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ACTIVISION

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

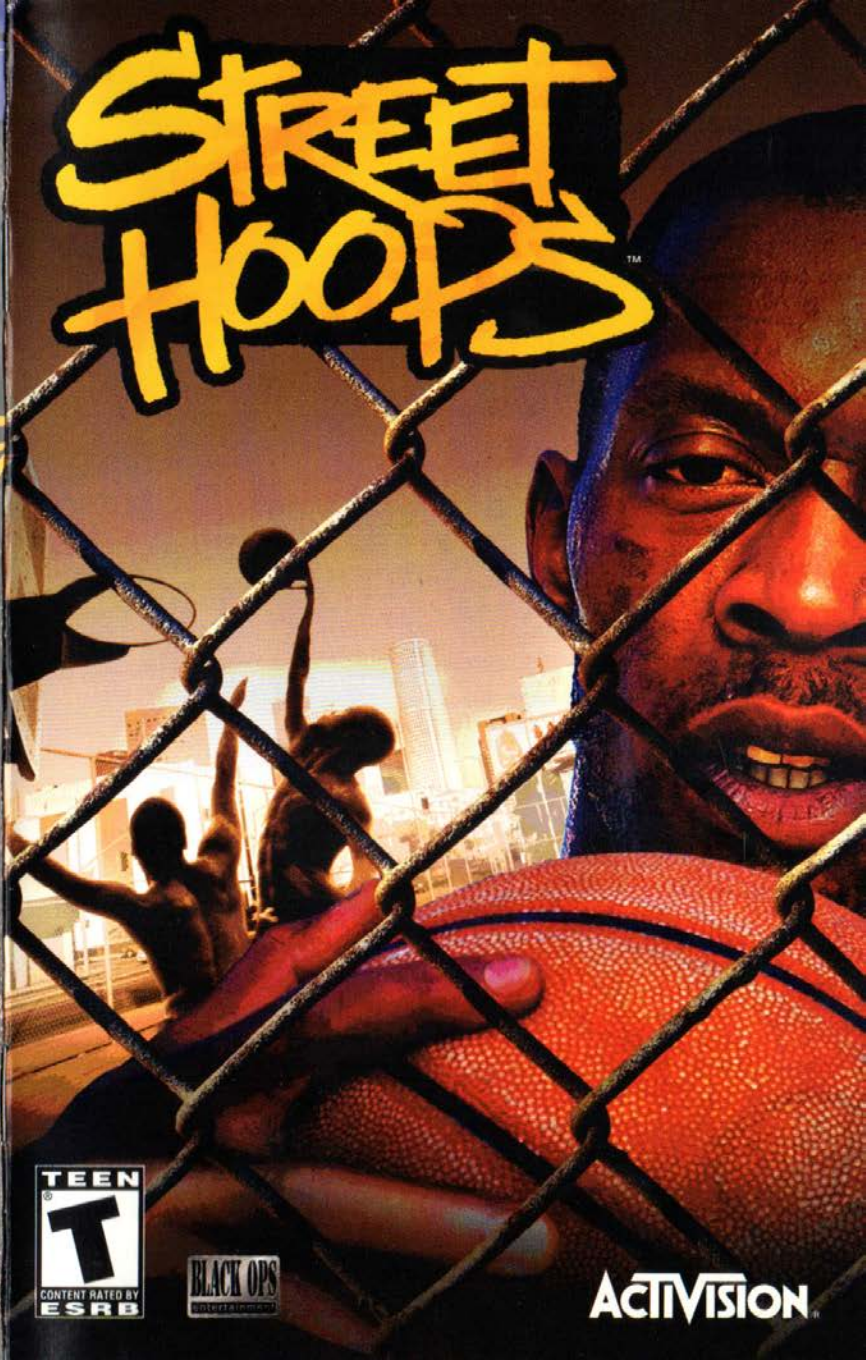
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STREET HOOPS™



ACTIVISION

EmuMovies

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.

