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FEATURES

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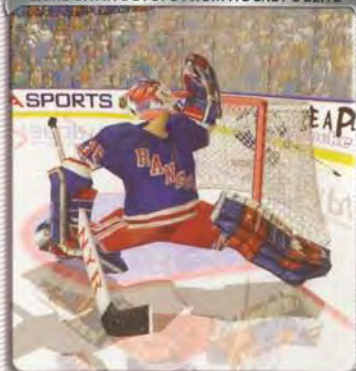
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GAME-SAVING STOPS FROM HOCKEY'S ELITE



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ABOUT PHOTSENSITIVE 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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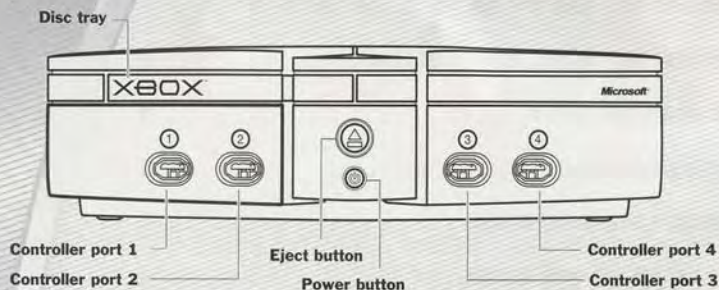
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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USING THE XBOX™ VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *NBA Live 2002* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *NBA Live 2002*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

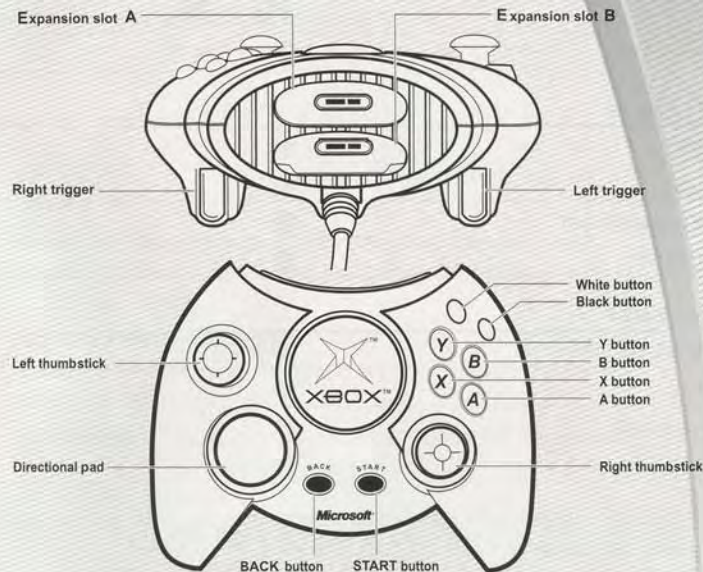
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX™ CONTROLLER



XBOX CONTROLLER CONFIGURATIONS



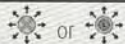
1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NBA Live 2002*.

BASIC CONTROLS

Use these controls to get in the game.

OFFENSE/DEFENSE

Move player



Turbo sprint



OFFENSE

Shoot



Pass



Back down/spin



Crossover



DEFENSE

Switch defenders



Steal



Hand check



Jump



- ✦ *NBA Live 2002* includes many more moves—crossover dribbles, spin moves, alley-oop dunks, pick-and-roll plays, and more. ➤ *Complete Controls* on p. 6.

INTRODUCTION



You sat there on your couch all season tellin' your friends you could chump Vince Carter in a game of one on one. Well, it's time to walk the walk. *NBA Live 2002* comes to the Xbox™ video game system from Microsoft® for the first time with all the game you could want, and it's your turn to run with the rock now.

Take your team through the paces of a rigorous Season, or build them up to an NBA powerhouse in Franchise mode. Or, if you want to make it personal, 1 on 1 mode lets you test your game against any player in the league.

This game is for real. So save your bricks and flops for when you're playing with that overweight, burger-munchin', chest-thumpin' sofa jockey you call a friend.

- ✦ **Look Good While Playing Good**—Style up your players with knee pads and knee braces, arm and head bands, different sock lengths, sweet shoe styles, and more.
- ✦ **Own The Paint**—Throw your weight around under the basket with a wide range of post moves, a bigger shot selection, easier post defense, and defensive rebounding.
- ✦ **Build The Next NBA Dynasty**—Run the court season-to-season in Franchise Mode and build the team that everyone fears.
- ✦ **Try To Keep Up**—A faster frame rate picks up the pace and speeds up the game.
- ✦ **Come On, Ref!**—Things get heated on the hard court with new player-player and player-referee interactions.
- ✦ **The Legends Take The Court**—Take Hall of Famers and Court Legends 5-on-5 or 1-on-1 and decide for yourself who are the greatest players of all time.



