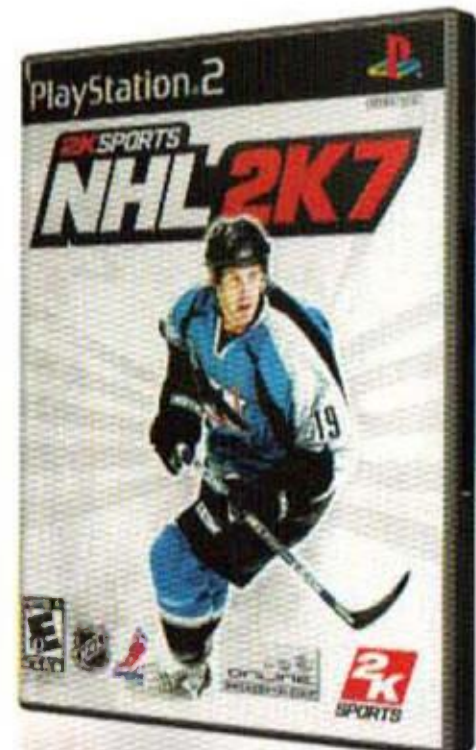


**BRING YOUR "A" GAME
AGAINST THE ENTIRE 2K SPORTS LINEUP.**

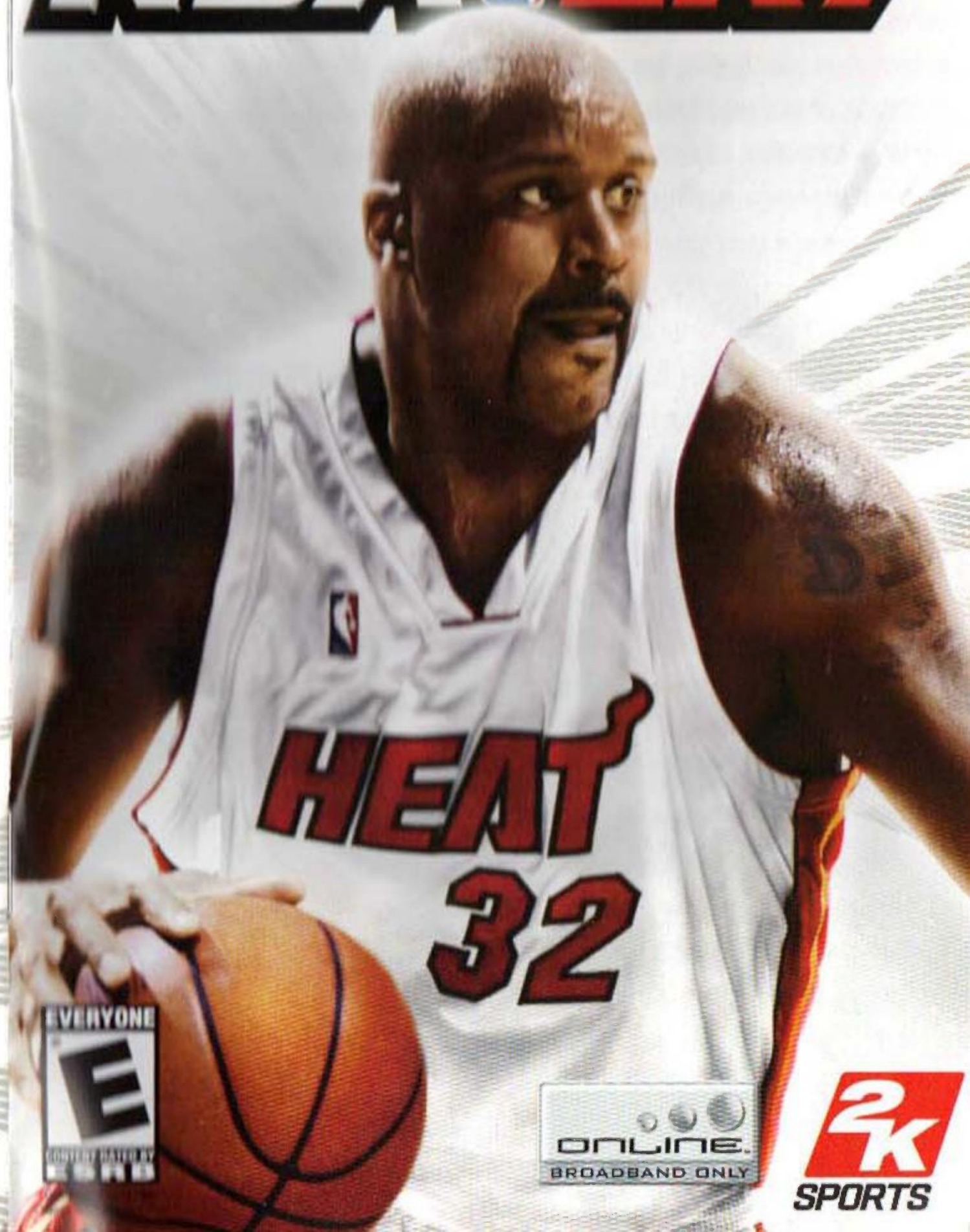


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**2K SPORTS
NBA 2K7**

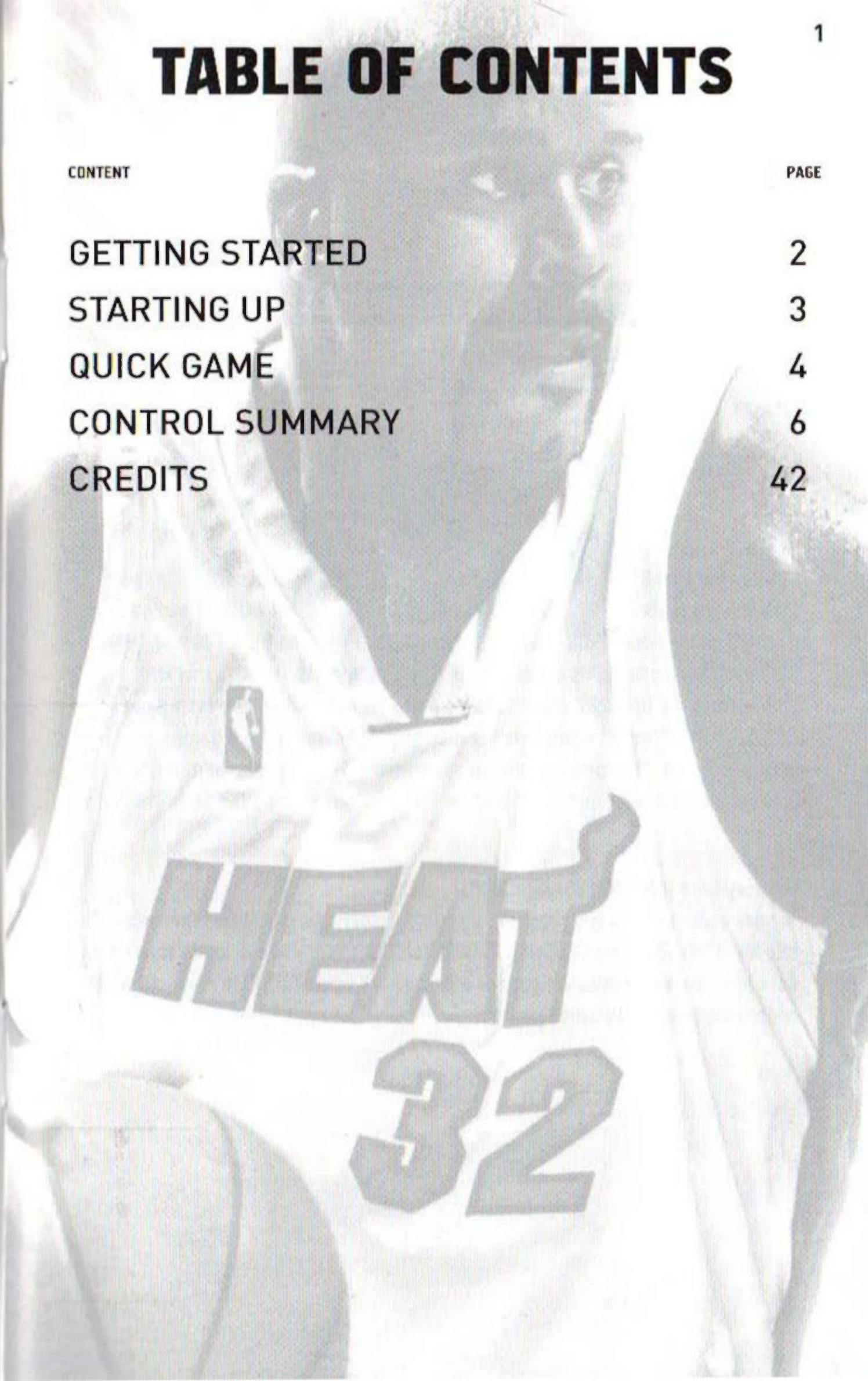


37058-2

*According to GameRankings.com and College Basketball Simulations

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

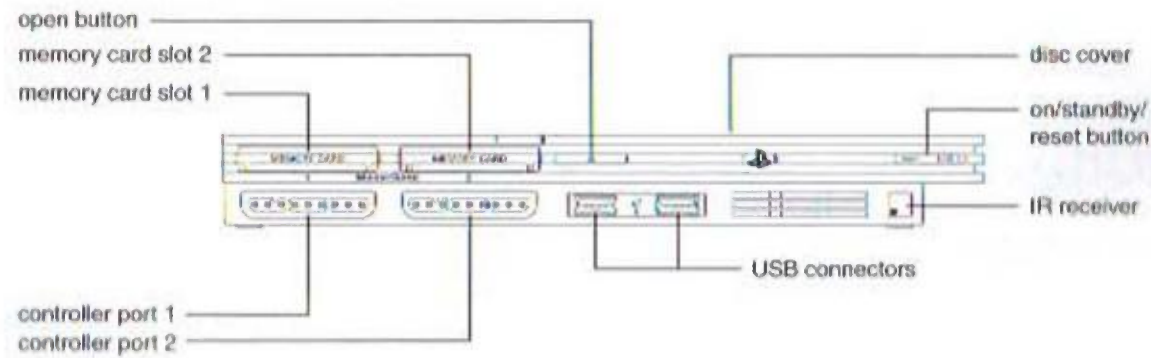
USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the NBA 2K7 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



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 analog stick or directional button left to select the away team and right to select the home team.
- Press R1 or L1 to cycle forward or backward through the available teams.
- Press R1 and L1 simultaneously if you want to randomly select a team (not including all-star teams).
- Press L2 and R2 simultaneously if you want to randomly select a team (including all-star teams).
- Press R2 or L2 to cycle through the alternate jerseys that may be available for your selected team.
- Move the right analog stick up or down to select a VIP Profile.
- To create a VIP record, press R3. An overlay appears prompting you to choose a profile to manage. Highlight a slot and press X to bring up the VIP Profile screen. Select Create and enter a VIP Name on the Virtual Keyboard. Once your profile is created, press triangle to return to the Team Select screen.
- Press O to access the Game Options screen and customize game settings (Difficulty, Game Speed, Quarter Length, etc.). Press Δ to return to the Team Select screen.
- Press X or START to advance to the Player Lineup Screen.

