MIAMI

NBA 2K6

2K
SPORTS
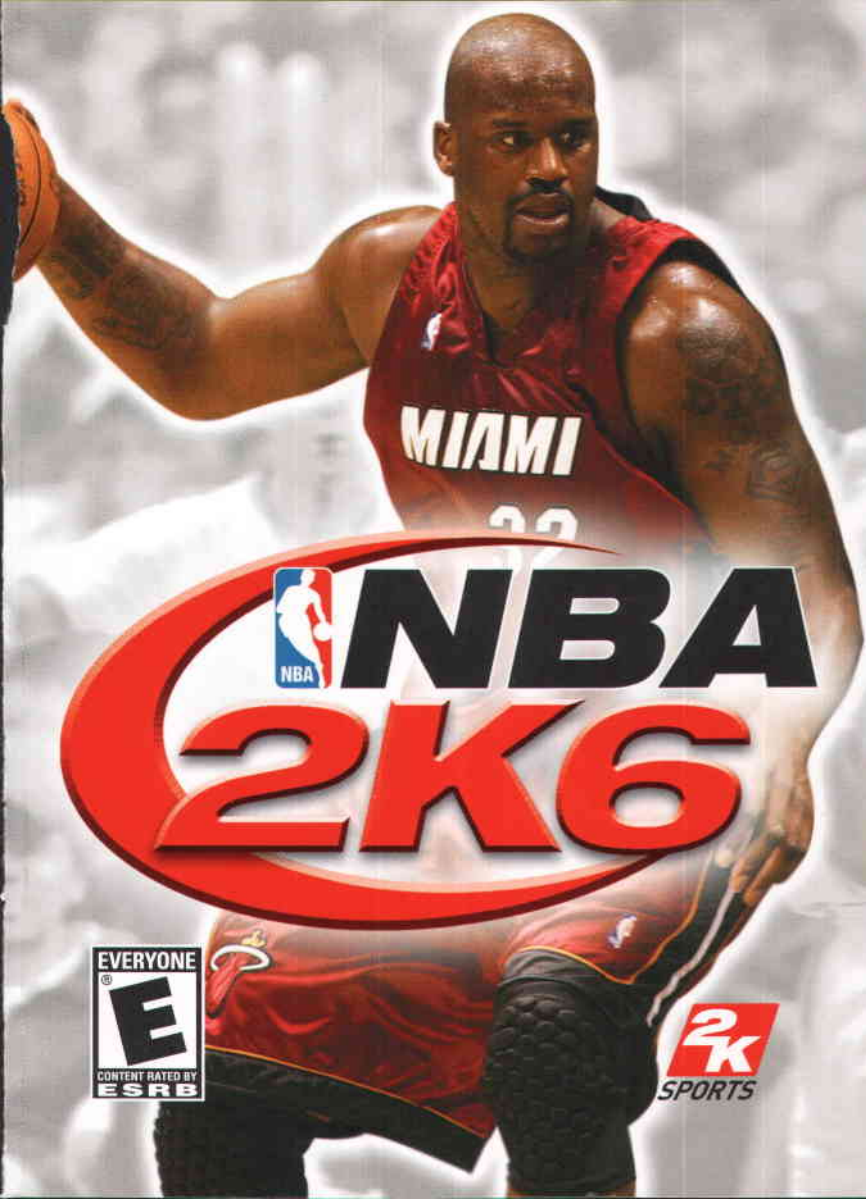
⚠ WARNING

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:
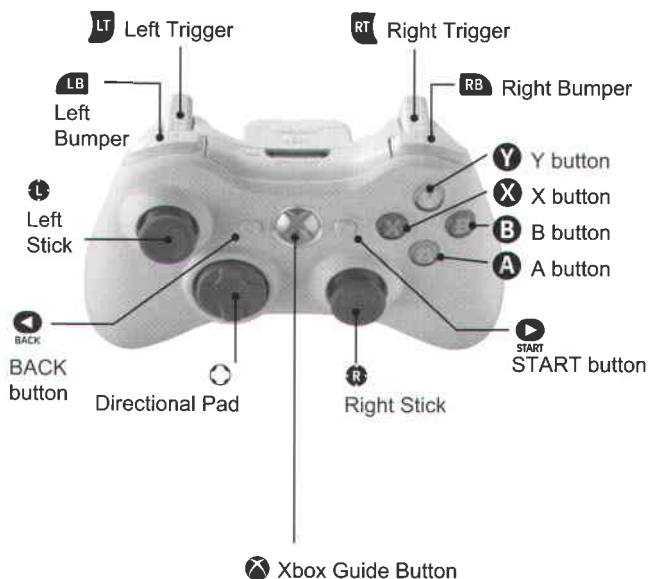
• Sit farther from the television screen.

