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THE FUTURE
HOTSAUCE
GREENY

ACTIVISION



ACTIVISION, INC.
P.O. BOX 67713, LOS ANGELES, CA 90067

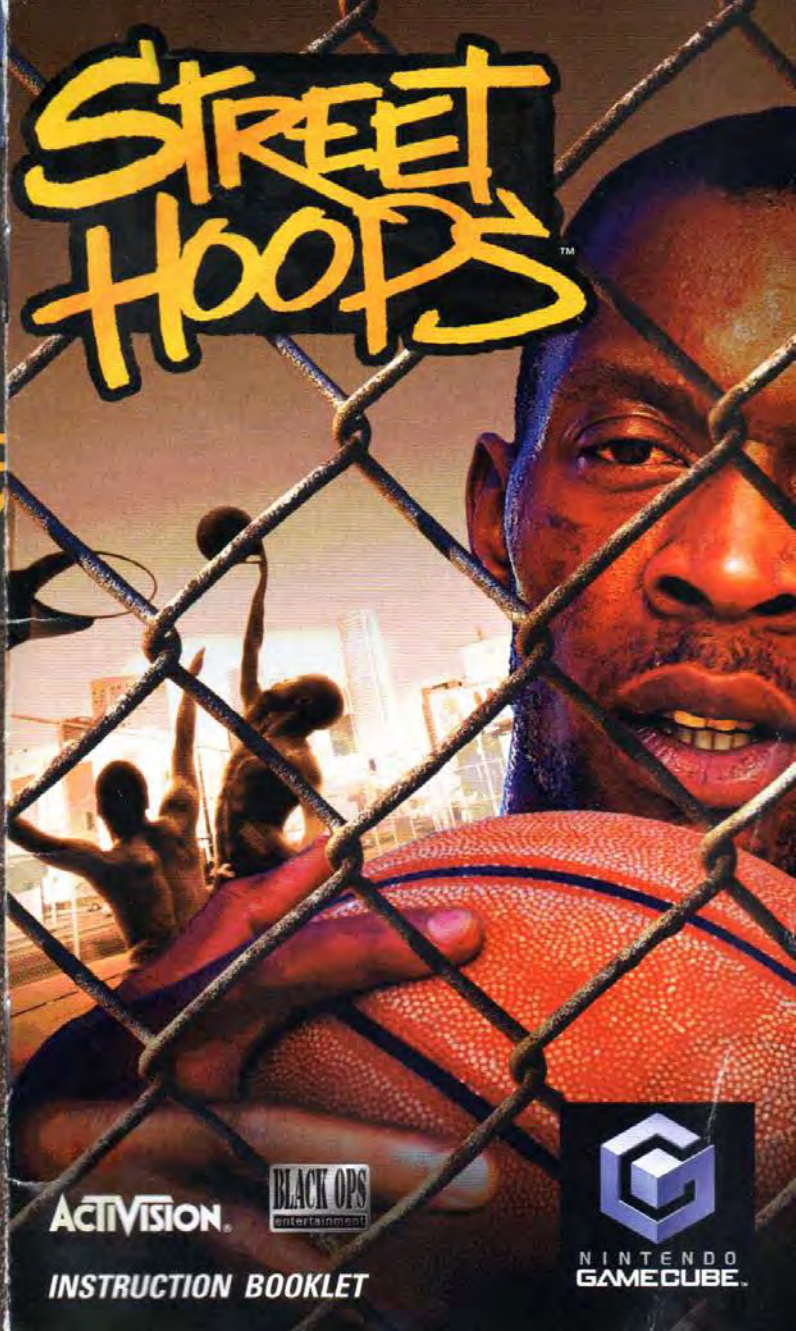
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STREET HOOPS™



ACTIVISION



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



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, OR VISIT WWW.ESRB.ORG.



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NINTENDO GAMECUBE™ CONTROLLER SETTINGS

Nintendo GameCube In-Game Controls/Offense

+Control Pad (also Control Stick)	Moves the highlighted player.
A Button	Passes the ball. (Hold A Button, release performs Give and Go.)
X Button	Shoots the ball. (Tap X Button for Pump Fake.)
B Button	Performs basic crossover or juke move. (in Nasty Novice Mode, randomizes crossovers.)
Press and Release Y Button	Performs a spin move. (Tap Y Button for a fake spin move.)
Press and Hold Y Button	Backs down in the low post. Used with the +Control Pad to back down in the paint. (Release the Y Button while in contact with a defender in the key to spin off toward the basket.)
L Button	Turbo/Hold to make player run faster.
R Button	Activates "Mad Skillz Moves." Press and hold the R Button in combination with any of the four buttons (A, X, B, Y Buttons) to allow the user to select specific over-the-top crossovers. Moves will change depend- ing upon if the player is moving or stationary.
Z Button	Brings up the pass icons for direct passing.
Press and click R Button	Activates "IN YO FACE" Moves. Press and hold the R button in combination with any of the three buttons (A, X, B Buttons) to allow the user to perform specific dunks.
Press and click R Button + Y Button	Alley-Oop. Attempt an Alley-Oop when available.

Alley-Oops are not meant to connect 100% of the time. They are based on timing between the ballhandler and a teammate. Whenever the **R + Y** Buttons are depressed within the range of the 3 point arc, an Alley-Oop pass is thrown, regardless if it connects or not.

Mad Skillz - If you are using your mad skillz and press forward and the **X** Button, the player with the ball will automatically shoot the ball from wherever he is. This, however, does not guarantee a made shot.

A flashing player indicator states that the player is out of turbo. Release turbo to let your player recharge.

C Stick will be used to perform one touch passing which will allow the user to pass in the direction of the stick without the pass button being used.