PLAYER LINEUP

- Press X or START to go directly to the game.
- To alter the game lineup, Press the O button. Move the left analog stick or directional button up or down to highlight an option (Adjust Lineup, Scramble Starters, Fantasy Basketball) and press X to select it.

ADJUSTING LINEUPS

- To switch two players in the lineup, highlight the first player's name and press X. The text of his name will become highlighted.
- Highlight the other player and press X. The two players will switch positions.
- Press O to bring up additional player information. Pressing Δ or O will dismiss the player information.
- Cycle through lineups (starters, bench, quick, etc.) by pressing L1 or R1.
- Press L2 or R2 to cycle through available player attributes to display (overall, rebounds, etc.).
- Press □ to set VIP Playback for a CPU team. VIP Playback is a way for the CPU team to emulate the style of play of a VIP Profile that you choose. Is your friend beating you down constantly with the Raptors? Load his profile into VIP Playback to start getting some practice!
- Press Δ to return to the Player Lineup Screen.
- Press START or X to load the game.

SCRAMBLE STARTERS

This selection randomly scrambles the starting rosters for your team with starters from other teams in the league.

FANTASY BASKETBALL

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

- Once you confirm your selection of Fantasy Basketball, the draft begins immediately. First pick is decided randomly.
- Move the left analog stick or the directional button to highlight the player position you wish to draft for.
- Press X to access the list of available players at that position.
- Move the left analog stick or the directional button up and down to

highlight the player you wish to draft.

- Press **O** to view the player's Player Card.
- Press **X** to draft the player.
- Press **□** to see how your team stacks up against the opposing team, position by position.
- When you're done drafting all of your players press **START** or **X** to begin the game.

CONTROL SUMMARY

JUMP BALL:

□ button (repeatedly tap) Jump to tip the ball to a teammate

OFFENSE:

| | |
|-----------------------|---------------------------------|
| left analog stick | Move Player |
| right analog stick | Shot Stick |
| L1 button | Post Up / Shift Modifier |
| R1 button | Aggressive Modifier |
| L2 button | Call for Pick |
| R2 button | Icon Controlled Passing |
| X button | Pass |
| O button | Lead Pass |
| □ button | Shoot |
| △ button | Dual Player |
| directional pad RIGHT | On the fly Coaching Playcalling |

| | |
|----------------------|-----------------------------------|
| directional pad LEFT | On the fly Coaching Settings |
| directional pad DOWN | On the fly Coaching Substitutions |
| Select | Timeout |
| START | Pause |

OFFENSE – AGGRESSIVE MODIFIED:

These controls are used by pressing and holding R1 and pressing the corresponding button.

| | |
|---------------------------------------|-----------|
| left analog stick | Isomotion |
| right analog stick or □ button | Dunks |

OFFENSE – SHIFT MODIFIED:

These controls are used by pressing and holding L1 and pressing the corresponding button

| | |
|-------------------|-----------|
| left analog stick | Post Up |
| X button | Give & Go |
| O button | Alley Oop |

FREE THROW SHOOTING:

| | |
|--------------------------------|--------------|
| 'Pull back' right analog stick | Begin shot |
| Release right analog stick | Release shot |



DEFENSE:

| | |
|-------------------------------|-----------------------------------|
| left analog stick | Move Player |
| right analog stick | Strip & Rip (steal) |
| L1 button | Box Out |
| R1 button | Sprint |
| L2 button | Intentional Foul |
| R2 button | Icon Player Switch |
| X button | Switch Player |
| O button | Take Charge |
| □ button | Double Team |
| △ button | Block |
| directional pad RIGHT | On the fly Coaching Playcalling |
| directional pad LEFT | On the fly Coaching Settings |
| directional pad DOWN | On the fly Coaching Substitutions |
| START | Pause |
| L1 button + left analog stick | Defensive Strafe |

DEFENSE – AGGRESSIVE MODIFIED:

These controls are used by pressing and holding R1 and pressing the corresponding button.

| | |
|--------------------------------|------------|
| left analog stick | Sprint |
| △ button or right analog stick | Swat block |
| □ button or right analog stick | Hard Foul |

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, so try to station the player facing the basket before he goes up for the J. Also, make sure you release the ball at the top of your players jump to increase shot accuracy.

IN-DEPTH CONTROL REFERENCE**JUMP BALL**

The referee will begin the tip-off process holding the ball between two players at half court. An overlay will appear at the top of the screen to indicate the status of the tip-off. Press the □ 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 analog stick** in the direction you want to move.

ISOMOTION⁴:

Isomotion is controlled by holding down the Aggressive modifier (R1) and moving the **left analog stick** in the appropriate way:

- **Drive move** = Hold R1 and push the **left analog stick** at a slight angle off-line toward the basket.
- **Hard Crossover dribble** = Hold R1 and quickly throw the **left analog stick** in the opposite direction of your dribble hand.
- **Hesitation Crossover** = Hold R1 + L1 and throw the **left analog stick** in the opposite direction of your dribble hand.
- **In & Out** = Initiate the hesitation crossover, then throw the **left analog stick** back toward the ball hand for the In & Out.