• 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

TABLE OF CONTENTS

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

START START button

Directional Pad

R Right Stick

Xbox Guide Button

QUICK GAME

Select Quick Game from the Main Menu to jump right into a game and experience the action firsthand.

Team Select

- Move the **left stick** or **directional pad** left to select the away team and right to select the home team.
- Pull the **right trigger** or **left trigger** to cycle forward or backward through the available teams.
- Pull the **right trigger** and **left trigger** simultaneously if you want to randomly select a team. (not including all-star team)
- Press the **left bumper** and **right bumper** simultaneously if you want to randomly select a team. (including all-star team)
- Press the **right bumper** or **left bumper** to cycle through the alternate jerseys that may be available for your selected team.
- Move the **right stick** up or down to select a User Profile.
- To create a user record, click the **right stick**. The User Records Screen appears. Highlight a slot and press **A**. Select Create and enter a User Name on the Virtual Keyboard. Press **B** to return to the Team Select Screen.
- Press **Y** to access the Team Options Screen and customize game settings (Difficulty, Game Speed, Quarter Length, Arena, etc). Press **B** or **BACK** to return to the previous screen.
- Press **A** or **START** to advance to the Player Lineup Screen.

Player Lineup

- Press **START** to go directly to the game.
- To alter the game lineup, press the **Y** button. Move the **left stick** or **directional pad** left or right to highlight an option (Adjust Lineup, Scramble Starters, Fantasy Basketball) and press **A** to select it.

Adjusting Lineups

- To switch two players in the lineup, highlight the first player's name and press **A**.
- Highlight the other player and press **A**. The two players will switch positions.
- Press **B** to return to the Player Lineup Screen.
- Press **START** to load the game.

Fantasy Basketball

This option allows you to perform a fantasy draft and pick your favorite players for your team.

- Press **A** again to begin the Fantasy Draft. The home team picks first.
- Move the **left stick** or the **directional pad** to highlight the player position you wish to draft for.
- Press **A** to access the list of available players at that position.
- Move the **left stick** or the **directional pad** to highlight the player you wish to draft.
- Click the **Y** button to view the player's Player Card.
- Press **A** to draft the player.
- When you're done drafting all of your players press **START** to begin the game.

CONTROL SUMMARY

Jump Ball

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

OFFENSE

A . . . . Pass
Y . . . . Dual Player Control
X . . . . Shoot
B . . . . Lead Pass
left trigger . . . . Aggressive modifiers (Pass)/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 . . . . 2 Functions: Playcalling and Dual Player Control

Free Throw Shooting

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

DEFENSE

left stick	Move player
right stick	Strip and Rip
A	Switch player
B	Take Charge
X	Double Team
Y	Block
right bumper	Icon Switch
left bumper	Intentional Foul
left trigger	Not Used
right trigger	Aggressive modifiers
START	Pause
BACK	Not Used
directional pad	Playcalling

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, pull and 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 pull and 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 will cut your accuracy. 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 player's jump to increase shot accuracy.

IN-DEPTH CONTROL REFERENCE

Jump Ball

The referee will begin the tip-off process holding the ball between 2 players at half court. A graph overlay will appear over the key to indicate the contest of the tip off. 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, pull and hold the **right trigger** and move the **left stick** to bust out a number of moves:

Left Stick Dribble Moves:

Left –>Right . . . . Crossover left to right

Right –>Left . . . . Crossover right to left

Back . . . . Step Back

Forward. . . . . Speed Boost

You can achieve more complex dribbling maneuvers by pulling the **right trigger** and **left trigger** at the same time while moving the **left stick**.

Left –>Right . . . . Hesitation cross right

Right –>Left . . . . Hesitation cross left

Back . . . . Half Spin

Twirl . . . . Spin move

Forward . . . . Drive move

Note: The directions listed here are relative to the player and the court.

- To perform a stutter step quickly pull and release **right trigger**.
- To a hop step quickly pull and release the **left trigger**.

Passing

- To pass the ball to the nearest player, simply press and hold down **A** momentarily.

- 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. The drawback to icon passing is that it takes a little longer to execute.

2K Sports Tip

By default, you always control the ball-handler on offense. When you pass the ball, you assume control of the recipient of the pass. This is known as "Ball Handler Auto Switch". If you're playing with the Ball Handler Auto Switch option OFF, and you're controlling an offensive player without the ball, the following controls apply:

A . . . . Switch to player closest to the basket

B . . . . Set pick

X . . . . Tell teammate to shoot

Y . . . . Call for a pass

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 to put a specific player into motion to make an attempt at a big play.

- Press the **Y** button to select the player you want to put into motion.
- Press UP, DOWN, LEFT or RIGHT on the **directional pad** to send the player in that general direction.