For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

COMPLETE CONTROLS



When you've mastered the basic controls, learn all the moves to really dominate on the court.

MENU CONTROLS


Highlight menu item	  or  
Select menu item	A or START
Help	
Previous menu	B or BACK






OFFENSE (WITH BALL)


Move player if dribble is available	 or 
Pass ( chooses receiver)	A
Direct Pass (to a specific player)	L + X , A , Y , or B
Shoot (press to jump then release to shoot; tap to fake)	B
Crossover dribble	X
Back-down (hold) or Spin move (tap)	Y
Walk (from standing position)	L + 
Turbo speed for player	R + 
Stutter step (tap)	 + 
Fake moves	
Call for a pick	BACK
Pause game and open Pause menu	START

 To throw an alley-oop pass to a player close to the basket, press .

LOW POST MOVES




 To back your defender down, press **Y** and choose one of the following moves:

Jump hook	Press  + B
Fadeaway jump shot	Press  away from basket + B
Spin move from backdown	Press the  in the direction you want to spin and then release 
Up and under	 + B , then B again

 When your player's circle pulses, he's on a hot streak. Give him the ball and let him take it to the hole. When his circle darkens, his stamina weakens and he needs to be subbed.

OFFENSE WITHOUT BALL (PLAYER LOCKED)

In Player Lock mode, you control a single player for the entire game. When you don't have the ball, use the controls listed below.

Move player	 or 
Make computer ballhandler shoot	X
Jump to rebound	Y
Hand check	B
Call for pass from computer ballhandler	A or Y
Post up	Y + 



FREE THROWS



Set the distance

Aim right/left

Press **A** or **B** when the cursor is in the center of the meter

- Use the T-Meter™ to aim the shot when your player goes to the charity stripe. To line up the shot, stop the basketball cursor in the middle of the T-Meter by pressing **A** or **B**.

PLAYCALLING

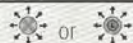
Choose set or play

BACK + **X**, **A**, **Y**, **B**, **L**, **R**,
○, or ●

- ❖ Plays are set through the Offensive and Defensive Strategy screens, which are available through the Strategy screen in the Pause menu. One play can be mapped to each button for Offense and Defense.

DEFENSE

Move player



Try to steal the ball



Hand check

B (**R** + **B** for hard hand check)

Jump to rebound or block shot



Switch players



DirectSwitch to specific defender

L + **X**, **A**, **Y**, or **B**

Switch to defender closest to basket



Face up the player you are guarding



Call for double-team



SETTING UP THE GAME



Whether you like playing streetball where anything goes or playing by the rules, you can set yourself up for the perfect *NBA Live 2002* experience by adjusting the settings and choosing your favorite type of game.

MAIN MENU

From the Main menu, you can launch right into a game with Play Now, choose a more advanced game mode, set your Options, and take a look Inside EA SPORTS.

PLAY NOW

Hit the court for some all-out hoops (> p. 12).

GAME MODES

Play through a Season, jump straight into the heat of the Playoffs, build a Franchise, go 1 on 1, or drill your player in a Practice (> p. 19).

OPTIONS

Manage your rosters, check out the numbers in Stats Central, or save and load files to/from an MU (> p. 16) or the hard disk.

INSIDE EA SPORTS

Check out what's new from EA SPORTS or view the game credits (> p. 25).

SETTINGS

From the Play Now mode in the Main menu, advance to the Select Controller screen. Once in the Select Controller screen pull **L** to access Settings. Here you can make the rules up as you go along. You can also adjust preferences and game settings.



NOTE: Default options are listed in **bold** in this manual.

RULES

NBA Live 2002 lets you determine which violations are called. When set to Simulation style, violations are called as they would be in an NBA game. In Arcade mode, the rules are much looser.

GAME STYLE

SIMULATION/ARCADE.

DEFENSIVE FOULS

Adjust the frequency of defensive fouls called.

OFFENSIVE FOULS

Adjust the frequency of offensive fouls called.

FOUL OUT

Adjust the number of fouls before fouling out.

SHOT CLOCK

Toggle the shot clock **ON**/OFF



- OUT OF BOUNDS** Toggle out of bounds calls **ON/OFF**.
- BACKCOURT VIOLATION** Toggle backcourt violation calls **ON/OFF**.
- TRAVELING** Toggle traveling violation calls **ON/OFF**.
- GOALTENDING** Toggle goaltending violation calls **ON/OFF**.
- DEFENSIVE 3 SECONDS** Toggle the defensive 3 seconds violation calls **ON/OFF**.
- 3 IN THE KEY** Toggle 3 in the key violation calls **ON/OFF**.
- 5 SECOND INBOUNDING** When **ON**, you must inbound the ball within five seconds.
- 8 SECOND HALF COURT** When **ON**, you have eight seconds to advance the ball over the half court after inbounding in the backcourt.
- FATIGUE** Toggle Fatigue **ON/OFF**. When **ON**, players tire and you must substitute accordingly.
- INJURIES** When **ON**, players can become injured and must be substituted accordingly.