Double Tap the X Button w/ +Control Pad toward hoop	Attempt a lay-up.
Press and click L Button	Call for pick from closest teammate.
Press and click L Button > 2 sec. Then press one of the four buttons (A, Y, B, X Buttons).	Call one of four of your preset plays.
X Button while backing down w/ +Control Pad away from defender	Shoot fadeaway jumpshot from the post. X Button alone from the backdown performs turnaround jumper. X Button with up or down on the +Control Pad performs a hook shot.
X Button then A Button	Pass out of jumpshot to avoid having shot blocked.
START	Brings up Pause Menu
Press and click R & L Button	Call time out

Note: Functions that involve a click of the **L** Button or **R** Button are not available in Novice mode.

Nintendo GameCube In-Game Controls/ Offense Without Ball

+Control Pad (also Control Stick)	Moves the highlighted player.
A Button	Change highlighted player, control player with ball.
Y Button	Rebound a missed shot. (Dive when the ball is loose.)
L Button	Turbo/Hold to make player run faster.
Z Button	Direct Change. Brings up icons allowing you to change to any other teammate directly.
R Button + X Button	Active put-back. If close enough to the basket, the player will attempt a put-back of a missed shot.

Nintendo GameCube™ In-Game Controls/Defense

+Control Pad (also Control Stick)	Moves the highlighted player
A Button	Changes to the closest player
X Button	Push/Intentional Hand Check
B Button	Steal
Y Button	Attempts to Block/Rebound a missed shot. (Dive when the ball is loose.)
L Button	Turbo/Hold to make your players run faster
R Button	Defensive side step/face-up.
Z Button	Direct Defense Change. Brings up icons allowing you to change to any other teammate directly.
Press and click R Button	Intentional foul
Hold L Button >2 sec. Then press one of the three buttons (A,X,Y Buttons).	Call one of three defense team styles. A Button: Tight Man X Button: Physical Y Button: Loose Man
C Stick up	Switch to last player back
C Stick down	Taunt opponent

STREET HOOPS INTRODUCTION

Team up with the most infamous players in street ball and try to match their true-to-life signature moves. Play the most notable courts in the nation including New York's "Rucker Park," L.A.'s "Venice Beach Court" and 8 other black top meccas. Create your own custom player and run him through the ranks with three modes of play including *World Tournament*, *Lord of the Court* and *Pick-Up Game*.

MAIN MENU

Quick Start – Select **Quick Start** to jump right in to a game of *Street Hoops*. Two button presses and you're in!

Game Modes – Select **Game Modes** to select from *World Tournament*, *Lord of the Court* or *Pick-Up Game (Full Court)* or *Pick-Up Game (Half Court)*.

Create Baller – Select **Create Baller** to create a new baller from scratch. You can select your player's abilities and style.

Game Settings – Select **Game Settings** to change options, view the Controller configuration, toggle features On or Off and enter cheats.

Movies – Select **Movies** to see clips of great *Street Hoops* play.



GAME MODES

There are 3 different game modes: *World Tournament*, *Lord of the Court* and *Pick-Up Game (Full Court and Half Court)*. Each of these modes offers a different experience for the user.

World Tournament

In *World Tournament*, travel across the U.S.A. to take on the best team at each court. Along the way, you'll unlock the best street ballers in the land, and gain access to more courts, along with some secret courts. Note: Difficulty levels cannot be adjusted for continued *World Tournament* and *Lord of the Court* games.

- Select **New** or **Continue** to either start a new tournament or continue with your current tournament. Press the **A Button** to accept, the **B Button** to back out.

In *World Tournament*, you can start with any of the available teams. You'll also be able to swap in any one of the street players onto your team at the Select Players screen. You'll get his move set as well. However, you can only choose one when you start. You'll gain access to the other 7 players and their move sets by beating them throughout the mode. You'll also be able to unlock additional courts and teams. Be advised, winning isn't enough to unlock everything, you'll need to pay cash for the courts and players as well. Nothing's free!



If you don't have enough money to unlock a court, go back to a court that you played on before to try to earn some cash, or go play a pick up game and earn some money there.

Some teams and courts will not be unlocked until you play through World Tournament a few times, so be sure to keep playing in order to find all the teams and courts!

Lord of the Court

In *Lord of the Court*, you play as the Home team and the other teams will come to your house to challenge you. As you defend different courts, you'll unlock movies and even a secret character or two.

- Select **New** or **Continue** to either start a new Lord of the Court or continue with your current Lord of the Court progress. Press the **A** Button to accept, the **B** Button to back out.

Note: *World Tournament* and *Lord of the Court* are 1-player modes with the ability to have other human users play on your team. The earnings from these modes will be saved to the progress for the first user only. Progression through these modes will be by the first user as well. Other human users are teammates from game to game.

Street Hoops also uses an autosave feature, which will automatically save your progress in *World Tournament* and *Lord of the Court* modes. This information will be saved along with the progress for the first user.

Full Court & Half Court Pick-Up

Full Court and *Half Court Pick-Up* allow you to select the court, teams and play mode that you and your opponent will face off at. In this mode, certain courts and players will be locked out until you unlock them in *World Tournament*. Note: For winning pick-up games, you'll earn \$100 per user.

- Once you have selected a *Pick-Up* Game mode, set the number of players that will face each other. Scroll up or down to choose from 5 on 5, 4 on 4, or 3 on 3 for Full Court play. For *Half Court*, you can select 3 on 3, 2 on 2, or 1 on 1. Press the **A** Button to accept, the **B** Button to back out.
- Once you have selected the number of players, you may now choose which court to play on. Scroll left or right by pressing the **+Control Pad**



left or **right**. To see a preview movie of the court, press the **X** Button. Press the **A** Button to accept, the **B** Button to back out.

Select Teams

Once you have chosen a court you may now choose your team. To scroll through the various teams, press the **+Control Pad left** or **right**. To switch between the Away or Home team press the **L** or **R** Buttons. For *World Tournament* you will automatically, and always, be the Away team while in *Lord of the Court* you will automatically, and always, be the Home team. In order to see your team's roster and swap players press the **X** Button. To select the position, press the **+Control Pad up** or **down**. To scroll between the available players, press the **+Control Pad left** or **right**.



Note: Your created Baller will appear in the position that you created them for. Once you have found a player you are happy with, press the **Y** Button to insert them into the lineup. When done, press the **A** Button to accept, the **B** Button to back out.