The Shot Stick

New to NBA 2K6 is the Shot Stick. Now you have the power to decide not only where to shoot, but what type of shot to take.

To take a 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.

Layups and Dunks

Attacking the basket in NBA 2K6 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 Layup Types:

Up: . . . . Basic

Down: . . . . Reverse

Left: . . . . Left handed

Right: . . . . Right Handed

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

Shot Stick Dunk Types:

Up: . . . . Basic

Down: . . . . Reverse

Left: . . . . Fancy

Right: . . . . Power

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) and moving that player next to a defender in or near the paint and pulling and holding **left trigger**.

- 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. 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

- 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), pull and hold the **right trigger**, then quickly pull and release the **left trigger** twice. 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.

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.

CALLING PLAYS

Each team can choose four plays out of the plays available in the offensive and defensive playbook. Each play selected corresponds to a direction on the **directional pad**. If you'd like to customize the four plays currently in use, select Coaching from the Pause Menu, and select Playbooks.

• To call a play in-game, use the **directional pad** to call a specific play.

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 **left bumper**. 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 **X** button.

DEFENSE

Stealing

• To attempt to pick the ball handler's dribble, 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.

- Also, if your player is stationary and in position outside the charge circle when an offensive player barrels into him, the referees should generally call a charge.

Blocking Shots

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

- To power up your shot block, pull and hold the **right trigger** and then press **Y**.

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 **left trigger** to switch to the defender closest to the basket..

TIPS / TACTICS

Ability Icons

During the course of a game, you'll probably notice that many players
have icons, such as a star, next to their names when they have possession
of the ball. These are the new Ability Icons. They serve as a quick way to
learn about your players' strengths. The Ability Icons signify the following
abilities:

• Shoe – The player is fast. (Get him the ball on a fast break).

• "3" – The player shoots 3-pointers well. (Look to get him the ball beyond
  the arc).

• Crosshairs – The player has a good jumpshot. (If the defense gives him a
  little space, have him put up the J).

• Star – The player has a high overall rating, and is probably skilled
  offensively. (Put the ball in his hands when the game is on the line).

• Hand- This player has high rating in the defensive skills.

IN-GAME 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 Aiming Bracket

left stick . . . . Access Save Replay Screen

START . . . . Exit Replay Mode

Save Replay

This screen lets you save your Replays to an Xbox 360 memory unit or the Xbox 360 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.

COACHING

The Coach 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.

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

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

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 switch your defensive matchups.

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

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

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: Auto w/ Msg, Auto w/o Msg (Default), 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 the **left bumper** to instruct your players to intentionally foul).

Playbooks

The Playbooks Screen is where you pick the plays that will be available to your team in the Play Call Overlay.

• 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 players' stats for the game.

Away Team

View each away team players' 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

Simulate the rest of the game to determine the winning team. (Season and Association modes Only.)

XBOX LIVE®

Take NBA® 2K6 Beyond the Box

Play anyone and everyone, anytime, anywhere on Xbox Live®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live® Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Downloadable NBA® 2K6 Content

If you are an Xbox Live® subscriber, you can download the very latest content (such as Roster Updates, Unlockable Basketball Shoes, etc.) to your 360 Xbox console.

Connecting

Before you can use Xbox Live®, you need to connect your 360 Xbox console to a high-speed or broadband 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.

Here's where you really put your skills to the test. Challenge other players online with Xbox Live®. Please register for an Xbox Live® account before using this feature.

Online Sign In

To create a user account:

• Highlight CREATE NEW ACCOUNT and press **A**. You will be taken to the Xbox Dashboard.

• Follow Xbox Live® Instructions to create a new account.

To use an existing user account:

• Move left or right on the **left stick to** highlight the desired user account name.

• Press **A**.

• If the account has a Passcode, enter it.

To join as a guest

• After the account holder has selected his account, highlight PLAY AS GUEST and press **A**.

To advance, press **START**.

XBOX LIVE® MAIN MENU
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

• Host Rank: Top 900 to Top 100.

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

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

Lobbies

Lobbies are where you will find most of your online 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 **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.

Exhibition Lobbies

Difficulty: Rookie, Pro, All Star, Superstar, Hall of Fame.

Quarter Length: 1-12 Minutes.

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.

Street Lobbies

Want to see the players of the NBA flaunt their skills on the court? Players can chose 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, Heatwave, Fog, Rain

Time of day: Day, Night

Leagues

Play an online 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.

Create League

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

League Options

The options for creating a league are as follows:

• Name: Creates the name of your league.

• Private: On or Off (Default) – Sets 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: 8-32 games.