PREFERENCES

- Adjust the preferences to suit your mood or game style.
- MENU/IN GAME MUSIC VOLUME** Set the volume of the music that plays at menu screens and during the game.
 - COMMENTARY/ ARENA ANNOUNCER/ SOUND F/X/ COURTSIDE VOLUME** Set volume levels for commentary, the arena announcer, sound effects, and courtside sound.
 - AUTOMATIC REPLAYS** Set the frequency at which highlight plays are shown after made baskets.
 - PLAYER CUT SEQUENCES** Determine the amount of non-interactive cut scenes.
 - SCORE OVERLAY** Toggle continuous score display during gameplay **ON/OFF**.
 - PLAYER INDICATORS** Select player indicators from **NAME**, **POSITION**, **NUMBER**, **POSITION NO.**, **USER NAME**, or **NONE**.
 - INDICATOR DISPLAY** Set indicator display to **ACTIVE PLAYER**, **ALL PLAYERS**, or all players on the **ACTIVE TEAM**.
 - CPU ASSISTANCE** When **ON**, the abilities of the team that's behind are increased.
 - SHOT CONTROL** Set shot control to **USER** or **CPU**.

GAME SETTINGS

- GAME STYLE** Choose **SIMULATION** or **ARCADE** style. An Arcade style game has a quicker pace. Simulation style plays more like a real NBA game.
- SKILL LEVEL** Set your skill level to **ROOKIE**/**STARTER**/**ALL-STAR**/**SUPERSTAR**. The difficulty level increases with each category.
- QUARTER LENGTH** Set the quarter length from 2–12 minutes. Default is **3** minutes.

USER PROFILES

Set up a user profile to keep track of your stats, save settings, and more.

USER PROFILES SCREEN

- USER PROFILES** Select a user profile.
- CREATE NEW PROFILE** Enter a new profile name.
- PLAYER LOCK** Set to a specific position or choose **UNLOCKED** to rotate between all positions.
- SKILL LEVEL** Set your skill level to **DEFAULT**, **ROOKIE**, **STARTER**, **ALL-STAR**, or **SUPERSTAR**.
- SHOT CONTROL** Set shot control to **DEFAULT**, **CPU**, or **USER**.
- VIBRATION** Toggle vibration mode **ON/OFF**.



NOTE: User Profile Settings supercede Game Settings.

To create a User Profile:

1. From the Select Controller screen, press **X**. The User Profiles screen appears.
2. Press the or to highlight **CREATE NEW PROFILE** and press **A**. Enter your profile name and then press **A** again.
3. Press the or to scroll through the alphabet. When the letter you want is showing, press the or to continue entering your profile name.
4. Set all your profile options and then press **START** to accept the settings and return to the Select Controller screen.

PLAY NOW

NBA Live 2002 has many options and settings that you can adjust to customize your game. But sometimes you just want to hit the court without all the setup. Play Now lets you choose a team and head straight to the tip off.

To start a Play Now game:

1. From the Main menu, choose PLAY NOW. The Select Teams screen appears.
2. Press the ←○→ or ←○→ to choose either the Home or Away team.
3. Press the ↑○↓ or ↑○↓ to scroll through the teams.
 - ▷ Pull **L** to access and adjust your settings, including rules, preferences, and game settings (▷ p. 9).
 - ▷ Press **X** to create or edit a user profile (▷ User Profiles on p. 11).
 - ▷ To adjust your starting lineup, press **Y**.
 - ▷ Pull **R** to Randomize a team.
4. Press **START** from the Select Teams screen to get into the game.

ON THE COURT

Out on the court the game moves fast. Read this section first to familiarize yourself with the game screen, Pause menu, and some basic basketball strategy so you can stay on your toes when you're up against the greatest athletes in the world.

GAME SCREEN



PAUSE MENU

Access the Pause menu to change your game settings and options, use a timeout, make player substitutions, and more.

▷ To access the Pause menu, press **START** at any time during gameplay.

RESUME GAME

Return to the current game.

HOME/AWAY TIMEOUT (6)

Use one of six timeouts per game. The number in the parentheses changes to reflect the number of timeouts remaining.

SUBSTITUTIONS

Relieve your fatigued starter or sub in for an injured player.

SELECT CONTROLLER

Change which team you control.

CAMERA OPTIONS

Choose your camera view and set your camera options.

SETTINGS

Adjust your Rules and Preferences (▷ Settings on p. 9).

STATS CENTRAL

View Player, Team, User Stats and Shot Display.

STRATEGY

Set your Team, Offensive, Defensive or Defensive Matchup Strategy (▷ Game Strategies below).