- **Behind the back** = Hold **R1** and quickly spin the **left analog stick** in a circular motion from the dribble hand around the player's back.
- **Spin (ability specific)** = Hold **R1 + L1** and quickly spin the **left analog stick** in a circular motion from the dribble hand around the player's back.
- **Step Back** = Hold **R1** and pull the **left analog stick** away from the player's movement direction.
- **Half Spin** = Hold **R1 + L1** and pull the **left analog stick** away from the player's movement direction (just like the Step Back move.)
- **Sizeup Move** = Quickly tap and release **R1**.
- **Stutter Drive** = Quickly tap and release **R1**, then chain into the Drive move by pushing the **left analog stick** at a slight angle off-line toward the basket..
- **Stutter Cross** = Quickly rap and release **R1**, then hold the **left analog stick** in the opposite direction of the dribble hand.
- **Hop Step** = Quickly tap and release **L1** while dribbling (**left analog stick** must be neutral or pointing toward the basket.)
- **Hop Step Spin** = Quickly tap and release **L1** while holding down **R1**.
- **Hop Back** = Quickly tap and release **L1** while dribbling (**left analog stick** must be held away from the basket.)

TRIPLE THREAT:

- **Jab Step (Step Out)** = Press **R1 + L1** and flick **left analog stick** in opposite direction of pivot foot to jab step. From this position, the user can perform a quick first step explosion out of the triple threat by releasing both triggers.
- **Step Over (Step Through)** = Press **R1 + L1** and flick the **left analog stick** in the player's facing direction.
- **Jab Step w/ Head Fake** = Press **R1 + L1** and flick **left analog stick** toward pivot foot.
- **Protect Ball (Spin Out)** = Press **R1 + L1** and hold **left analog stick** in the opposite direction the player's facing. The player will hold the ball away from the defense. If the user releases both triggers while in the protect ball position, the ballhandler will perform a quick spin move out of the triplethreat.

THE SHOT STICK

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 analog stick**) and release it at the top of your jump.

LAYUPS AND DUNKS

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

SHOT STICK - LAYUPS:

| | |
|---------------------------|---------------------|
| right analog stick up: | Basic |
| right analog stick left: | Layup to left side |
| right analog stick right: | Layup to right side |

To perform a dunk with the Shot Stick, press **R1** then move the **right analog stick** one of four directions to get the desired dunk:

SHOT STICK - DUNKS:

| | |
|--------------------------------------|---------|
| R1 + right analog stick up: | Basic |
| R1 + right analog stick left: | Flashy |
| R1 + right analog stick right | Power |
| R1 + right analog stick down: | Reverse |



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

POSTING UP:

- Posting up on a defender is accomplished by taking any player with the ball (preferably a good low post player) and moving that player next to a defender in or near the paint and pressing and holding L1.
- 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 analog stick** in the direction of the basket while posting up. However, be careful of the five second back to basket rule: if you spend more than five 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.

SHOT STICK - POSTING UP:

| | |
|--|---------------------|
| right stick up: | Lean in jumpshot |
| right stick left: | Roll left jumpshot |
| right stick right: | Roll right jumpshot |
| right stick down: | Fadeaway jumpshot |
| right stick quickly flicked any direction: | Post pumpfake |

PASSING

- To pass the ball to the nearest player, simply press X.
- To pass the ball to a teammate of your choice, move the **left analog stick** in the direction of the teammate you want to pass to and then press X.
- To make a bounce pass press O.
- To throw a lob pass, double tap O.
- Icon passing is the most precise method of passing. To perform an icon pass, first press R2 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 X button icon corresponds to the Point Guard, the O button icon corresponds to the Shooting Guard, the □ button icon corresponds to the Small Forward, the Δ button icon corresponds to the Power Forward, and the L1 icon corresponds to the Center. The icons will turn off automatically if you don't pass after a few seconds, or you can manually cancel the icons by pressing R2 again or pressing the button that corresponds to the icon of the ball handler. The drawback to icon passing is that it takes a little longer to execute.

2K SPORTS TIP – BALL HANDLER AUTO SWITCH

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:

| | |
|-----------|--|
| X button | Switch to player closest to the basket |
| O button | Set pick |
| □ button | Tell teammate to shoot |
| Δ button | Call for a pass |
| L1 button | Post up |



2K SPORTS TIP - BREAK OFF AN ALLEY-OOP

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

The most likely scenario for a nasty alley-oop is during the fast break. If your team on offense has more players running down court than there are defenders, hold the **L1** and **O** button at the same time to throw up an alley-oop pass. Keep in mind that your passing player should be near the 3 point arch when the alley-oop pass is attempted. Likewise, the receiving player should also be near the 3 point line.

In some situations, you will notice a player on your team raise his hand in the air, calling for the ball. If you hold the **L1** and the **O** 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.

DUAL PLAYER CONTROL

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

- Press the **△** button to select the player you want to put into motion.
- Press any direction on the **directional button** to send the player in that general direction. Note that depending on the placement of other players on the court, the motion player you choose might not be able to break in the direction you select.

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 pressing and holding the **L1**. At any time during your post up (with **L1** still held down), press and hold **R1**, then quickly press and release **L1** 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, press and hold **R1** and use the shot stick in an attempt to make the defender the victim in a post-er (pun intended).

FREE THROW SHOOTING

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

OTHER CALLS

- Can't get free from a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, press **L2** 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 **L2**. 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 **△** button.



DEFENSE

STEALING

- To attempt to pick the ball handler's dribble, move the **right analog stick** in the direction you wish to swipe at the ball. Be careful not to overuse the steal maneuver 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 analog 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, press and hold **R1** then move the **right analog stick**. Your defender will lunge for the steal. Be careful though, if you miss the steal your defender will be way 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 circle button. 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 **△** as the ball handler begins his shot.
- To power up your shot block, press and hold **R1** and then press **△**.

