Crawley

DIRECTOR OF TECHNOLOGY
Tim Walter

LIBRARY ENGINEERS
Ivar Olsen
Boris Kazanskii
Isaac Gartner
Jason Dorie
Benny Barcellos

ADDITIONAL ENGINEERING
Nick Jones
Tim Schroeder
Evan Harsha
Harlan Young

WEB ENGINEER
Ketu Patel

ART TEAM
Lead Animator
Roy Tse

ENVIRONMENT ARTISTS
Joyce Rietveld
Matthew Cox
Nick Loizides
Ray Wong
Thiennga Ngo
Winston Chen
Ziv Wong

CHARACTER ARTISTS
Chris Coleman
David Lee

CHARACTER ARTISTS
Jonathan "MMA" Gregory
Stephanie Morgan
Winnie Hsieh

ANIMATORS
Chi-Wen Kuo
Daniel Lim
Derek Bledsoe
Jason Porter
Lisa Wong
Mike Park
Phillip Morris

FRONT-END ARTISTS
Anthony Yau
John Lee
Minh Nguyen
Quinn Kaneko

CHARACTER TDS
Hsing-Wen Hsu
Jesse Rademacher

SPECIAL THANKS
Alvin Cardona
Anton Dawson
David Dame
Joseph Clark
Kurt Lai
PAGEBREAK

PRODUCTION

ASSISTANT PROJECT MANAGERS
Kyle Lai-Fatt
Mark Washington

Mike Wang
Erick Boenisch
Rick Brown

SPECIAL THANKS
Matt Underwood

VC AUDIO TEAM
Audio Director
Brian Luzietti

LEAD SOUND DESIGNER
Larry Peacock

SOUND DESIGNER
Randy Rivas

LEAD SCRIPT DESIGNER
Torsten Unsworth

ADDITIONAL SCRIPT DESIGN
Kevin Asseo

COLOR
Kenny Smith

ANNOUNCER PLAY BY PLAY
Kevin Harlan

ANNOUNCER SIDELINE
Craig Sager

REPORTER PA
Peter Barto

MARKETING AND PUBLIC RELATIONS

Erik Whiteford
Tim Rosa
Shelby Cox
Anthony Chau

Nikki Flynn
Moni Orife
Lily Atkins
Rustin Lee
Mike Rhinehart
Ryan Hunt
Ryan Douglass
Rich Saroyan
Mark Goodrich
Weixi Yen
Christian Scatena
Alex Hayden
Russell Sypowicz
David DePaulis
And all the folks at Access PR

MOTION CAPTURE

SUPERVISOR
David Washburn

COORDINATOR
Steve Park

SPECIALIST
Alison Kellom

TRACKER
Jose Gutierrez
Elton Hayes
Gil Espanto
Evan Boehler

QUALITY ASSURANCE

QUALITY ASSURANCE MANAGER
Robert Nelson

QUALITY ASSURANCE SUPERVISOR
John Crysdale

QA SENIOR LEAD
Derek Williams
QA PROJECT LEAD
Dion Peete

QA ASSISTANT LEAD
Ocie Henderson

QA GAMEPLAY LEAD
Ocie Henderson

QA FRANCHISE LEAD
Ross Conkey

24/7:NEXT LEAD
Jeff Holton

QA NETWORK LEAD
Felicia Whitehouse

QA ASSISTANT NETWORK LEAD
Dustin Wright

QA LEAGUES LEAD
Evan Rice

QA NETWORK SENIORS
Adam Domenick
Jay Iwahashi
Andrew Plempel
Morgan Wren
Chad Urquhart

QA NETWORK TEAM
Dionte Butler-Abney
Nick Alvarez
Pardeep Bains
Kevin Case
Joe Chandler
Tou'Saint Claiborne
Jonathan Carrozzo
David Dixon

Chris Dorado
Bryon Edwards
Dan Evans
Richard Fong III
Will Francisco
Josh Harbison
Santeza Hardin
Roge Lewis
Mike Rose
Bryan Sanford
Matt Schwartz
Randy Sison

TEST PLAN WRITER
James Miller

STANDARDS LEAD
Kalan Kier

STANDARDS SENIOR
Erik Lampi

SENIOR TRAINER
Andrew Bell

SUBMISSION SPECIALIST
Jesse Jones

STANDARDS STUDIO
Adam Pratt
Johannes Robbins
Ryan Steiner

QA SENIOR TESTERS
Charles Hodges
Ryan Medina
Shawn Sims
Jason Souza

QUALITY ASSURANCE TESTERS
Adam Ausiello
Ben Tasner

Clayton Crymes
David Epstein
Gerard Lobo
Ian Sampson
Jason Thomas Battle
John Bratnober
Jon Corralejo
Kairis Cox
Keith Parris
Matt Williams
Matt Wright
Mike Del Santo
Mike Howard
Nate Rodriguez
Nick Sanford
Ny Sam
Paul Houck
Rob Neuhaus
Robert Zavala
Rodney Clanor
Semaj Bell
Shane Berta