INSTANT REPLAY

Watch that last play again.

QUIT GAME

Abort the current game and return to the Main menu.

GAME STRATEGIES

Set your team, defensive, and offensive strategies and your defensive matchups for the game.

TEAM STRATEGY

Set up your team strategies, auto subs, and notifications.

OFFENSIVE STRATEGY

Select a default offensive strategy or choose **AUTOSWITCH** to let the CPU automatically enact an offensive strategy for you.

DEFENSIVE STRATEGY

Select a default defensive strategy or choose **AUTOSWITCH** to let the CPU automatically pick a defense for you.

BOX OUT

AUTO/ON/OFF. When ON, front line players will box out an opponent after a shot in order to get themselves in position for a possible rebound.

CRASH BOARDS

AUTO/ON/OFF. When ON, backcourt players charge the basket after a shot for the rebound. When OFF, only the front line players position themselves under the basket.

AUTO SUBS

Toggle **ON/OFF.** When ON, fatigued and injured players are automatically subbed out.



- AUTO SUB NOTIFY** Toggle ON/**OFF**. When ON, a pop-up box informs you when players are auto-subbed in.
- PLAY NOTIFY** Toggle ON/**OFF**. When ON, a pop-up box displays which play is called.
- RESET** Reset all to default.

OFFENSIVE STRATEGY

Choose and assign your Offensive Strategies to controller buttons or reset to the default setup.

- MOTION** This strategy stresses ball movement and multiple passes in order to find the open man.
- BALLSCREEN** If you're having trouble beating your defender, have one of your teammates set a ball screen for you to create some space that could lead to a scoring opportunity.
- DOUBLE HIGH** This strategy uses screens to create player mismatches.
- QUICK HITTERS** It's all about quick passes in this strategy. Pass the ball to keep it moving and look for your open man.
- POST UP** Get the ball to one of your big men positioned under the basket for an easy score.
- ISOLATION** When running an Isolation play, one of your players tries to draw a double-team in order to free up a teammate who then cuts to the basket.
- INSIDE TRI** Pass the ball to your center or power forward, who will look for the open low man.
- TURNOUT** After faking a screen, your perimeter player cuts back to the corner leaving him open for the shot.
- BOX** Pass the ball on the perimeter to keep the defense off balance.
- FLEX** The "Flex" is a man-to-man offense that uses a baseline screen and cut, followed by a down screen.
- HAWKS** Pass the ball along the perimeter as your guard moves toward the basket.
- HIGH POST** In the High Post offense, players cut to the ball from behind the play, setting up a backdoor layup or slam.
- SIDELINE TRI** A series of screens confuses the defense and leaves players open for a shot.

ZIPPER Use a screen to move quickly to an opening.

1-4 HIGH Move the ball around the perimeter and look for an opportunity to pick and roll at the high post.

3 POINT Your point guard moves the ball down the court and then passes to your shooting guard or small forward for a shot from behind the arc.










DEFENSIVE STRATEGY

Choose and assign your Defensive Strategies to controller buttons or reset to the default setup.

- ¼ COURT PRESS** With the ¼ Court Press, your defenders pressure the offense in the backcourt when they inbound the ball.
- FULL COURT PRESS** When running the Full Court Press, your defenders pressure the offensive players in the backcourt even before they put the ball in play.
- HALF COURT PRESS** The defense sets up and establishes position on its end of the court while allowing the offense to bring the ball up the floor. The defense picks up the offense at the half-court line.
- HALF COURT TRAP** The Half Court Trap is similar to the Half Court Press except for the fact that two of your defenders will pressure the point guard near the half-court line.
- QUARTER COURT** Forcing the to guards to beat you, the defense jams the middle while leaving the outside unprotected.

DEFENSIVE MATCHUPS

Set your defensive matchups per team.

Double Team	L
Pressure	R
Scroll right/left	  or  
Move up/down	  or  
Select/Swap player	A
Toggle between Options and the Table	Y
Accept	START
Cancel/Back	B
Help/Exit Help	

OPTIONS

Reorder your rosters, create a player, view team, player and user stats, or save a season or your gameplay settings.

➤ Access Options from the Main menu.

ROSTER MANAGEMENT

Take complete control over your team(s) by managing your rosters. The RESET option returns your rosters to default order.

To reorder your rosters:

1. From the Roster Management menu, choose REORDER ROSTERS. The Reorder Rosters screen appears.
 2. To select the team whose roster you want to reorder, press the or .
 3. To move the cursor to the player stat table (or back to the team option bar), press **Y**.
 4. Press the or to select a player to move. Press **A** to select a player to swap. His name remains highlighted in orange as you scroll to select a second player.
 5. Press the or to select the second player who will swap places with the first player and then press **A**.
 6. When finished with your reorder, press **START** to accept the change and return to the Roster Management screen.
- Press **B** to cancel the change.