SWITCHING DEFENDERS

- While on defense, press **X** to switch to the player closest to the ball.
- To switch to a specific defender, you can use Player Icons, which works just like Icon Passing on offense. First, press **R2** 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. Each button corresponds to the same player position as they do with Icon Passing.
- 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 **R2** to bring up the Player Icons, and then press **L1** 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 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 defensive skills. Have him cover your opponent's best guys (but don't go based purely off of rating or you might find yourself at a significant size disadvantage!).



IN-GAME PAUSE MENU

PAUSE MENU

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

RESUME

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

REPLAY

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

| | |
|--------------------|---------------------------|
| L1 button | Rewind |
| R1 button | Fast Forward |
| X button | Play |
| O button | Zoom Out |
| △ button | Help Menu |
| □ button | Zoom In |
| left analog stick | Pan Camera |
| directional button | Move Camera Cursor |
| Select | Access Save Replay Screen |
| START | Exit Replay Mode |

SAVE REPLAY

This screen lets you save your Replays to a memory card (8MB) (for PlayStation®2).

- Highlight an empty slot and press **X**.
- 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 analog stick left or right** to assign your controller to a side.

COACHING

The Coaching Menu allows you to customize your team strategy.

TIMEOUT

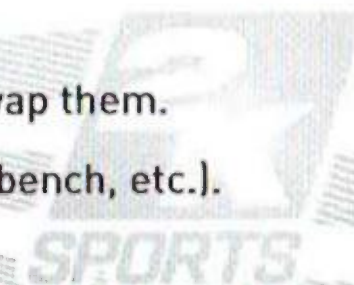
Select this option to call a timeout during a dead ball situation or when your team is in possession of the ball. By default, timeouts will automatically be called by your team in appropriate situations.

SUBSTITUTIONS

By default, substitutions are automatically performed for you when any of your players get tired.

If you choose to access the Substitution Screen, substitutions will be set to Manual. If you wish to reset them to Auto, go to the Coaching: Setting Screen. Substitutions will take place at the next dead ball.

- Highlight any player and press **X** or **O**.
- Highlight a second player and press **X** or **O** to swap them.
- Press **R1** or **L1** to cycle through lineups (starters, bench, etc.).



- Press triangle or START to put your changes into effect and return you to the Coaching screen.

PLAYER MATCHUPS

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

- Highlight any defender and press X or O.
- Highlight a second defender and press X or O to switch their defensive assignments.

The Player Matchups screen is also where you can assign individual pressure or double team assignments to players on the opposing team. Use the left analog stick or the directional button to highlight these options, and X or O to change them. When you want to return to the Coaching Menu, press Δ.

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 option 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 when it's called.
- **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 L2 to instruct your players to intentionally foul). WITH MESSAGE, an overlay appears when your team is instructed to intentionally foul.

PLAYBOOKS

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

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



- When choosing offensive plays, press **L2** or **R2** to cycle through play sets.

GAME STATS

TEAMS

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

HOME TEAM

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

AWAY TEAM

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

SHOT CHART

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

- Press the **X** or **O** buttons to select which shots you see (by individual quarter, half, overtime, or all shots).
- Press **L1** or **R1** to cycle through shots taken by specific players on the chosen team.
- Press **R2** or **L2** to change which team you view shot data for.

INJURIES

View a list of any players injured during the game.

CRIB TALLY

Use this screen to see which Crib challenges you've completed and how many credits you've received for each.

OPTIONS

For more information see Options.

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 (THIS OPTION IS ONLY AVAILABLE IN QUICK GAME)

Restart the game from the beginning.

SIMULATE TO END (THIS OPTION DOES NOT APPEAR IN QUICK GAME)

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



THE ASSOCIATION

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

THE ASSOCIATION OPTIONS

- **Number of Players:** 1 – 8 players can participate simultaneously (1 by Default)
- **Season Length:** 29, 58 and 82 Games (Default) – Set the number of games in a season.
- **Preseason Games:** Off or On (Default) – When ON, your team will play eight preseason games after the completion of your off season.
- **Trade Deadline:** Off or On (Default) – When ON, no trades will be allowed after the second week of February.
- **Trade Override:** Off (Default) or On – When ON, the user can force other teams to make trades that they don't want to make.
- **Owner Firing:** On (Default) or Off – When ON, you can be fired at any time for not fulfilling the owner's requirements.
- **Allow CPU Trades:** On (Default) or Off – Allows CPU teams to initiate trades between each other.
- **Round 1 Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each first round playoff series.
- **Round 2 Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each second round playoff series.
- **Conference Finals Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each Conference Finals playoff series.
- **Finals Format:** Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in the NBA Finals.
- **Fantasy Draft Roster:** Off (Default) or On – When ON, a Fantasy Draft will enable each team to build their rosters from scratch.
- **Customize League:** Off (Default) or On – When ON, you can assign teams to new divisions or conferences.
- **Team Chemistry:** On (Default) or Off – Turns Team chemistry ON or OFF. See Chemistry for more details.

- **Progressive Fatigue:** On (Default) or Off – Turns Progressive Fatigue ON or OFF. Turning this option ON will cause players to have lasting fatigue from game to game if not given time to rest.
- **VIP Playback:** Off (Default) or On – When turned ON, VIP playback will be active.
- **Import Draft Class:** Off (Default) or On – When ON, you can import the top NBA draft applicants from your 2K Sports College Hoops save file.
- **Quarter Length:** 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter.
- **Simulated Quarter Length:** 1 – 12 Minutes (12 Minutes by Default) – Set the number of minutes in a simulated quarter.