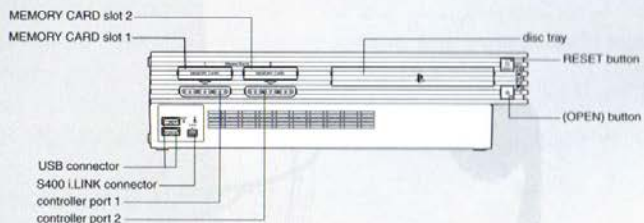
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

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GETTING STARTED



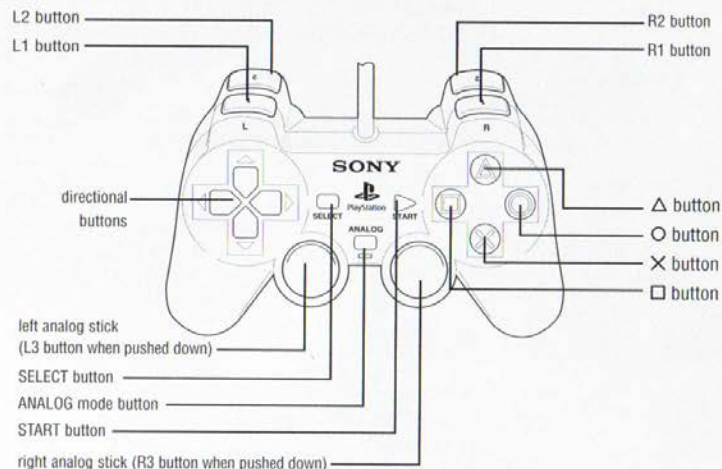
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **Open** button and the disc tray will open. Place the Street Hoops™ 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

Street Hoops requires a memory card (8MB) (for PlayStation®2) to save your games. A saved game's data takes up 250 KB. You can obtain a memory card (8MB) (for PlayStation®2) through the retailer where you purchased your PlayStation®2 game console or this game.

CONTROLLER SETTINGS

DUALSHOCK™2 analog controller Configurations



The explanations in this manual are based on the default settings.

The vibration function can be turned On or Off by selecting **Vibration** in Game Options from the Game Settings menu (see page 11) regardless of whether the mode indicator on the controller is On or Off.

DUALSHOCK™2

Street Hoops supports the DUALSHOCK™2 analog controller.

PS2 In Game Controls/Offense

directional buttons (also left analog stick)	Moves the highlighted player.
X button	Passes the ball. (Hold X button, release performs Give and Go.)
O button	Shoots the ball. (Tap O button for Pump Fake.)
□ button	Performs basic crossover or juke move. (in Nasty Novice Mode, randomizes crossovers.)
Press and Release △ button	Performs a spin move. (Tap △ button for a fake spin move.)
Press and Hold △ button	Backs down in the low post. Used with the directional buttons to back down in the paint. (Release the △ button while in contact with a defender in the key to spin off toward the basket.)
R1 button	Turbo/Hold to make player run faster.
R2 button	Activates "Mad Skillz Moves." Press and hold the R2 button in combination with any of the four buttons (X, O, □, △) to allow the user to select specific over-the-top crossovers. Moves will change depending upon if the player is moving or stationary.
L1 button	Brings up the pass icons for direct passing.
L2 button	Activates "IN YO FACE" Moves. Press and hold the L2 button in combination with any of the three buttons (X, O, □) to allow the user to perform specific dunks.
L2 button + △ 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 L2 + △ 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 O 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.

Right analog 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 O button w/directional button toward hoop	Attempt a lay-up.
SELECT button	Call for pick from closest teammate.
Hold SELECT button > 2 sec. Then press one of the four buttons (X, △, □, O).	Call one of four of your preset plays.
O button while backing down w/directional button away from defender	Shoot fadeaway jumpshot from the post. O button alone from the backdown performs turnaround jumper. O button with up or down on the directional buttons performs a hook shot.
O then X button	Pass out of jumpshot to avoid having shot blocked.
START button	Brings up Pause Menu
R3 & L3 buttons	Call time out

PS2 In Game Controls/Offense without Ball

directional buttons (also left analog stick)	Moves the highlighted player.
X button	Change highlighted player, control player with ball.
△ button	Rebound a missed shot. (Dive when the ball is loose.)
R1 button	Turbo/Hold to make player run faster.
L1 button	Direct Change. Brings up icons allowing you to change to any other teammate directly.
L2 button + O button	Active put-back. If close enough to the basket, the player will attempt a put-back of a missed shot.