To trade players:

1. From the Roster Management menu, choose TRADE PLAYERS. The Trade Players screen appears.
2. To select the first team from whom to trade a player, press the or .
3. To move the cursor to the player list (or back to the team option bar), press **Y**.
4. Press the or to select a player to trade. Press **A** to move the selected player to the trade window. To remove the player from the trade window, highlight the player and press **A**. You may continue to select a total of three players to trade at one time.
5. Press **L** to switch to the team on the right side of the screen and select up to three players to trade to the team on the left side of the screen.
6. Press **X** to execute the trade.

7. Press **START** to retain the executed trades.

8. Press **B** to cancel all of the executed trades.

To release a player:

1. From the Roster Management menu, choose SIGN/RELEASE PLAYERS. The Sign/Release Players screen appears.
 2. To select a team from which to release a player, press the or .
 3. To move the cursor to the player list (or back to the team options bar), press **Y**.
 4. Press the or to select a player to release. Press **A** to move the selected player to the Free Agents list.
 5. Press **START** to accept the transaction and return to the Roster Management screen.
- Press **B** to cancel the change.

To sign a player:

1. From the Roster Management menu, choose SIGN/RELEASE PLAYERS. The Sign/Release Players screen appears.
 2. Press **L** to toggle between the team option bar and the Free Agents/Legends Pool option bar.
 3. To move the cursor to the player table (or back to the team option bar), press **Y**.
 4. Press the or to select a player to sign. The player is highlighted in orange. Press **A** to sign the selected player to the selected team.
 5. Press **START** to accept the transaction and return to the Roster Management screen.
- Press **B** to cancel the change.

To create a player:

1. From the Roster Management menu, choose CREATE PLAYER. The Create Player screen appears.
 2. Enter the information for your player...
- To enter a player name highlight the first or last name selection and press **A**. Press the to scroll through the alphabet and press to move to the next letter of the player's name. Press to delete the previous letter. Once you are done press **A** to accept the player name.



➤ Pull **L** or **R** to cycle through the player feature lists and adjust all of your player's features including his information (position, number, birthday etc.), ratings (his skills), look (his face, hair, body type etc.), and accessories (wristbands, tattoos, etc.).

5. Press **X** to save your player. Then press **START** to return to the Roster Management screen.

To edit a player:

1. From the Roster Management menu, choose EDIT PLAYER. The Edit Player screen appears.
 2. Follow the steps listed for creating a player.
- The player's name, appearance, shooting hand, and birthday can not be changed.

To manage your created players:

❖ Once players have been created you are able to choose CREATED PLAYERS LIST from the Roster Management screen.

❖ This list displays the name, number, and position of your created players as well as their current team and their overall rating.

1. Press the **↑** or **↓** to select a created player.
2. Press **A** to edit a created player.
3. Press **X** to delete a created player.
4. Press **B** to return to the Roster Management screen.

To reset the rosters:

1. From the Roster Management menu, choose RESET ROSTERS.
 2. Select YES and press **A** to reset the rosters.
- ❖ All player transactions will be lost.
❖ All created players will be moved to the Free Agent Pool.

STATS CENTRAL

View Player Stats, Team Stats, or User Stats. You can also check out the League Leaders during Season, Franchise and Playoff modes and the Shot Display when paused during a game.

LOAD/SAVE

Save and load games, settings, rosters, and profiles to your MU or hard disk.

GAME MODES

In addition to Play Now, there are five more game modes where you can test your hoops skills. Take on the intensity of the Playoffs, test yourself against any one NBA superstar in 1 on 1 mode, build a dream team in a Season or Franchise, or polish your game in Practice.

SEASON

Play through an entire NBA Season. If you're good enough you just might find yourself shooting for the championship come playoff time.

Toggle the high-lighted team to either CPU or User control

Press the **+▲** or **-▼** to select a team



Move the cursor to left or right side items

To start a season:

1. From the Main menu, choose Game Modes. The Game Modes screen appears.
2. Select Season. The Season Setup screen appears.
3. Press **○** to move to the right side of the screen and select your division, league type, season length, and schedule type.
4. Press **○** again to access the current division. Press **X** to toggle a team between user and CPU control.
5. After setting up your Season, press **START** to advance to the Season Settings screen (➤ p. 20).
6. Adjust your settings and press **START** to advance to the Season Central screen.
7. To start your first game, choose NEXT GAME and continue as you would in a Play Now game.

