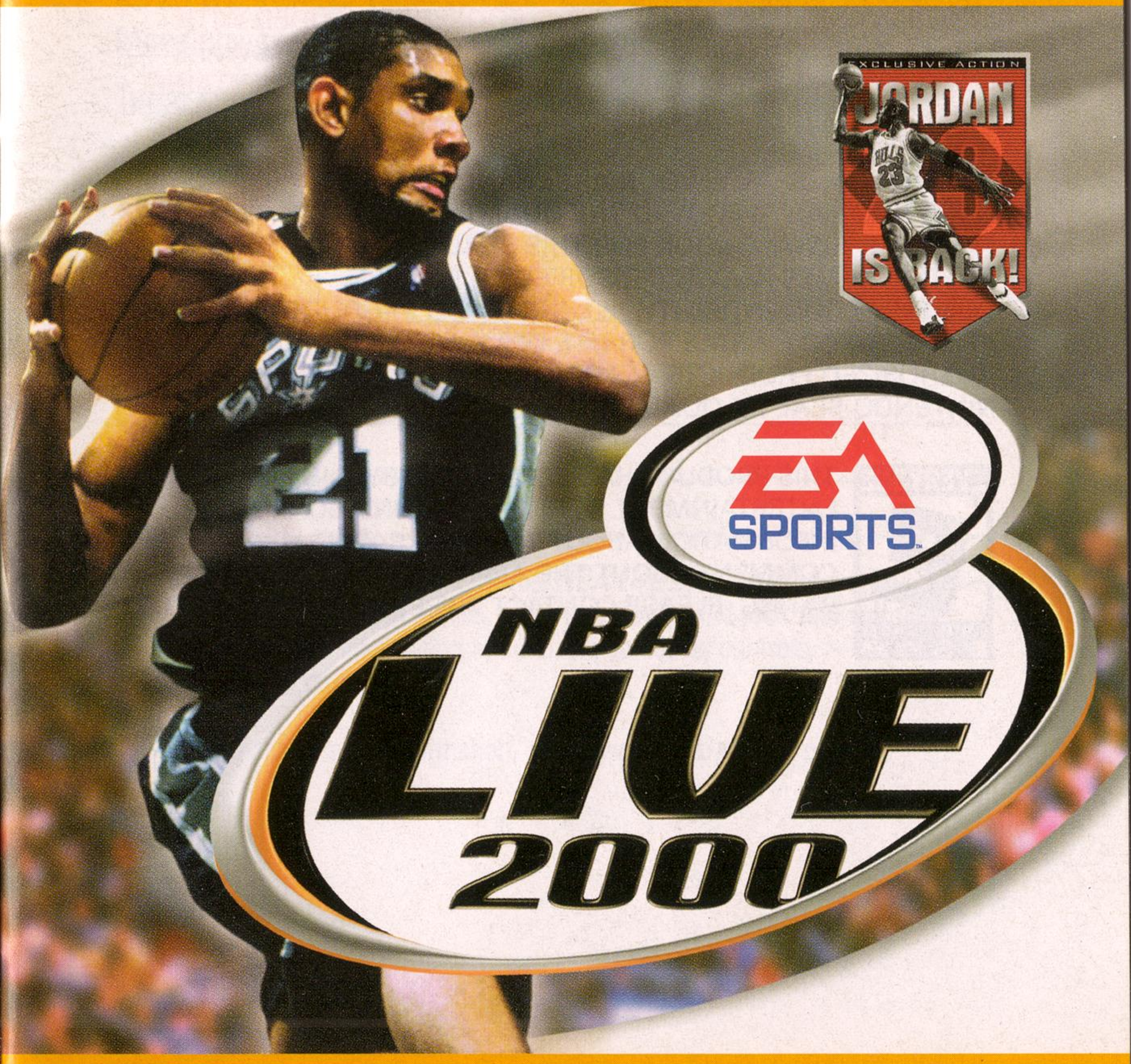
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INSTRUCTION BOOKLET



NINTENDO 64

Vimm's Lair

WARNINGS AND CONSUMER INFORMATION

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BASIC GAMEPLAY CONTROLS

GENERAL GAMEPLAY

Move player	Control Pad
Turbo sprint	**C** ◂
Jump	**B**

OFFENSE

Shoot	**B**
Pass	**A**

DEFENSE

Switch players	**A**
Steal	**C** ▾
Hand Check	**C** ▸

■ In addition to these basic moves, *NBA Live 2000* includes many others—**crossover** and **spin** moves, **alley-oop dunks** and **pick and roll** plays, etc. For more information about basic gameplay controls, ➢ *Command Summary* on p. 5.

For more detailed information, ➢ *Playing the Game* on p. 17.

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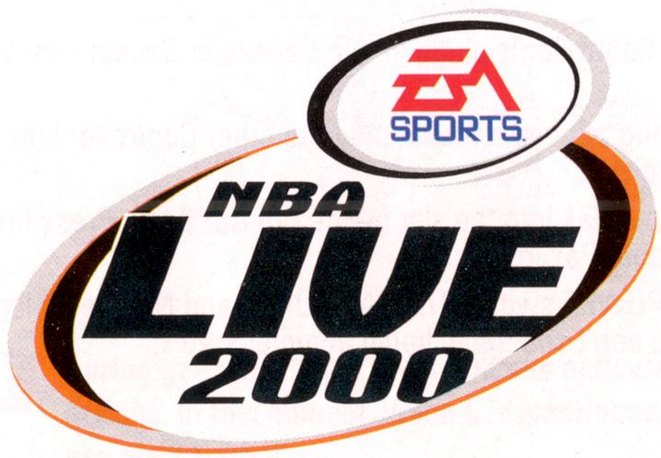
INTRODUCTION

NBA Live takes its biggest leap yet into the next millennium. An enhanced arcade mode drops a brand-new arsenal of outrageous dunks and special effects onto your Nintendo® 64. Superlative camera work captures all of the high-flying finishes of today's game. New for this year: take your skills back to the playground where you can go one-on-one against the best in the NBA.