Controller Select

Press the **+Control Pad left** or **right** to select the Home or Away teams controller. From this screen, select what move set to assign to a player. Press the **+Control Pad up** or **down** to select the position. Next, press the **L** or **R** Buttons to choose a move set for that position.



Note: The Special move sets of the Special players will not be available until they are unlocked and purchased in *World Tournament* mode. Press the **Y** Button to switch between Novice Mode and Normal Mode where you will have the ultimate control of the moves you use. Press the **A** Button to accept, the **B** Button to back out.

Note: Novice Mode allows you to randomize and perform all crossover and flashy dribble moves for that move set by pressing the B Button while on offense.

Novice Mode also eliminates the press and click functions of the L and R Buttons in gameplay.

CREATE BALLER

Customize a player that meets your criteria. Is he tall? Big? A she? Whatever. They all have strengths and weaknesses. Select **Create Baller** from the Main Menu.

Note: Activision Customer Support cannot troubleshoot user-made ballers.



Street Hoops Create Baller allows you to create and customize a player to place on a team and play with. The following characteristics can be customized:

- Gender - **Male**, Female
- Position - **Point Guard**, Shooting Guard, Small Forward, Power Forward, Center
- Height - From 5'5" to 7'6" by increments of 1"; default **6'0"**
- Body Type - Four types for men, 2 types for women
- Hand - **Right**, Left
- Move Set - Choose between available move sets for your baller
- Name
- Hometown
- Face

Press the **R** Button to adjust the following player attributes to make the exact player you want. All attributes cost money (\$\$\$).

- 2 Point
- Blocks
- Speed
- Boards
- 3 Point
- Steals
- Juice
- Agility
- Dunks
- Dribbles
- Power

Depending on how much money you've won, you can outfit your player with duds, jewelry, and tattoos. Go to Footaction USA™ to outfit your player in the latest attire. Certain items of clothing and shoes may not be available until you gain enough cash. Collect more money to upgrade or change attributes.

Increasing ratings will cost money as well.

GAME SETTINGS

Game Options Screen

Difficulty

- Scrub - Default
- Balla - Medium
- G.O.A.T (Greatest of All Time) - Hardest. Able to unlock special secrets not available in the other two difficulty levels.

Game Type - Play **timed games** or to a set score

Score Overlay - **ON/OFF**

Player Indicator - **ON/OFF**

Player Names - **ON/OFF**

Camera - Select your preferred camera angle; End View 1,

End View 2, Side 1, Side 2, Classic, Close Up, TV Style, Smack Cam

Auto Replay - **ON/OFF**

Rumble Feature - **ON/OFF**

Auto Save - **ON/OFF**



Game Rules

- *Half Length* - 5/10/15/20 minutes
- *Score Limit* - 7/11/21/32
- *Backcourt* - **ON/OFF**
- *30 sec. shot clock* - **ON/OFF**
- *10 sec. over half court* - **ON/OFF**
- *5 sec. inbounding* - **ON/OFF**
- *3 sec. in the key* - **ON/OFF**
- *Goaltending* - **ON/OFF**
- *Fouls* - **ON/OFF**

In *World Tournament* and *Lord of the Court* modes, 30 sec. shot clock, 5 sec. inbounding, 3 sec. in the key and Goaltending will be locked to ON.

Audio Settings

- Game SFX – Adjust volume level of sound effects.
- Trash Talk – Adjust volume level of trash talk.
- Music – Adjust volume level of music.
- Announcer – Adjust volume level of the announcers.
- Ambience – Adjust volume level of game ambience.
- Crowd – Adjust volume level of crowd noise.
- Audio – Mono, **Stereo**, Dolby Pro Logic II, Surround.
- Tracks – Select a given song to play or a random cycle of songs.



Controls

See the Controller layout to learn how to play the game.

Offense with the Ball – Controller layout of offense.

Offense without the Ball – Controller layout of offense without the ball.

Defense – Controller layout of defense.

Save/Load

Load, Save, and Delete your game files.

Load – Scroll left or right by pressing the **L** or **R** Buttons to load:

- User Profile – Created Ballers, teams, money
- Game Data – Game settings, wins, losses
- User Profile and Game Data

Save – Scroll left or right by pressing the **L** or **R** Buttons to save:

- User Profile – Created Ballers, teams, money
- Game Data – Game settings, wins, losses
- User Profile and Game Data

Delete – Scroll left or right by pressing the **L** or **R** Buttons to delete:

- User Profile – Created Ballers, teams, money
- Game Data – Game settings, wins, losses



Note: Please see below for the exact information that is saved to each file, deleting a file will erase all information in that file.

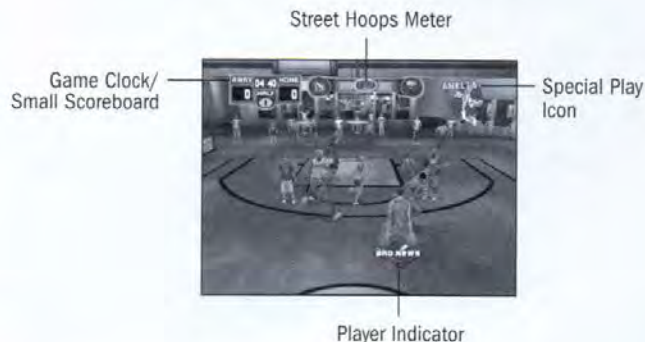
- User Profile – Contains Created Baller info, Team Money, Apparel and Purchased Item info
- Game Data – Contains unlocked courts, unlocked players, unlocked purchased players, unlocked movies, World Tournament progress, Lord of the Court progress, game options, game settings, audio settings, (including muted tracks).

When loading saved user profiles for *Pick-Up Game* modes, all accumulated apparel, footwear, jewelry, tattoos and hairstyles will not be set to a specific team until the user enters one of the stores (Footaction USA, Tattoo Parlor, Pawn Shop or Barber Shop). This will assign the accumulated gear to the user's team only.

Cheats

Enter the various cheat codes you receive from in game.