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

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

MANAGE PROFILES:

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

- **Press L1 or R1** to switch between Profile Slots. Move the **left analog stick** to highlight the desired Profile Action. Press **X** to use that profile action.
- **Set as Active:** Set the current profile as active.
- **Edit Profile Name:** Change the name of the current profile.
- **View Stats Book:** Allows you to view the stats for the active profile.



- View User Challenges: View the user challenges for the active profile.
- View All-time Records: View any records that have been set.
- Favorite Team: Set the favorite team for the active profile.
- Unload Profile: Close the active profile.
- Save Profile: Save the active profile.

SAVE / LOAD:

SAVE / LOAD > LOAD, (SETTINGS, PROFILE, FRANCHISE, SEASON, TOURNAMENT ET AL.)

- Press O to switch between the HDD and Memory Card.
- Press X to load the file.

SAVE / LOAD > SAVE SETTINGS, (PROFILE, FRANCHISE, SEASON, TOURNAMENT ET AL.)

- Press O to switch between the HDD and the Memory Card.
- Press X to select the save slot.
- Use the Virtual Keyboard to enter a name for the save.
- You can only save over existing files that are the same type of file you are saving.

SAVE / LOAD > DELETE

- Press O to switch between the HDD and the Memory Card.
- Press X to Delete the selected file.

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

It's important to note that NBA 2K7 has multiple SAVE TYPES. Saving one type of file will not save another type. So, for example, saving your User Profile while in Franchise mode WILL NOT also save your

Franchise mode. The saves can generally be divided up as follows:

Game Modes – Saves for Franchise, Season, or Tournament. In order to save your progress within one of these game modes, you MUST make a save for the specific game mode.

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

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

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

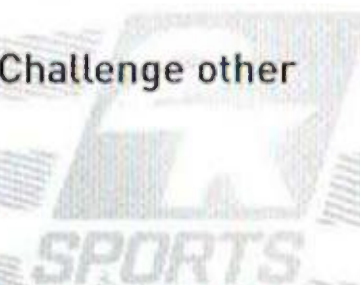
To actually perform a save, select Options from any menu out of game-play and then Save/Load. You will see all applicable save types. For example, Options → Save/Load within Franchise will then show you menu selections for both "Save Franchise" and "Save Profile."

ONLINE

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ONLINE

Here's where you really put your skills to the test. Challenge other players online.



NETWORK CONFIGURATIONS

The Network Configuration Screen allows you to select a network configuration from a memory card (8MB) (for PlayStation®2) or HDD. You can also create one with the Network Configuration Utility.

- To use an existing Network Configuration, highlight it and press the **X** button.
- To create a new Network Configuration, press the **START** button to access the Network Configuration Utility.

NETWORK CONFIGURATION UTILITY

- On the Network Setting Screen, select **ADD SETTING**.
- Follow onscreen instructions. (You will need your internet service provider settings, including the IP Address and the DNS Server Address).
- Name your Internet service provider setting using the Virtual Keyboard (Highlight the Question Mark Key on the top right for control information).
- Press the **X** button when complete to save your settings.
- On the Confirm Overlay, to test your connection, highlight **YES** and press the **X** button.

ACCOUNT SELECTION

The Account Selection Overlay asks you whether you wish to use an existing 2K Sports Video Games account or create a new one.

CREATING A NEW ACCOUNT:

- Highlight **CREATE ONLINE ACCOUNT** and press the **X** button. The Online Account Creation Screen appears.

USING AN EXISTING ACCOUNT:

- Highlight **ENTER ONLINE ACCOUNT** and press the **X** button. The Online Sign In Screen appears.
- Highlight **LOAD ONLINE ACCOUNT** and press the **X** button. The Load Online Setting Screen appears. Choose a saved account to load.

ONLINE ACCOUNT CREATION

- Move the **left analog stick** up or down to highlight a field.
- Press the **X** button or **Circle** button to access the Virtual Keyboard.
- On the Account Creation Screen, enter account information using the Virtual Keyboard.
- Press the **START** button to advance to the Online Sign In Screen.

ONLINE SIGN IN

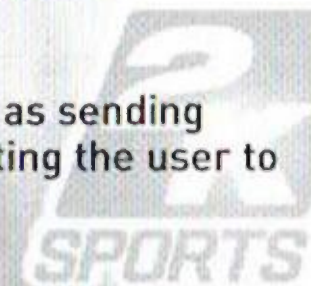
- Move the **left analog stick** up or down to highlight a field.
- Press the **X** button to access the Virtual Keyboard and enter relevant text.
- Press the **START** button to advance.

ONLINE MENU

FRIENDS / PLAYERS

This is where you can find your friends and recent opponents.

- Press **O** to bring up your friends list.
- Press the **L1** or **R1** to switch between a list of friends, players and league members from leagues you are currently participating in.
- Press **X** button to select a user.
- An overlay appears giving you various options: such as sending feedback about the user, muting his/her voice, or inviting the user to be your friend.



- To access Online Player Card press the **SELECT** button.
- Press square while on the friends list to view additional options, such as adding a friend by name or sending a message to everyone on your friends list.

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 settings for the type of opponent you'd like to play.

Use the following options to select an opponent

- Rank: Top 900 to top 100.
- Feedback: Select the feedback rating for your opponent: 25% or better to 95% or better.
- Find Match Now: will start looking for a match with your custom settings.

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 analog stick Up and Down to highlight a lobby.
- Press **X** button to enter the highlighted lobby.
- Press **R2** to refresh the lobbies screen.
- To access Friends List, press the **O** button.