SEASON SETTINGS

GAME STYLE	SIMULATION /ARCADE.
SKILL LEVEL	ROOKIE /STARTER/ALL-STAR/SUPERSTAR.
QUARTER LENGTH	2-12 minutes. 3 minutes is the default.
SIM QUARTER LENGTH	2-12 minutes.
PLAYOFF LENGTH	5-7-7-7 /1-1-1-1/1-3-3-3/3-5-5-5.
SWITCH TEAMS	When set to YES , allows you to change your user controlled teams during the season. Default is NO .
MODIFY CPU ROSTERS	When set to YES , allows you to Modify the rosters of CPU controlled teams during the season. Default is NO .
TRADE RESTRICTIONS	When set to YES , trade restrictions are enforced, the CPU checks for unfair trades involving its own teams.
TRADE DEADLINE	Enforce the trade deadline. When set to YES , all trades must take place before a certain deadline. For example, the trade deadline for 2002 is February 21st.
CPU INITIATED TRADES	When set to YES , the computer prompts users with trade offers.

View the season schedule, by month or by team

Reorder your rosters, trade players, sign and release players, or create or edit a player

View player, team, or user stats, or view league leaders

Start the playoffs



Start the next game

Adjust rules, preferences, and season settings

Load or save your season, settings, profile, or roster

Check out the NBA news, season standings, or a matchup review

POST SEASON

To start the Playoffs:

1. When all games have been played or simulated, choose **BEGIN PLAYOFFS** from the Season Central menu. The Playoff Central menu appears.
2. If a user controlled team has made it to the playoffs you are able to Play or sim through the playoffs as you would the normal season.

3. After the playoffs, select **EXIT PLAYOFFS** from the Playoff Central screen. The 2002 Finals MVP screen appears, press **START** and then the 2002 NBA Champions screen appears. Press the **↑** or **↓** or **←** or **→** to view the players stats. Press **START** to return to the Main menu.

PLAYOFFS

You can earn your spot in the playoffs by proving yourself over the course of a full season. Or you can jump right in from the Main menu.

- Playoff mode works similarly to Season mode. Start the Playoffs as you would begin a Season.

FRANCHISE

Build a team from the ground up and then manage them for 10 consecutive seasons.

- Franchise mode is set up similar to Season (> Season on p. 19).

POST SEASON

- From the Franchise Central menu, choose **BEGIN PLAYOFFS**. The first Awards screen appears.

AWARDS SCREENS

See who got the coveted awards for MVP, Most Improved, Sixth Man, Defensive Player, and Rookie. Then press **START** to advance to see who made the All NBA Team, the All Defensive Team, and the All Rookie Team.

- When you're finished press **START** to advance to the Playoff Central screen.
- If a user controlled team has made it to the playoffs, you can Play through the Playoffs as you would in a Season.
- When the Playoffs are over, select **EXIT PLAYOFFS** from the Playoff Central screen. The NBA Finals MVP and 2002 NBA Champions screens appear.
- After reviewing the 2002 NBA Champions screen, press **START** to advance to the Retiring Player screen.
- Check out who is retiring... and then press **START** to continue to the Draft Lottery.

RE-SIGNING PLAYERS

Re-sign your players whose contracts are up—if you want to keep them, that is.

To re-sign a player:

- Press the **↑** or **↓** or **←** or **→** to highlight the player to re-sign. Then press **A** to resign him. When you're finished, press **START** to advance to the Rookie Draft.



- ▷ To change the number of years a player is signed for, press **Y** to highlight and then toggle the contract years options bar.

To draft a rookie:

- ▷ Press the or to highlight the player you want to draft and then press the **A** button.
- ▷ To view the Scouting report, pull **L**.

To sign a free agent

1. At the Sign Free Agents screen, press the or to select a player and then press **A**.
2. Pull **L** to compare players.
3. Press to accept the transaction and return to the Roster Management screen.

1 ON 1

Take it to the rim and battle it out 1 on 1 against any of the league's finest players.

To start a 1 on 1 game:

1. From the Main menu, choose 1 ON 1. The Select Player screen appears.
- ▷ To toggle between the options bar and the stats table, press **Y**.
2. Press the or to choose a team from the options bar.
3. When the stats table is active, press the or to highlight a player.
4. Press **A** to select a Home player. Press **X** to select an Away player.
5. Press to advance to the Select Controller screen. Continue from there as you would in a Play Now game (> p. 12).

PRACTICE

Here's your chance to improve your game.

To start a practice:

1. From the Main menu, choose Practice. The Select Player screen appears.
2. To choose a random player, pull **R**.
3. To change teams, press the or when the options bar is highlighted.
- ◆ To change to the player stats table, press **Y**.

4. To select a player, press the or to cycle through the current team's players. Press **A** to select the highlighted player.
5. When you've finished selecting your player, press to advance to the Select Controller screen. Continue from there as you would in a Play Now game (> p. 12).

SAVING AND LOADING

Save your season and you can continue your route to the championship at your own pace. Or store your favorite settings for convenience. This section details how to save and reload your game and your perfect setup.



NOTE: Never insert or remove an MU when loading or saving files.



NOTE: An MU holds 500 blocks of memory.