ON-SCREEN DISPLAY



Player Indicator - Indicates the user-controlled player.

Game Clock/Small Scoreboard- Appears at all times.

Scoreboard - Appears after two baskets and after free throws.

Shot Clock - Appears when there are 10 seconds left on the shot clock.

Street Hoops Meter - *How it works:*

The Street Hoops Meter takes account of the way you are playing and rewards a team for playing flashy. When it fills up, your team will be able to make more shots, have unlimited turbo and play more aggressively. It fills up/goes down with each action on the court: scoring points, breaking ankles with flashy moves and even through turnovers.

- X2, X3 refers to the multiplier when moves are pulled together in succession

The Special Play icons:

- **Ankles** - perform an Ankle Breaker move and make the defender fall
- **Bomb** - when you successfully make a 3-pointer
- **Posterized** - when you dunk on someone
- **Strip** - when you steal the ball from the other team
- **Swat** - block a shot
- **Teabag** - dunk all over someone when there is contact
- **Da Dagger** - a shot made to put away a close game

PAUSE MENU

Resume Game - Select Resume Game when you get back from the fridge to start playing again.

Camera - Switch through the eight different camera modes in the game for a new view.

Instant Replay - The **+Control Pad** rotates the camera **left** and **right** and **up** and **down** (only in Free Cam angle).

- **Y** Button - move camera up
- **A** Button - move camera down
- **B** Button - zoom in
- **X** Button - zoom out



- **C Stick** - Move camera position
- **Control Stick** - Play replay forward or backward
- **L** Button - Change camera view
- **L** Button - Hold down while playing (**Control Stick**) for slow motion
- **R** Button - Play replay
- **R** Button - Hold down while playing (**Control Stick**) for fast forward
- **R** Button - Change from focus on player to focus on any part of the court
- **Z** Button - Hide/show camera icon
- **START** - Exit

Statistics - Check out the Stats screen to see how you and your team are doing.

Controller Select - Switch between teams. Note: Cannot change teams in World Tournament or Lord of the Court.

Game Rules - Select Game Rules to change the default options.

Audio Settings - Select Audio Settings to change volumes, tracks, etc.

Quit Game - Sissy!

STREET HOOPS STORES

Press the **+Control Pad left** or **right** to select from the various stores. To move to the Tattoo Parlor, Pawn Shop-Jewelry Store, Check Cashing Store (to place bets), and the Barber Shop on the next screen, press the **+Control Pad** to the **left**. To select a store to go into, highlight that store and then press the **A** Button. Press the **B** Button to back out.

Store Descriptions

Footaction USA®

Go here to pick up the latest gear for your players. You can choose items from 16 apparel lines: And 1, Dada, D-UP, Ecco, Enyce, 57 Fake, Fila, Goat Gear, P Miller, Pure Playaz, Rocawear, Sean John, Snoop Dogg Clothing, Southpole, Triple Five Soul, and Varsity. You can also select various accessories such as sunglasses, arm and wristbands, socks, and headgear.



Tattoo Parlor

Go here to purchase tattoos for your players.

Pawn Shop/Jewelry Store

If you can afford it then come here to outfit your team. You can equip them with necklaces, watches, and ear studs. Or if you're broke, go here to sell back your jewelry.

Check Cashing/Bookie

Go here to place bets on your team to earn your additional cash.

Barber Shop

Customize your player's looks even further by selecting a new hairstyle for them.

Store Menus

Tattoo Parlor, Jewelry Store, Barber Shop.

To select a player, move the **+Control Pad up** or **down**. To rotate the player, press and hold the **L** or **R** Buttons. In the Tattoo Parlor, preview how a tattoo will look by pressing the **X** Button to remove a player's shirt. Press the **A** Button to purchase the desired good. In the Pawnshop, you can sell your current jewelry for half the price you paid for it.

Check Cashing/Bookie

Press the **+Control Pad up** or **down** to scroll through the different categories that you can bet on for the upcoming game. Press the **+Control Pad left** or **right** to increase/decrease the amount of money bet or use the **R** Button to increase your bet by larger amounts or the **L** Button to decrease your bet by larger amounts. Press the **A** Button to confirm your bet. Press the **B** Button to completely exit the bookie. Note: Once you make a bet, you can't take it back!

Footaction

Press the **+Control Pad left** or **right**, once inside the Footaction store, in order to select from the various Clothing lines. Press the **A** Button to proceed to the Changing Room.

To select a player to dress, move the **+Control Pad left** or **right** and then press the **Y** Button to highlight them. To select your entire team, press the **R** Button.

Once you've chosen your player(s), press the **A** Button to bring up the clothing options. Move the **+Control Pad left** or **right** to scroll through the various clothing items.



Shirts – Choose anything from T-shirts to long sleeve sweatshirts or have your team be simply skins.



Pants – Choose from shorts to long sweatpants.



Shoes – Choose from the different footwear designs.



Headwear – Beanies and caps.



Accessories – Choose sunglasses, arm and wristbands, long or short socks.

After you have settled on a clothing item press the **A** Button and then press the **+Control Pad up** or **down** to choose from the various colors of that particular item. Once you have settled on your selection, press the **A** Button to choose and then press the **A** Button again to accept it. You can get a better look by pressing the **R** or **L** Buttons to rotate the currently highlighted player. Press the **B** Button to go back to the previous screen\selections when ready. Once you are completely finished with your choices, press the **B** Button to completely exit the store.

Once you are finished customizing your players look, press the **B** Button to back out and continue to the game. To start your game, select the **Subway** station and you are on your way.

FULL COURT RULES

The following rules are in force for full court games and can be toggled On and Off. (The defaults are highlighted.)