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

- Move the left analog stick Up and Down to highlight a User.
- Press the **X** 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.
- Send Custom Challenge: A Custom Lobby Match allows you adjust the game type and options for the game. See Options for more details.
- Add to Friends List: Sends a Friends request to selected user.
- Permanently Mute User: Disallows the selected user from sending you any messages. You will also not be able to see any text that user puts into lobby chat.
- Submit Feedback: Submit Positive or Negative feedback for this user.

SEND CUSTOM CHALLENGE

If you want to set up a game with your own custom rules, select Send Custom Challenge. The following is a list of editable options for Send Custom Challenge.

ACCEPTING A CHALLENGE

When challenged by another player, you will receive a notification. Pressing **R3** will allow you to see the details of the challenge and choose if you'd like to accept it or not.



EXHIBITION

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

Quarter Length: 1-12 Minutes.

STREET MODES

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 highflying basketball with the NBA's best.

- Ranked: On, Off
- Players: 1 on 1 through 5 on 5
- Street Mode: Half and Full court
- Court: Choose Location
- Player Pool: Random, NBA Stars, All players
- Game Point: 21 (default) to 7 points
- Winners Out: Off (default) or On
- Starting Possession: Shootout (default), Ringers first, Ballers first, or Random
- Win By: 2 (default) or 1
- Duplicate Players: Off or On
- Weather: Normal, Rain
- Time of Day: Day or Night

For more information See Street Mode

MY PLAYER CARD

Go here to view your own online VIP, stats, ranking and feedback.

LEAGUES

Play an online league using this screen.

MY LEAGUES

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

- To leave or delete a League, press the **L2** button.

JOIN LEAGUE

Use this screen to join any of the available leagues.

- Use the **left analog stick** to scroll between the available leagues.
- Press **X** to select the highlighted league.
- To search for a league by name, Press the **R2** button to activate the virtual keyboard.
- Press **□** to report an inappropriate name.
- Press the **L1** or **R1** button to switch between pages of open leagues.

Once you have selected a league, Press **X** to select an available team. Also, you may view the selected player's player card by pressing **SELECT** button.

CREATE LEAGUE

If you wish to create your own league with your own custom rules, use Create League to do so. After you are finished selecting the options for your league, press the **START** 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, 16, 24, 32, or 82 games.
- Flexible Schedule: On or Off
- Difficulty: Rookie, Pro, Allstar, Super Star, Hall of Fame.
- Quarter Length: Set the Quarter Length from 1-12 minutes.
- Injuries: Off or On (Default)
- Trading: Off or On (Default)
- Playoffs: Best of 1,3,5,7

TOURNAMENTS

Play an online tournament using this screen.

MY TOURNAMENTS

The My Tournament Screen list all the current tournament that you are participating in.

- To leave or delete a tournament, press the L2 button.

JOIN TOURNAMENT

Use this screen to join any of the available Tournaments.

- Use the **left analog stick** to scroll between the available Tournaments.

- Press **X** to select the highlighted Tournament.
- To search for a tournament by name, Press the **R2** button to activate the virtual keyboard.
- Press **□** to report an inappropriate name.
- Press the **L1** or **R1** buttons to switch between pages of open Tournament.

Once you have selected a tournament, Press **X** to select an available team. Also, you may view the selected player's player card by pressing **SELECT** button.

CREATE TOURNAMENT

If you wish to create you own tournament with your own custom rules, use Create Tournament to do so. After you are finished selecting the options for your tournament, press the **START** 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, or 16
- Round Interval: Set the amount of time a player has to play their next scheduled game.
- Difficulty: Rookie, Pro, Allstar, Super Star, Hall of Fame.
- Quarter Length: Set the Quarter Length from 1-12 minutes.
- Injuries: Off or On (Default)
- Trading: Off or On (Default)
- Playoffs: Best of 1,3,5,7



After you have created a league or a tournament and generated its schedule, you will be taken to the main menu of that mode

LEAGUE/TOURNAMENT MAIN MENU

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

LEAGUE/TOURNAMENT LOBBY

This is where all challenges to league opponents are made.

- Move the **left analog stick** to highlight an opponent.
- Press the **X** button to bring up a list of options for that opponent.
- Move the **right analog stick DOWN** to bring up your challenge queue. Here, you can see what players have challenged you. Press **X** to accept or decline the challenge.

TOURNAMENT TREE/SCHEDULE

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

- To scroll between League games, press the **R2** and **L2** buttons.

LEAGUE/TOURNAMENT SETTINGS

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

LEAGUE/TOURNAMENT DESK

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

STANDINGS (LEAGUES ONLY)

This screen displays the standings in the current League.

- To sort this screen by any available category, highlight the desired category and press the **X** button.
- To view the Online Player Card, press the **SELECT** button.

STATISTICS

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

PERSONNEL

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

PROPOSE A TRADE

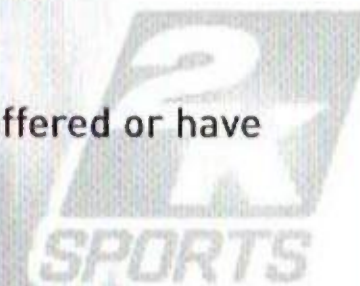
If you want to trade a player, initiate your trade on this screen.

- To scroll between teams to trade with, press the **R2** and **L2** buttons.
- To view a team's roster based upon player position, Press the **R1** button and **L1** button.
- Once you have prepared a trade you feel is acceptable, submit this trade by pressing the **START** button, then select Submit from the following overlay.

For more information on trades, see the Association section.

TRADE OFFERS

The Offered Trades Screen displays trades you have offered or have been offered.