• Series Length: 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 (Deafult)

• Trading: Off or On (Default)

TOURNAMENTS

My Tournaments

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

• To leave or delete a League, 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 tournament, Press **A** to select an available team.

Create Tournament

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

Tournament Options

The options for creating a Tournament are as follows:

• Name: Creates the name of your Tournament.

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

• Number of players: 4, 8, 16, 32 and 64.

• 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)

Pending Trades

Once a trade has been proposed and accepted it now requires League administrator approval. All trades awaiting administrator approval can be seen here.

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.

Admin Log

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

Admin Options

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

Manage Players

The Manage players 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

• To access the Online User Card, press the **BACK** button.

Manage Games

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 FAQ

Need to know how to perform the admin duties? Use this screen to find out.

Drop From League

To drop from the current league, use Drop From League.

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, press the **left stick**.

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

Downloads

The Roster Downloads Screen allows you to download the latest NBA rosters, making it quick and easy to keep NBA 2K6 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)
- Rumble 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.

News/FAQ

All the information you need to play xbox live can be found here.

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"Doin My Job"
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Courtesy of: Decon Records

"Junkyard"
by: Aesop Rock
Courtesy of: Decon Records

"God of Rap"
by: Afu Ra
Courtesy of: Decon Records

"Show"
by: Big J
Courtesy of: Jay Rich Music

"Excellent"
by: Blackalicious
Courtesy of: Decon Records

"Crossover"
by: Catalyst 01
Courtesy of: Catalyst 01 Entertainment Group

"The Movement"
by: Common
Courtesy of: Decon Records

"Selectro"
by: Cybrid

"The Movement"
by: Common
Courtesy of: Decon Records

"6 am Funk, Work That"
by: Disco D
Courtesy of: Disco D Productions

"Player Haters In Dis House"
by: DJ Godfather
Courtesy of: Twilight 76 Records

"Rodeo"
by: DJ Godfather
Courtesy of: Twilight 76 Records

"Chopper"
by: DJ Godfather
Courtesy of: Twilight 76 Records

"First Contact"
by: DJ Godfather
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"Rock It Don't Stop"
by: DJ Godfather
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"Metaverse"
by: DJ Spooky
Courtesy of: Thirsty Ear

"Milk 'Em"
by: Ghostface
Courtesy of: Sound In Color Inc.

"What I won't say"
by: Hieroglyphics
Courtesy of: Decon Records

"Turn It Up"
by: I Am
Courtesy of: Jay Rich Music

"The Jam"
by: Jean Grae
Courtesy of: Decon Records

"The NBA"
by: Johaz
Courtesy of: Jay Rich Music

"Carolina Agents"
by: Little Brother
Courtesy of: Decon Records

"Big Player Talk"
by: Lyrics Born
Courtesy of: Decon Records

"Wild"
by: Meat Beat Manifesto
Courtesy of: Thirsty Ear

"What U In It For"
by: MED
Courtesy of: Stones Throw Records

"The Ride"
by: Oh No
Courtesy of: Stones Throw Records

"Chump"
by: Oh No
Courtesy of: Stones Throw Records

"On My Way"
by: Oh No
Courtesy of: Stones Throw Records

"Sur"
by: Polar
Courtesy of: Out Of The Blue

"Schoolyard Scrimmage Intro"
by: RJD2
Courtesy of: Decon Records

"Schoolyard Scrimmage Outro"
by: RJD2
Courtesy of: Decon Records

"Romanowski's Third"
by: Romanowski

"Set It"
by: The Roots
Courtesy of: Decon Records

"Game Time"
by: Rudy
Courtesy of: Trackfinders

"Seba & Paradox"
Courtesy of: Frost Bassbin Recordings Ltd.

"Bring It Back"
by: Sonic Trip

"Fresh"
by: Sonic Trip

"Mmm Good"
by: Sonic Trip

"Ragga Fourteen"
by: Sonic Trip

"And Them"
by: Tommie Sunshine

"Ride"
by: Zion I
Courtesy of: Decon Records

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NOTES

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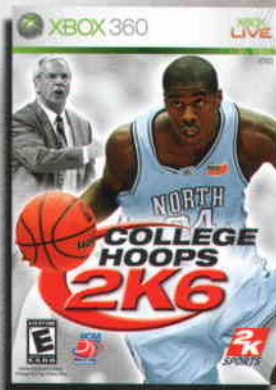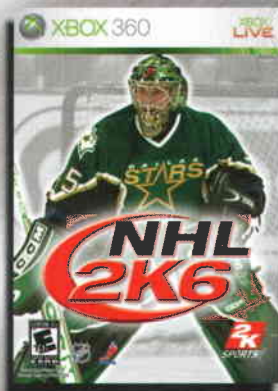To receive additional support, including troubleshooting assistance, please contact:

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