- Score Limit (for scored games only) (7, 11, **21**, 32)
- Half Length (**5**, 10, 15, 20 minutes)
- Backcourt **ON/OFF**
- 30 second shot clock (**ON/OFF**)
- 10 second over half court (**ON/OFF**)
- 5 second in-bounding (**ON/OFF**)
- 3 seconds in the key (**ON/OFF**)
- Goaltending (**ON/OFF**)
- Fouls (**ON/OFF**)

These Rules Can't be Changed

- There will be no substitutes.
- There will be no technical fouls.
- Players will not be able to foul out. If a player receives three fouls, he will remain in the game and the fouled team will shoot one free throw and get the ball back for each subsequent foul.
- Each team will have three time outs per half. No 20-second time outs. (Time out is called by pressing and clicking the **R+L** Buttons together.)
- After 3 team fouls, opposing team enters the bonus situation where all fouls are two free throws.
- Scoring will be one point for a free throw, two for any other shot inside the three point line and three points from anywhere beyond the three point line.

Game Periods

- 20 minute half/40 minute game/5 minute OT
- 15 minute half/30 minute game/4 minute OT
- 10 minute half/20 minute game/3 minute OT
- **5 minute half/10 minute game/2 minute OT**

HALF COURT RULES

The following rules are in force for half court games and can be toggled On and Off. (The defaults are highlighted.)

- Score Limit (7, 11, **21**, 32)
- 3 seconds in the key (**ON/OFF**)
- Goaltending (**ON/OFF**)
- Traveling (**ON/OFF**)
- Fouls (**ON/OFF**)

These Rules Can't be Changed

- Ball is always checked in after every score (ball handed to in-bounding team from defensive team).
- Always in-bounded from the half-court line.
- No shot clock or game clock.
- All games must be won by two points.
- Visitor shoots for the ball from the free throw line to determine first possession. If visitor makes the shot he takes the ball out. If he misses, the home team is awarded the ball.
- If a team hits a shot, the ball goes to the other team.
- All change of possessions must be cleared to the 3-point line.
- Scoring: 1 point for each basket inside 3 pt. line; 2 points for each basket outside the line.

MULTIPLAYER

Quick Start (1 to 4 players)

This is the quickest way to get into a game. Select which team to control for play on a random court. You can play one quick game with the selected teams.

World Tournament (1 to 4 players)

(up to 4 people Co-Op vs. the CPU team) Go all over to well-known courts to battle the world's best Street Hoops players. Win at all venues and capture the title of "Best Street Baller in the World." Defeat World Tournament and unlock new courts. As you progress, you can unlock special characters, their moves and courts.



Lord of the Court (1 to 4 players)

(up to 4 people co-op vs. the CPU team) You have to defend your home court against every team that comes in and tries to defeat you. Complete this mode and start to unlock movies and secret characters.



Pick-Up Game – Full Court (1 to 4 players)

One-to-four players can pick teams and a court and battle for one game. You can mix and match your team by selecting from the pool of available players.

Pick-Up Game – Half Court (1 to 4 players)

Play Half Court basketball with different rules from the full court game. The maximum players are 3 on 3. Play a one game match only.

COURTS AND TEAMS

Run N' Shoot (Atlanta, GA)

"Run N' Shoot" Available at beginning

This court offers the best competition in the city of Atlanta. Be ready to argue any foul called, because people come for the show as well as the game. The play is charged and rough; if you don't want to get dirty, don't play.



Shakespeare Park (New Orleans)

"Shakespeare Park" Available at beginning

By far the best court in New Orleans, Shakespeare Park is also the only covered outdoor court in the city. The iron roof keeps the court dry in winter and the players cool in the summer. The competition is average to above, but rough play has caused only minor bruises and bloody noses.



Farmer's Park (French Lick, IN)

"Farmer's Park" Available at beginning

The level of play at this court varies from day to day. Normally it's a laid back place to practice jump shots. Occasionally, on the weekends some of the area high schoolers and local college talent come by and the games can get more heated. Not much trash talking done here. Just jumpers in your face. The pace of the game is a little slower and less flashy than in other places, but the fundamentals are strong. Here the farmer's sons practice strong shooting and ball handling skills. If you play here, don't be lulled by the lack of flashy dunks, these guys can strip you and fire off a three pointer all in one move.



Madison Square Recreation Facility (Baltimore, MD) "The Dome" *Unlock in WT mode*

The level of play here is very good. Kids of all ages come to learn and develop their game. League play is as intense and energetic as pro play. Definitely not for the weak at heart. Bring your "A" game.

During the Midnight tournament, top teams made up of collegiate age players can take on real pros.



11th and Lombard Courts (Philadelphia, PA) "11th and Lombard" *Unlock in WT mode*

If you come here, be ready to play with talent and guts. The skill level of the regulars at this court is pretty high. There are collegiate as well as street players testing each other's moves here all the time. If you want to play with the big dogs, be prepared for the not so random shoulder and elbow in your face. Getting the ball and making your break to the hoop is what counts, not the bruise you got for getting stripped.



Jackson Park Courts (Chicago, IL) "Jackson Park" *Unlock in WT mode*

The competition here can be grueling, even for a visiting pro. Star players in the pros have been humbled by the cream of this court. Here the name of the game is "Win." The play is fast-paced and physical. The attitude is as intense as the game. Ballers here talk as big (and sometimes bigger) than they play.



Mosswood Park (Oakland, CA) "The Moss" *Unlock in WT mode*

The game here is hardcore. If you can't make the grade, the court regulars will tear you a new one. The best games run in the late afternoon, so if you're a beginner, go practice early in the day before the big dogs blow in for the show.



West 4th Street (NYC) "The Cage" *Unlock in WT mode*

The most famous park in the world. Best in the City; don't go if you can't play. You'll most likely get a nickname your first time down. If you're lame, you will get goofed on from the players or the people that crowd the fence. Very physical, flashy play with lots of trash talking at all times.



Venice Beach Courts (Venice, CA) "Venice Courts" *Unlock in WT mode*

This is one sure-fire place to find a pick-up basketball game while the sun is shining. The first court, lined by bleachers, is reserved for full-court games and the action is intense, theatrical and definitely entertaining. The facility also has four half-courts featuring non-stop 3-on-3 games.



If you're in the mood to shoot some hoop and make the scene at the same time, you can't do any better. The courts are on a first-come-first-served call-it when you get there system, so bring some friends and be prepared to take on teams ranging from local playground legends to beach bums.