PS2 In Game Controls/Defense

directional buttons (also left analog stick)	Moves the highlighted player
X button	Changes to the closest player
O button	Push/Intentional Hand Check
□ button	Steal
△ button	Attempts to Block/Rebound a missed shot. (Dive when the ball is loose.)
R1 button	Turbo/Hold to make your players run faster
R2 button	Defensive side step/face-up.
L1 button	Direct Defense Change. Brings up icons allowing you to change to any other teammate directly.
L2 button	Intentional foul
Hold SELECT button >2 sec. Then press one of the three buttons (X,O,△).	Call one of three defense team styles. X: Tight Man O: Physical △: Loose Man
R3 button	Switch to last player back
L3 button	Taunt opponent
Double-tap SELECT	Call for a double-team

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 X button to accept, the △ 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 **X** button to accept, the **Δ** 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 **X** button to accept, the **Δ** 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 **directional buttons left** or **right**. To see a preview movie of the court, press the **O** button. Press the **X** button to accept, the **Δ** 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 **directional buttons left** or **right**. To switch between the Away or Home team press the **L1** or **R1** 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 **O** button. To select the position, press the **directional buttons up** or **down**. To scroll between the available players, press the **directional buttons 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 **□** button to insert them into the lineup. When done, press the **X** button to accept, the **Δ** button to back out.

Controller Select

Press the **directional buttons 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 **directional buttons up** or **down** to select the position. Next, press the **L1** or **R1** buttons to choose a move set for that position. Note: The Special move sets of the



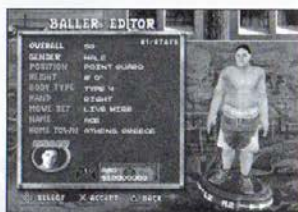
Special players will not be available until they are unlocked and purchased in *World Tournament* mode. Press the button to switch between Novice Mode and Normal Mode where you will have the ultimate control of the moves you use. Press the button to accept, the button to back out.



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

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 **R1** button to adjust the following player attributes to make the exact player you want. All attributes cost money (\$\$\$).

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

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

Vibration – 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, 30 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, DTS
- *Tracks* - Select a given song to play or a random cycle of songs.



Controls

See the controller layout and the different tutorial movies 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.

Training Videos - Learn how to play the game with the movie tutorials.

- Basic Offense
- Basic Defense
- Advanced Offense
- Shooting the rock
- Advanced Defense

Save/Load

Load, Save, and Delete your game files.

Load - Scroll left or right by pressing the L1 or R1 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 L1 or R1 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 L1 or R1 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).

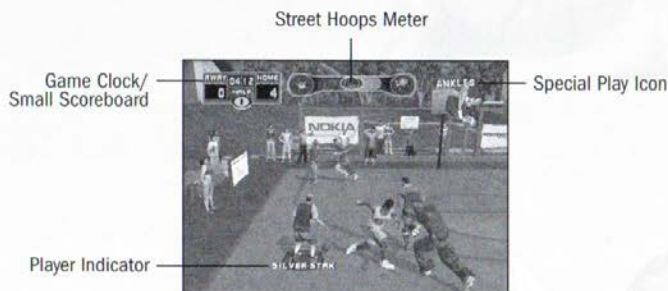
When loading saved user profiles for *Pick-Up Game* modes, all accumulated apparel, footwear, jewelry, tattoos and hairstyles will not be set to a specific team until the user enters one of the stores (Footaction USA®, Tattoo Parlor, Pawn Shop or Barber Shop). This will assign the accumulated gear to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

Cheats

Enter the various cheat codes you receive from in game or Sprite®.