To save a Season/Playoff/Franchise:

1. From Season Central (or Playoff/Franchise Central), choose LOAD/SAVE. The Load/Save menu appears.
2. Press the or to highlight the type of file you want to save and then press **A**. The Select Memory Unit screen appears.
3. Select the hard disk or any available MU to save to and press **A**. The Save Season (Playoff/Franchise) screen appears.
4. Press the or to highlight a previously saved game to overwrite or select EMPTY to save a new saved game and press **A**. A pop-up screen appears indicating if the save was successful. Press **A** to acknowledge it and return to the Load/Save menu.

To load a game:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the or to highlight the type of file you want to load and then press **A**. The Select Memory Unit screen appears.
3. Select the hard disk or any available MU to load from and press **A**. The Load Game screen appears.
4. Press the or to highlight the file you want to load and press **A**. A pop-up screen appears indicating if loading was successful. Press **A** to acknowledge it and advance to Season/Playoff/ Franchise Central.

To save settings:

1. From the Options menu, choose load/save. The Load/Save menu appears.
 2. Press the or to highlight SAVE SETTINGS and then press **A**. The Select Memory Unit screen appears.
 3. Select the hard disk or any available MU to save to and press **A**. The Save Settings screen appears.
- ✧ If the word EMPTY appears then you will save a new settings file, otherwise you will overwrite the old settings file.
4. A pop-up screen appears indicating if saving was successful. Press **A** to acknowledge it and return to the Load/Save menu.

To load settings:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the or to highlight LOAD SETTINGS and then press **A**. The Select Memory Unit screen appears.
3. Select the hard disk or any available MU to load from and press **A**. The Load Settings screen appears.
4. Press **A** and a pop-up screen will appear indicating if loading was successful. Press **A** to acknowledge it and return to the Load/Save menu.

To save a user profile:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the or to highlight SAVE USER PROFILE and then press **A**. The Select Memory Unit screen appears.
3. Select the hard disk or any available MU to save to and press **A**. The Save User Profile screen appears.
4. Press the or to highlight the user profile you want to save and press **A**. A pop-up screen appears indicating if saving was successful. Press **A** to acknowledge it and return to the Load/Save menu.

To load a user profile:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the or to highlight LOAD USER PROFILE and then press **A**. The Select Memory Unit screen appears.
3. Select the hard disk or any available MU to load from and press **A**. The Load User Profile screen appears.
4. Press the or to highlight the user profile you want to load and press **A**. A pop-up screen appears indicating if loading was successful. Press **A** to acknowledge it and return to the Load/Save menu.

CREDITS

DEVELOPMENT

Lead Software Engineers: Allan Johanson, Robert White, Penny Lee

Software Engineers: David Bollo, Brian Chan, Chor Guan Teo, Chris Duke, David Ferguson, Jeff Hanson, Kevan Harriman, Justin Heyes Jones, Auday Hussein, Brian Krause, Vladimir Kravtchenko, Georgina Kwei, Randy Parmar, Ian Roy

Co-op Software Engineers: Graeme Jahns, Sheldon Young, Joel Skrepnek

ART

Lead Artist: Greg Allen

Computer Artists: Anthony Cranfield-Rose, Kay Darby, Sandra Tournemille, Trevor Felbel, David Laviolette, Mark Ricard, Ryan Santos, Darren Sleno, Young Yoon

Lead Animator: Elton Chan

Animation: Brett Pascal, Todd Polich, Mark Tanner

Additional Art: Daryl Anselmo, Gabriela Mejia

SOUND

Lead Sound Artist: Bart Gurr

Sound Artists: Ron Cote, Lori Wilson, Jason Ross, Tilde Cameron, John (Juan) Jacyna

Contracted Sound Artists: Steve Bucek

Video Editing: Tom Raycove

Media Specialist: Peter Miller

Music Licensing: Beverly Koeckeritz

NBA Orchestra: Traz Damji, Keyboards, Percussion and Programming; Marc Rogers, Bass; Phil Robertson, Drums; Vince Mai, Trumpet; Dennis Esson, Trombone; Saki Kaskas, Guitar; Chris Gestrin, Hammond Organ

Additional Music: John Morgan

Play-By-Play: Don Poier

Color Commentary: Robert Elliott

Arena Announcer: Al Murdoch

PRODUCTION

Executive Producer: Rory Armes, Stan Chow

Senior Producer: Kevin Wilkinson

Associate Producers: Shyang Kong, Gary Lam, Sean O'Brien

Localization Producer: Erica Hendry

Assistant Producers: Novell Thomas, Tim Tschirner

User Interface Consultant: Naomi Kawase

Senior Development Director:

Rick Leczynski

Development Director: Lino Bosa

Production Coordinators: Cielle Brayton, Shanna Albert, Bryna Dabby, Michele Sands Partridge