You can see the pro big boys out for some fun, and don't be surprised if you end up playing with some Hollywood names as well.

Rucker Park (NYC)

"The Rucker" Unlock in WT mode

Known by many as the number one street ball court in the U.S, the level of play at The Rucker is very high. The best players in the East play here. Many pro players come to test their skills. There's a lot of contact inside the paint and trash talking goes on regularly. Crowds gather from all over the city when a tournament is going on at Rucker. Hot dog moves and one on one confrontations are part of the game here. Timid players need not come out.



PLAYERS

AO

Height: 6'3"
Weight: 170 lbs.
Shoe Size: 10.5
Position: Point Guard/Shooting Guard
Playing Style: "Pass or shoot, I'm as smooth as silk."
Hometown: Philly, PA
Favorite Court: 11th & Lombard (Philly)
Favorite #: 13
Last Words: **Never complain, never explain.**



Booger

Height: 5'10"
Weight: 145 lbs.
Shoe Size: 9.5
Position: Point Guard
Playing Style: "I'll drop dimes that no one's seen."
Hometown: Brooklyn, NY
Favorite Court: The Cage
Favorite #: 14
Last Words: **Play ball 'til I can't ball no more.**



Future

Height: 5'11"
Weight: 160 lbs.
Shoe Size: 11
Position: Point Guard
Playing Style: "Dance and Dribble, I'll do both out on the court."
Hometown: Bronx, NY
Favorite Court: Rucker Park
Favorite #: 15
Last Words: **I've got moves that won't be seen for the next 20 years.**



1/2 Man 1/2 Amazing

Height: 6'6"

Weight: 195 lbs.

Shoe Size: 14

Position: Power Forward/Center

Playing Style: "Big man who can do it all."

Hometown: Brooklyn, NY

Favorite Court: Rucker Park

Favorite #: 10

Last Words: **Never be intimidated by anyone! Dunk on bigger and taller guys, bang with oversized opponents and hold your own. Don't worry about my name, worry about my game!**



Headache

Height: 6'3"

Weight: 180 lbs.

Shoe Size: 11.5

Position: Point Guard/Shooting Guard

Playing Style: "I'll embarrass you, slice you and dice you and let you know about it."

Hometown: Harlem, NY

Favorite Court: Rucker Park

Favorite #: 13

Last Words: **I want to play at the highest level and give back to the community...be successful on and off the court.**



Hot Sauce

Height: 6'1"

Weight: 160 lbs.

Shoe Size: 10.5

Position: Point Guard

Playing Style: "Just try and get the ball from me. I dare you. You won't win."

Hometown: Atlanta, GA

Favorite Court: Run & Shoot (Atlanta)

Favorite #: 3

Last Words: **I'm not from NY, I'm from the Dirty South and I don't play the radio.**



Main Event

Height: 6'4"

Weight: 225 lbs.

Shoe Size: 14

Position: Power Forward/Small Forward

Playing Style: "Best dunker you've never seen."

Hometown: Linden, NJ

Favorite Court: Rucker Park

Favorite #: 4

Last Words: **Ball 4 Life**



Speedy

Height: 6'0"

Weight: 171 lbs.

Shoe Size: 10

Position: Point Guard/Shooting Guard

Playing Style: "All around guard; score, pass, defend, whatever..."

Hometown: Queens, NY

Favorite Court: Rucker Park

Favorite #: 4

Last Words: **It's simple, I make everyone around me better.**

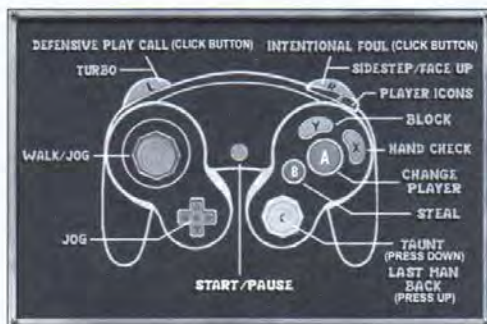


Live Wire / G-Man / 50/50

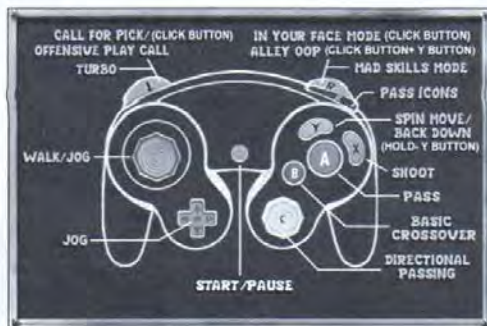
These three ballers are straight from the street and make their living hoopin' on the daily. You'll start with the moves from these street legends and they are no slouches with their handles and skills. As you progress through World Tournament, you can unlock the other players to create your dream lineup.

QUICK REFERENCE

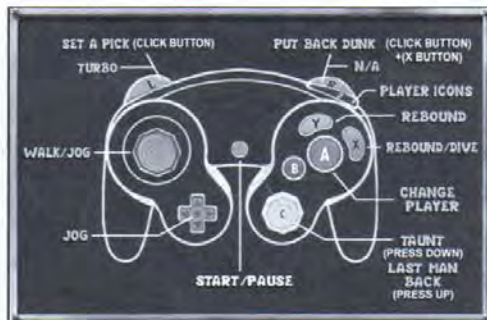
Defense



Offense With Ball



Offense Without Ball



CREDITS

DEVELOPED BY
BLACK OPS ENTERTAINMENT, LLC

PROJECT DIRECTOR
 Jose Vileta

EXECUTIVE PRODUCER
 John Botti

PRODUCER/DESIGNER/TEST LEAD
 Tracy "Tie" Johnson

LEAD GAMECUBE PROGRAMMER
 John Whipple

FRONT END PROGRAMMER
 Anthony Deluca

GAME PROGRAMMERS
 David Tsuchiyama
 David Tseng, Alexandra Getty
 Matthew C. Harmon