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

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 directional buttons rotate the camera left and right and up and down (only in Free Cam angle).

- Δ button – move camera up
- \times button – move camera down
- \square button – zoom in
- \circ button – zoom out
- right analog stick – Move camera position
- left analog stick – Play replay forward or backward
- L1 button – Change camera view
- L2 button – Hold down while playing (left analog stick) for slow motion
- R1 button – Play replay
- R2 button – Hold down while playing (left analog stick) for fast forward
- R3 button – Change from focus on player to focus on any part of the court
- SELECT button – Hide/show camera icon
- START button – 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 **directional buttons 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 **directional buttons** to the **left**. To select a store to go into, highlight that store and then press the **X** button. Press the **Δ** 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, Ecko, Enyce, 57 Fake, Fila, Goat Gear, P Miller, Pure Playaz, Rocawear, Sean John, Snoop Dogg Clothing, Southpole, Triple Five Soul, and Varcity. 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 **directional buttons up** or **down**. To rotate the player, press and hold the **L2** or **R2** buttons. In the Tattoo Parlor, preview how a tattoo will look by pressing the **O** button to remove a player's shirt. Press the **X** 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 **directional buttons up** or **down** to scroll through the different categories that you can bet on for the upcoming game. Press the **directional buttons left** or **right** to increase/decrease the amount of money bet or use the **R1/R2** buttons to increase your bet by larger amounts or the **L1/L2** buttons to decrease your bet by larger amounts. Press the **X** button to confirm your bet. Press the **Δ** button to completely exit the bookie. Note: Once you make a bet, you can't take it back!

Footaction

Press the **directional buttons left** or **right**, once inside the Footaction store, in order to select from the various Clothing lines. Press the **X** button to proceed to the Changing Room.

To select a player to dress, move the **directional buttons left** or **right** and then press the **□** button to highlight them. To select your entire team, press the **R2** button.

Once you've chosen your player(s), press the **X** button to bring up the clothing options. Move the **directional buttons left** or **right** to scroll through the various clothing items.



Shirts - Choose anything from T-shirts to long sleeve sweaters 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 **X** button and then press the **directional buttons up** or **down** to choose from the various colors of that particular item. Once you have settled on your

selection, press the **X** button to choose and then press the **X** button again to accept it. You can get a better look by pressing the **R2** or **L2** buttons to rotate the currently highlighted player. Press the **△** button to go back to the previous screen\selections when ready. Once you are completely finished with your choices, press the **△** button to completely exit the store.

Once you are finished customizing your players look, press the **△** 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 the **R3+L3** 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 min half/40 minute game/5 minute OT
- 15 min half/30 minute game/4 minute OT
- 10 min half/20 minute game/3 minute OT
- 5 min 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 8 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 5 players)

(up to 5 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 5 players)

(up to 5 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 unlockable movies and secret characters.



Pick-Up Game – Full Court (1 to 8 players)

One-to-eight 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 6 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 placeto 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.

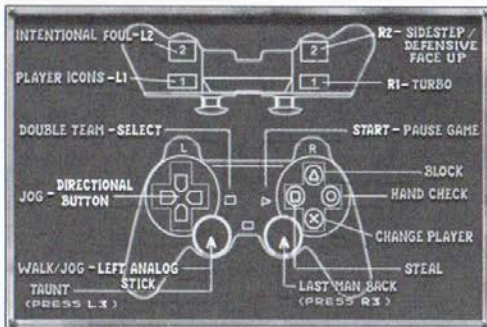


Live Wire / G-Man / 50/50

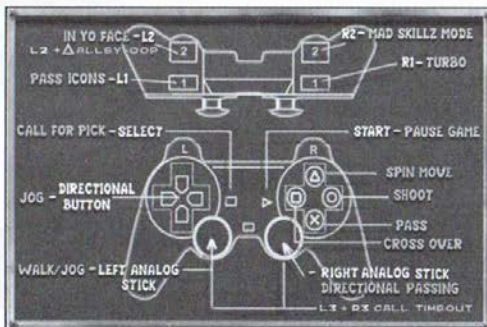
These three ballers are straight from the street and make their living hoopin' on the daily. You'll start with the moves from these street legends and they are no slouches with their handles and skills. As you progress through World Tournament, you can unlock the other players to create your dream lineup.