- Move the **left analog stick** to highlight the desired trade and press the **X** button to view that trade.
- When viewing a trade offered to you, you have the option of accepting or declining that trade by pressing the **START** button and choosing the appropriate response from the following overlay.

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 LINEUPS

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.

- Use the **left analog stick** to highlight the desired notifications.
- Press **X** to view the highlighted notification.
- Press **□** to delete the highlighted notification.

DROP FROM LEAGUE/TOURNAMENT

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

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.

MANAGE PLAYERS

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

- Move the **left analog stick** to highlight the desired player and press the **X** button. Then, select the appropriate action from the following overlay.
- To access the Online Player Card, press the **SELECT** button.

MANAGE SCHEDULE

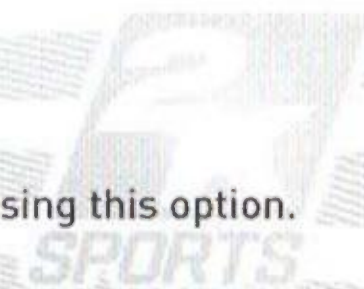
The administrator can use this screen to manage the schedule as well as specific match ups for his or her league.

- Once all the scheduled games in a specific week are complete, the administrator must advance the league to the next set of scheduled games. To do so, once all the games are complete, press the **START** button. This action must be performed in the Admin Options screen.
- If the administrator deems it necessary, they can determine the winner of any match-up by highlighting that match-up and pressing the **X** button and selecting "Determine Winner" from the following overlay. Next, the Administrator will select the appropriate player (the winning player) and press the **X** button.

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

LEAGUE/TOURNAMENT SETTINGS

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



ADMIN DELEGATION

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

ADMIN FAQ

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

ONLINE DESK

Online desk is where players can access online specific information such as, leaderboards, news, downloads online options and an online FAQ.

LEADERBOARDS

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

- To scroll between stats, press the left analog stick.
- To scroll between groups of users press the R2 and L2.
- To scroll between stat categories, press R1 and L1.

NEWS

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

DOWNLOADS

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

ONLINE OPTIONS

The Online Options Screen allows you to customize your online experience.

GENERAL

- Appear Online: Off or On (Default) – When ON, other users will be able to see you in the Friends / Players Screen.
- In Game Message Icon: Off or On (Default)
- Remember Password: Off (Default) or On
- Auto Sign in: On or Off (Default)
- Vibrate on Challenge: On (Default) or Off

FAST MESSAGES

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

CUSTOM MATCH

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

STREET MATCH

Adjust the options for an Online Street Match Challenge.

ONLINE FAQ

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

SIGN OUT

Select Sign Out to sign out of the network and return to the Main Menu.



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NBA 2K7 MUSIC CREDITS

Aceyalone (w/Rakaa of Dilated Peoples)
Champions
Decon Records (©2006)
www.deconmedia.com
Courtesy of Project Blowed / Decon

Abstract Rude
4th Quarter
Decon Records (©2006)
www.deconmedia.com

Don't Stop Planet Rock
Performed by Afrika Bambaataa & The Soulsonic Force
Courtesy of Tommy Boy Records By arrangement with Warner Music Group Video Game Licensing
(P) 1986 Tommy Boy Music
Executive Producer: Tom Silverman
Produced by Afrika Bambaataa, Arthur Baker and John Robie
Engineered by J. Burnett at Intergalactic Studios
www.tommyboy.com

Celly Cel
Time To Ball

For 2KSports
www.2ksports.com

Chali 2na
The Anchorman
Decon Records (©2006)
www.deconmedia.com
Courtesy of Interscope Records

Choir Boy
Catch My Breath
MIH GROUP INC. (©2005)
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The Crest
Heart Shaped Box (©2005)
Uprising Records
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Deep Rooted
La La
Jay Rich Music (©2006)
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DJ Godfather
Pump
Scientific
Twilight 76 Records (©1996)
www.twilight76.com

DJ Godfather
Rodeo
Twilight 76 Records (©2003)
www.djgodfather.com
DJ Godfather
First Contact
Twilight 76 Records (©2005)
www.djgodfather.com

DJ Godfather
Under The Abyss
Twilight Records (©1999)
www.twilight76.com

DJ Godfather & DJ Nasty
Be Quiet (Breakdown)
Twilight Records (©1997)
www.twilight76.com

DJ Nasty
From Tha D
Motor City Electro Company (©2004)
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DJ Nasty
Pop Wit It
Motor City Electro Company (©2002)
www.twilight76.com

DJ Nasty
Shock 2 The System
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E-40 (w/San Quinn)
Baller Blockin'
Decon Records (©2006)
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Fabulous
Ball Till You Fall
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2K007
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Hieroglyphics
Don't Hate The Player
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JayRich Music / Johaz
Let's Go
Jay Rich Music (©2006)
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JayRich Music / Sevin
Go For Mine
Jay Rich Music (©2006)
www.jayrichmusic.com

Ithaka (Featuring E. Black & Don Stryke)
Watcha Gotta Do
Written By Ithaka and Conley Abrams III
Produced By Conley Abrams III
From The Album Somewhere South Of Somalia
www.itaka.co.nr

Ithaka
Dine N Dash
Sweatlodge (©2004)
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Ithaka
Seabra Is Mad
Sweatlodge/Khalifa (©2001)
www.itaka.co.nr

Lupe Fiasco (w/Evidence of Dilated Peoples)
Catch Me
Demon Records (©2006)
www.deconmedia.com
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Mos Def (w/Anwar Supastar)
Here Comes The Champ
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