GAME/AUDIO PROGRAMMER
 Frank Aguirre

TOOLS PROGRAMMER
 Rudi Kammerer

LEAD ARTIST
 James J. Ho

2D ARTIST
 Marcus Lull

3D ARTISTS
 Jake Geiger, Christy Arnold
 Carlo Suria

ADDITIONAL ART
 John Rheume

LEAD ANIMATOR
 Sam Ware

ANIMATOR
 Erik Van Pelt

LINE PRODUCER
 Jessica Budin

**BASKETBALL CONSULTANT/
 ATHLETE RELATIONS**
 Syrus "Sy" Yarbrough

TESTER
 Benjamin "Boss Player" Krotin
**24-HR VIDEO EDIT TEAM/
 LOCATION PHOTOGRAPHERS**
 John Botti, Manuela de Sousa,
 Miguel Ortiz

SPECIAL THANKS TO
 Will "Perimeter Man" Botti
 Rita Mines, Christine Nielsen
 Beth Sanborn, John Sheen
 Will Woodard

ACTIVISION STUDIOS
SENIOR PRODUCER
 Adam Goldberg

**ASSOCIATE PRODUCER/
 ADDITIONAL GAME DESIGN**
 Chuck Park

PRODUCTION COORDINATOR
 John Sweeney

DIRECTOR OF TECHNOLOGY
 David Brckhill

TECHNICAL DIRECTOR
 Steve Pearce

SOFTWARE ENGINEER
 Mark Jawad
 Vladimir Kratzchenko

ART DIRECTORS
 David Datzell, Robert DePalma

ARTISTS
 Franz Boehm, James Mayeda

PLAYERS

Philip Champion "Hot Sauce"
 Walry Dixon "Main Event"
 Tim Gittens "Headache"
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ANNOUNCERS

Set Free
 Big Boy

WRITTEN BY

Richard Beresh

BASKETBALL CONSULTANT
 Mark Edwards

ACTIVISION, INC.

**EXECUTIVE VP,
 WORLDWIDE STUDIOS**
 Larry Goldberg

VICE PRESIDENT, NA STUDIOS
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QUALITY ASSURANCE/ CUSTOMER SUPPORT

PROJECT LEAD
 Ian Moreno

SENIOR PROJECT LEAD
 Ben DeGuzman

MANAGER, CONSOLE TESTING
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TEST TEAM

Elliot "Stonewall" Jackson
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ACTIVISION MARKETING, LEGAL, CREATIVE SERVICES, PR AND BUSINESS DEVELOPMENT

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**VP, CREATIVE SERVICES
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 Denise Walsh

CREATIVE MARKETING DIRECTOR

Matt Stainer

MANAGER, CREATIVE SERVICES

Jill Barry

PROJECT COORDINATOR,**CREATIVE SERVICES**

Shelby Yates

VP, CORP COMMUNICATIONS

Maryanne Lataif

DIRECTOR, CORP**COMMUNICATIONS**

Michelle Nino

SENIOR PUBLICIST

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DIRECTOR, BUSINESS**DEVELOPMENT & LICENSING**

David Anderson

IN-GAME LICENSING MANAGER

Paula Cuneo

LICENSING ASSISTANT

Patricia Nicolai

ACTIVISION UK**SENIOR VP INTERNATIONAL**

Scott Dodkins

DIRECTOR OF MARKETING**UK & ROE:**

Sarah Ewing

SENIOR BRAND MANAGER**UK & ROE - ACTION SPORTS**

Tim Woodley

BRAND MANAGER**UK & ROE - ACTION SPORTS**

Katy Moxham

HEAD OF PUBLISHING SERVICES

Nathalie Dove

LOCALISATION PROJECT MANAGER

Mark Nutt

CREATIVE SERVICES MANAGER

Jackie Whale

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DJ Muggs, Master P
Lil' Romeo, Silk the Shocker
Xzibit, Dennis Rodman
All NT Readers

**TOMMY TALLARICO
STUDIOS, INC****AUDIO DIRECTOR**

Tommy Tallarico

SOUND DESIGN

Joey Kuras

**MOTION CAPTURE PROVIDED
BY HOUSE OF MOVES
(LOS ANGELES, CA)****EXECUTIVE IN CHARGE OF
PRODUCTION, MOTION CAPTURE**

Tom Tolles

EXECUTIVE PRODUCER,**MOTION CAPTURE**

Jarrod Phillips

**CHIEF TECHNOLOGY OFFICER,
HOUSE OF MOVES**

Taylor Wilson

**MOTION CAPTURE
ASSOCIATE PRODUCER**

Kathleen McMullen

**MOTION CAPTURE
PRODUCTION MANAGER**

Chris Bellaci

MOTION CAPTURE DIRECTOR

James Scanlon

SENIOR MOTION CAPTURE ARTIST

Dennis "DJ" Hauk

MOTION CAPTURE ARTIST

Jennifer Becherer

Justin Buettner

Josh Ochoa

Amy Taylor

Humphrey Oliveri

MOTION CAPTURE TECHNICIAN

Johnny Ravenna

**CYBER SCANNING SERVICES
PROVIDED BY****Cyber/FX**

Dick Cavdek

VIDEO EDITING**EVOLUTION ENGINE**

Mitch Lawin

Colin O'Neil

Forward Never Straight Productions
Chris Hepburn, Matt Stubbs

**CYBERSCANNING & MOTION
CAPTURE PRODUCTION CREW****DIRECTOR**

Jose Villata

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John Botti

LINE PRODUCER

Jessica Budin

ANIMATION QA

Sam Ware

ATHLETE RELATIONS

Syrus "Sy" Yarbrough

GRIP & ELECTRIC

Leonard La Rossa

BEHIND THE SCENES VIDEOGRAPHY

Manuela de Sousa

PHOTOGRAPHY

David Sessions

HAIR/MAKEUP

Becky Soriano, Rosemary Lawrence

PRODUCTION ASSISTANTS

Beth Sanborn, Jeff Ash

Kate Kelly

**ADDITIONAL MOTION
CAPTURE TALENT**

Victor Battle, Sidney Faison
Exree Hipp, Wayne King
Vince "Chico" Langston, Erika Ringor
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SHOP OPERATORS