QUICK REFERENCE

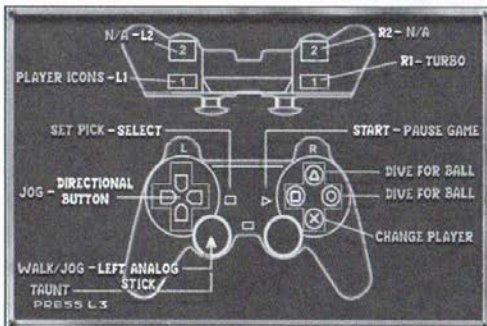
Defense



Offense With Ball



Offense Without Ball



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"Da Rockwilder"
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Freese, Larry Muggerrud, Dana
Stinson, Clifford Smith, Reggie

Noble, Bernice Williams
Published by Dayna's Day

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Performed by DMX
Written by Earl Simmons,
Mickey Davis

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"Make Em Say Ugh"

Performed by Master P
Written by Craig Dery, Edward
Fletcher, Richard Jones, Jr., Master P,

B. MacDonald, Mia X, Vyshon Miller,
Dwain Mitchell, Sylvia Robinson,

Michael Tyler, Douglas Wimbish
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"Lowrider"

Performed by Cypress Hill
Written by Larry Muggerrud, Louis
Freese, Senen Reyes, U. Reyes

Published by Soul Assassins Music
(ASCAP), Latin Connections Music,
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Songs, Inc. (ASCAP)

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"Front 2 Back"

Performed by Xzibit
Written by Alvin Joiner, Dana Stinson

Published by
Hennessey For Everyone (BMI)/VOCO

Music d/b/a Alexa Music (BMI);
Dayna's Day Publishing as

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Tamerlane
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"Rollout (My Business)"
Performed by Ludacris
Written by Christopher Brian Bridges
and Tim Mosley
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"Y'all Don't Wanna"
Performed by Skillz
Written by Donnie Lewis, Tony Cottrell
Published by Forever People Music
(ASCAP), Penskills Music and DJ Hi
Tek Music Publishing (BMI)
as administered by Songs of
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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
Entapizes (ASCAP); Boot Camp Clik
(ASCAP); DJ Hi Tek Music Publishing
(BMI) as administered by
Songs of Windswept Pacific
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"That Smut"
Performed by Smut Peddlers
Written by Milo Berger, Erik Meltzer,
Christian Paiko
Published by Figs. D Music, Inc.,
o/b/o itself, Budde Songs, Inc.,
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Courtesy of Rawkus Entertainment

"Bottom Feeders"
Performed by Smut Peddlers
Written by Milo Berger, Erik Meltzer,
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"Extreme Situation"
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"No Mercy"
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Written by Troy Jamerson, Eric Murray,
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Music (BMI), Blindman's Bluff Music
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"Down For The Count"
Performed by Talib Kweli and Hi-Tek
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Rashia Fisher, Alvin Joiner
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DJ Hi Tek Music Publishing (BMI)
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Rah Digga Music (ASCAP),
Hennessey For Everyone Music (BMI)
Courtesy of Rawkus Entertainment

"Right Here"
Performed by Pharoahe Monch
Written by Troy Jamerson
and George Spivey
Published by Trescadecaphobia
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
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"My Life"
Performed by Kool G Rap
Written by Nathaniel Wilson,
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"Planet of the Apes"
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Written by Nathaniel Wilson
Published by Illville Publishing Inc.
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"Livin' It Up"
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Written by Troy Jamerson and
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Published by trescadecaphobia
Music (BMI); Baby Paul Muzik (BMI)
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"Gun Music"
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Written by Talib Kweli
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"Ooohhhwee"
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