QA TECH MANAGER
Greg Laabs

QA TECH
Nicole Cox
John Eleen
Brendan McCarthy
Justin Rothaug
Brian Rust
Douglas Ip

2K WEST

MANAGING DIRECTOR
Christoph Hartmann

VP PRODUCT DEVELOPMENT
Greg Gobbi
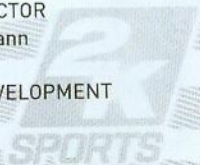
DEVELOPMENT MANAGER
Jon Payne
PRODUCT COORDINATOR
James Daly

ASSOCIATE PRODUCER
James Pacquing

QUALITY ASSURANCE MANAGER
Lawrence Durham

QUALITY ASSURANCE LEAD
Mike Nehme

QA SENIOR TESTERS
Jesse Kude
Michael Huang

STANDARDS
Mike Greening
Andrew Garrett
George Soluk
Paul Diaz

QUALITY ASSURANCE TESTERS
Jacob Summers
Adrin Khachikian
Luke Tabor
Wilson Castro
Brent Charlton
Cory Max Bernhardt
Marc Perret
Nevada Wolf
Matthew Esterline
Brandon Mendes
Yardan Cohen
Jordan Ziegler

VISUAL CONCEPTS SPECIAL THANKS

Scott Patterson

Rob Roudebush
Robert Gifford
Reed Waller
Brian Murphy
Sharon Hunter
Ryan Dixon
The development team families for
their patience & support

NBA
Greg Lassen
Stacey Kerr
Shari Wolford
Meredith Fox
Brian Choi
Paul Bamundo
Lenah Ueltzen

WNBA
Rebecca Brutlag

TAKE-TWO INTERACTIVE / 2K
Steve Glickstein
Sarah Anderson
David Ismailer
Dorian Rehfield
Lesley Zinn
David Edwards
Scott DeFreitas
Drew Smith
Bob Blau
David Gershik
And the rest of the
Take-Two Sales Team

ADDITIONAL AUDIO

PLAYER VOICES
Bakari Hendrix
Brandon Quick
John OjoJustice Ojo
Kevin Clement

Michael Fulton
Victor Williams
Onome Ojo
David Dixon
Wayne Oliver

CROWD CHATTER
Jeremy Ford
Chad Urquhart
Jason Battle
Allison Kellom
Rhianna Kellom
Dustin Wright
Dan Indra
Jesse Jones
Johannes Robbins
Robert Zavala
Rob Birdsall
Jef Holton
Adam Ausiello
Jenna Ausiello
Ocie Henderson
Saren Reese
Joe Chasan
Janet Mitchell
Dino Zucconi
Nate Rodriguez
Ryan Lim
Wayne Gin
Jacob Adina
Dan Gildengorin

ADDITIONAL PA MUSIC
SonicTrip
www.sonictrip.info.

Jay Rich Music
www.jayrichmusic.com .

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John Devins and the Novation
keyboard controller team.

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great software and plugins.

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dialog editing.

MOTION CAPTURE ATHLETES
Doron Perkins
Jerome Gumbs
Raymond King, Jr.
Jameel Pugh
A.J. Rollins
Michael Tabb
Marcin Jagoda
Donald Hale
Tony Johnson
Paul Marigney
Chiekel "Kel" Mitchell
Rob Gatson
Shawn Sims
Tim Schroeder
Mike Wang
Lily Atkins

DANCE TALENT
Kristina Rodrigues

MOTION CAPTURE TALENT
Shaquille O'Neal

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Don't Stop Planet Rock
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For 2KSports
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Ithaka (Featuring E. Black
& Don Stryke)
Watcha Gotta Do
Written By Ithaka and Conley
Abrams III
Produced By Conley Abrams III
From The Album Somewhere
South Of Somalia
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A Tribe Called Quest
Lyrics To Go (Remix)
Decon Records (©2006)
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Wax Tailor
Walk The Line
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Zion I
Fade Away
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SPECIAL THANKS:

Jayson Jackson, Phife, Q-Tip, Ali
Shaheed Muhammad, Peter
Bittenbender, Jason, Aahmek
Richards, Kavi Ohrim, Jed Berger,
Greg Marious/EBC, Aaron Travis, CJ
Peters, George Haynes.

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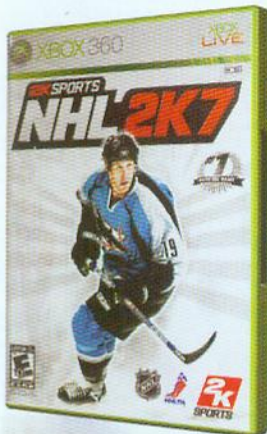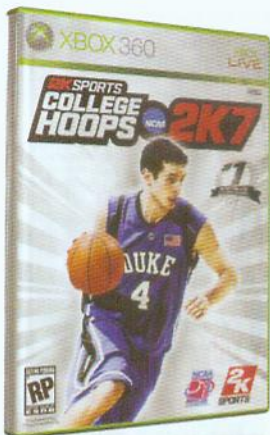To receive additional support, including troubleshooting assistance, please contact:

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