Derrick Guidry, Jameel Mahmud
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ADDITIONAL VOICE TALENT

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and Redman
Written by Brett Bouldin,
Eugene Dixon, Earl Edwards,
Louis Freese, Larry Mugerud,
Dana Stinson, Clifford Smith,
Reggie Noble, Bernice Williams
Published by Dayna's Day
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Conrad Music
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Performed by DMX
Written by Earl Simmons,
Mickey Davis
Published by Dead Game
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"Make Em Say Ugh"

Performed by Master P
Written by Craig Derry, Edward
Fletcher, Richard Jones, Jr.,
Master P, B. MacDonald, Mia X,
Vyshon Miller, Dwaun Mitchell,
Sylvia Robinson, Michael Tyler,
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"Lowrider"

Performed by Cypress Hill
Written by Larry Mugerud, Louis
Freese, Senen Reyes, U. Reyes
Published by Soul Assassins
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Ada Funk Music (ASCAP), Hits
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"Front 2 Back"

Performed by Xzibit
Written by Alvin Joiner, Dana
Stinson
Published by
Hennessey For Everyone
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"Y'all Don't Wanna"

Performed by Skillz
Written by Donnie Lewis, Tony Cottrell
Published by Forever People Music (ASCAP), Penskils Music and DJ Hi Tek Music Publishing (BMI) as administered by Windswept Pacific
Courtesy of Rawkus Entertainment

"Get Up"

Performed by Cocoa Brovaz
Written by Tekomin Williams, Darrell Yates, Tony Cottrell
Published by Bucktown USA as administered by Duckdown Entapriizes (ASCAP); Boot Camp Klik (ASCAP); DJ Hi Tek Music Publishing (BMI) as administered by Songs of Windswept Pacific
Courtesy of Rawkus Entertainment

"That Smut"

Performed by Smut Peddlers
Written by Milo Berger, Erik Meitzer, Christian Palko
Published by Figs. D Music, Inc. o/b/o itself, Budde Songs, Inc., 1972unes and Eonic Verbal Tunes
Courtesy of Rawkus Entertainment

"Bottom Feeders"

Performed by Smut Peddlers
Written by Milo Berger, Erik Meitzer, Christian Palko, RA the Rugged Man
Published by Figs. D Music, Inc. o/b/o itself, Budde Songs, Inc., 1972unes and Eonic Verbal Tunes
Courtesy of Rawkus Entertainment

"Extreme Situation"

Performed by Cocoa Brovaz
Written by R. Campbell, Ewart Dewgarde, Walter Dewgarde, Jr., Wayne Henry, Tekomin Williams, Darrell Yates
Published by Bucktown USA and Boot Camp Klik (ASCAP) as administered by Duckdown Entapriizes (ASCAP), Shades of Brooklyn (ASCAP), Skavenger Music
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"No Mercy"

Performed by Pharoahe Monch
Written by Troy Jamerson, Eric Murray, Jamal Grinnage, Alan Maman
Published by Tresdecaphobia Music (BMI), Blindman's Bluff Music (BMI), Amaman Music as administered by The Royalty Network, Inc.
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"Down For The Count"

Performed by Talib Kweli and Hi-Tek
Written by Talib Kweli, Tony Cottrell, Rasha Fisher, Alvin Joiner
Published by Penskils Music and DJ Hi Tek Music Publishing (BMI) as administered by Songs of Windswept Pacific, Rah Digga Music (ASCAP), Hennessey For Everyone Music (BMI)
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"Right Here"

Performed by Pharoahe Monch
Written by Troy Jamerson and George Spivey
Published by Tresdecaphobia Music (BMI), I'm A Play Jason Music (ASCAP)
Courtesy of Rawkus Entertainment

"PA to VA"

Performed by Skillz
Written by Donnie Lewis, Carlton Mann, Rick Moore
Published by Forever People Music (ASCAP) and Pretty Ugly Music
Courtesy of Rawkus Entertainment

"Oh No"

Performed by Mos Def and Pharoahe Monch feat. Nate Dogg
Written by Nathaniel Hale, Troy Jamerson, Dante Smith, Dana Stinson
Published by Dayna's Day Publishing as administered by Warner-Tamerlane Publishing Corp. (BMI); Nate Dogg Music (BMI); Tresdecaphobia Music (BMI); EMI Blackwood Music, Inc. (BMI); Medina Sounds Music (BMI)
Courtesy of Rawkus Entertainment

"My Life"

Performed by Kool G Rap
Written by Nathaniel Wilson, Michael Herard, Victor Padilla
Published by Illville Publishing Inc. (ASCAP), Ghetto Pro's Music
Courtesy of Rawkus Entertainment

"Planet of the Apes"
Performed by Kool G Rap
Written by Nathaniel Wilson
Published by Illville Publishing Inc. (ASCAP)
Courtesy of Rawkus Entertainment

"Livin It Up"

Performed by Pharoahe Monch
Written by Troy Jamerson and Paul Hendricks
Published by Tresdecaphobia Music (BMI); Baby Paul Muzik (BMI) as administered by The Royalty Network, Inc.
Courtesy of Rawkus Entertainment

"Gun Music"

Performed by Talib Kweli
Written by Talib Kweli and Dorsey Wesley
Published by Penskils Music (BMI); Dors-D Music Publishing (ASCAP)
Courtesy of Rawkus Entertainment

"Qooohhwee"

Featuring Weebie
Written by Master P
Published by Master P Music, LLC (BMI)

MUSIC SUPERVISION BY:

Sonic Fusion
Nelson Bae & Lori Lahman
SonicFusion would like to thank the following for all their help:

A-Blitz

John Anderson

Justin Arcangel

Ron Braitman

Cage

Crazy Sam

Keith D'Arcy

Walter Dewgarde

Dru Friedman

Wayne Henry

Star Hull

Blake Indursky

Jeff Levenberg

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Oscar Mazzola

Mike McArthur

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