MARKETING AND PR

Product Manager: Richard Seidlitz

Public Relations: Ben Brinkman

Senior Project Manager: Cole Bronn

Marketing Assistant: Erin Hobin

Package Design: Popgun Design

Package Art Direction: Larré Sterling

Documentation: Jessica Poorée

Documentation Layout: Corinne Mah

QA

Customer Quality Control: Tony Alexander, Darryl Jenkins, Dave Knudson, Anthony Barbaqallo, Ben Smith, Andrew Young

QA Project Manager: Paula Gil

QA Team Leads: Steve Kuchka, Mike McCartney

QA Senior Tester: Colin Currie, Willie Loh, Wes Trevor

QA Testers: Anim Ali, Jesse Anderson, Anthony Chou, Kenny Chu, Travis Goodman, Jo'Sun Fu, Brian Hayes, Matt Lambert, Fraser Lott, Jason Lush, JD McCormick, Chris Parker, Vince Patricio, Dean Peristy, Ernest Salcedo, Jerry Sran, Christian Suessenbacher, Ed Tam, Tim Wearing

EAC CATLAB: John Adano, Mark Henderson, Brian Oberquell, Steve Watson

EAC Mastering Lab: Raphael DeLeon Erafha, Michael Gascoigne, Brett Henderson, Josh Smillie, Bill Person, Peter Petkov, Mark Lange

QA Tools: Bob Purewal, Steve Wong

LOCALIZATION

QA Localization Project Manager:
Carole Enahoro

Localisation Coordinator: Patrick Coleman

Localisation Test Coordinator:
Alejandro Huerta Rodas

Senior Localisation Testers: Hiroaki Chiba, Davinder Brar

International Testers: Xavier Lambert (French)

Localisation Tester: Chris Parker

European Localization Project Manager:
Sandra Picaper

European Audio Manager: David Lapp

French Speech Talent: Eric Besnard

French Recording/Editing: Le Lotus Rose

French Localization Manager:
Christine Jean

French Translation Coordinator:
Maëlénn Lumineau

French Translator: Stéphane Tachon

French Language Testing Coordinator:
Lionel Berrodier

French Language Testers: Bruno Bocquin, Samy Benromdhane

Special thanks: Franck Badin, Sylvain Caburrosso

German Localization Manager:
Michaëla Bartelt

German Translation Coordinator:
Bettina Bachon

German Translator: Bettina Bachon

German Language Tester: Marcel Kuhn

German Language Testing Coordinator:
Dirk Vojtilo

MOTION CAPTURE

Motion Capture Manager: David Pierce

Motion Capture Senior Specialist:
Dan Michelson

Motion Capture - Technical Art Director:
Stefan Van Niekerk

Motion Capture Production Coordinator:
Renee Poirier

Motion Capture Shoot Supervisors:
John Mayhew, Wilson Leung

Motion Capture Lead Studio Operator:
Sandro Licastro

Motion Capture Studio Operator:
Robert Parent, Glenn Kruger

Motion Capture Lead Operator:
Jason Camp

Motion Capture Operators: Ben Guthrie, Anthony Kwan, Joel Pennington, Eric Perrier, Ken Tsia, Dan Vargas

Filmbox Support: Vince Ng

Motion Capture Talent: Richard Anderson, John Boateng, Wayne Dawkins, Peter Guarasci, Virgil Hill, Stromile Swift, Novell Thomas

SPECIAL THANKS

Senior Software Engineers:
Frank Barchard, Sean Halliday

Software Engineers: Dave Mercier, Curtis Patzer, Bart Jaques, Iain Macanulty, Albert Ho, Maurice Ko, Patrick Ratto, James Fairweather

EAGL Rendering Engine: Greg Chapman, Anish Dave, Martin Edwards, Jaysen Huculak, Dan Kennett, Dr. Paul Lalonde, Stan Melax, Pat Martin, Mark Mizuguchi, Eddie Parker, Rod Reddekopp, Dr. Eric Schenk, Rob Will, David Wong, Simon Wong

Additional Programmers: Mike Rayner, Kevin Pickell, Ed Hellesen, Nathan Baker, Rod Reddekopp

Special Thanks: Mike Bibby (design contribution), NuFX, NBA Street and March Madness development teams, Steve Bani, Greg Lassen, Brian Choi, Jeff Wong, Michael Reedy, The Key Arena at Seattle Center

MUSIC

"The Winner"

Performed by The Crystal Method
Written by Ken Jordan and Scott Kirkland
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"Deep End"

Performed by Swollen Members
Produced by Seanski

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"Crunch"

Performed by Moka Only
featuring Swollen Members
Produced by Paul Nice
Written by Daniel Denton, Shane Bunting, Kiley Hendriks, and Paul Kilianski
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"Rollin' Along"

Performed by Moka Only featuring Abstract Rude
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If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

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