NBA LIVE 2000 FEATURES:

- All-New Arcade Mode—high-altitude action with more thunderous dunks and explosive moves.
- New Special Effects like the Flaming Ball when it's in the hands of a hot player.
- One-on-one—go head-to-head with the best in the game. No teammates, no refs, no mercy.
- Enhanced TV-style camera technology. Zooms and pans, just like television.
- More NBA personality—New player animations are synched to chest-thumping speech.
- Pro-Action AI—computer players think for themselves to break you down.
- Four difficulty levels, including Superstar when you're ready for the ultimate Live challenge.

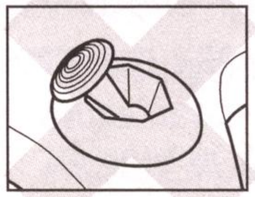
For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.



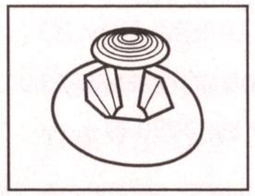
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



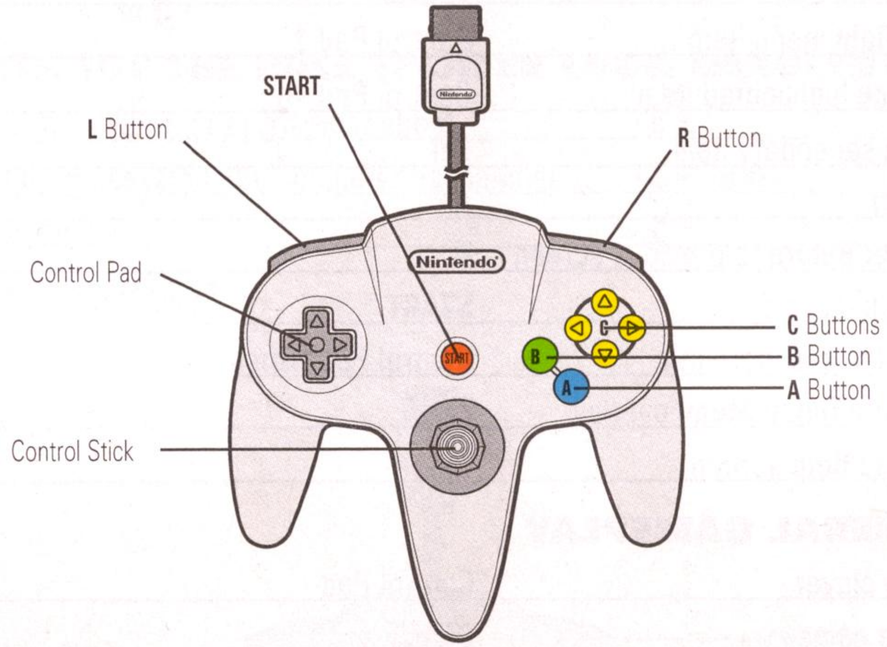
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

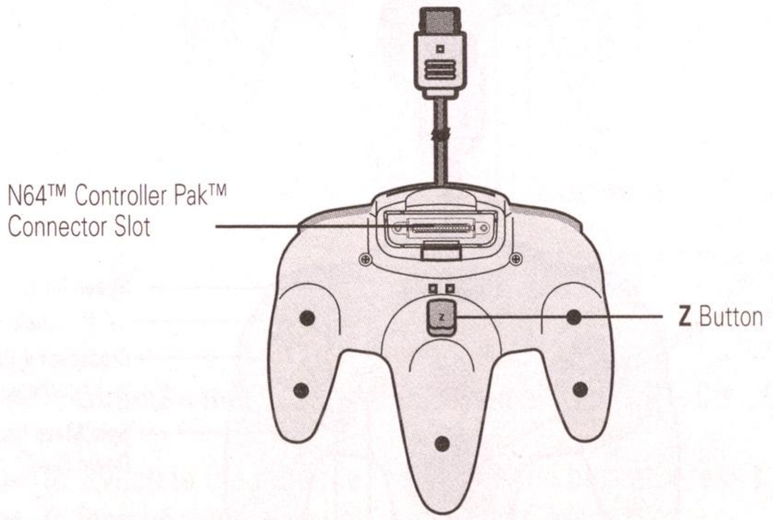
STARTING THE GAME

1. Turn OFF the POWER switch on your Nintendo 64 Control Deck. WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
5. Turn ON the POWER switch. The EA SPORTS and NBA team logos appear. If you don't see them, begin again at step **1**.

COMMAND SUMMARY



NOTE **The Control Stick functions identically to the Control Pad throughout all menus and gameplay.**



NOTE **During gameplay the Z and L Buttons activate the same actions. In this manual, when L is mentioned, you can also use the Z Button.**

MENU CONTROLS

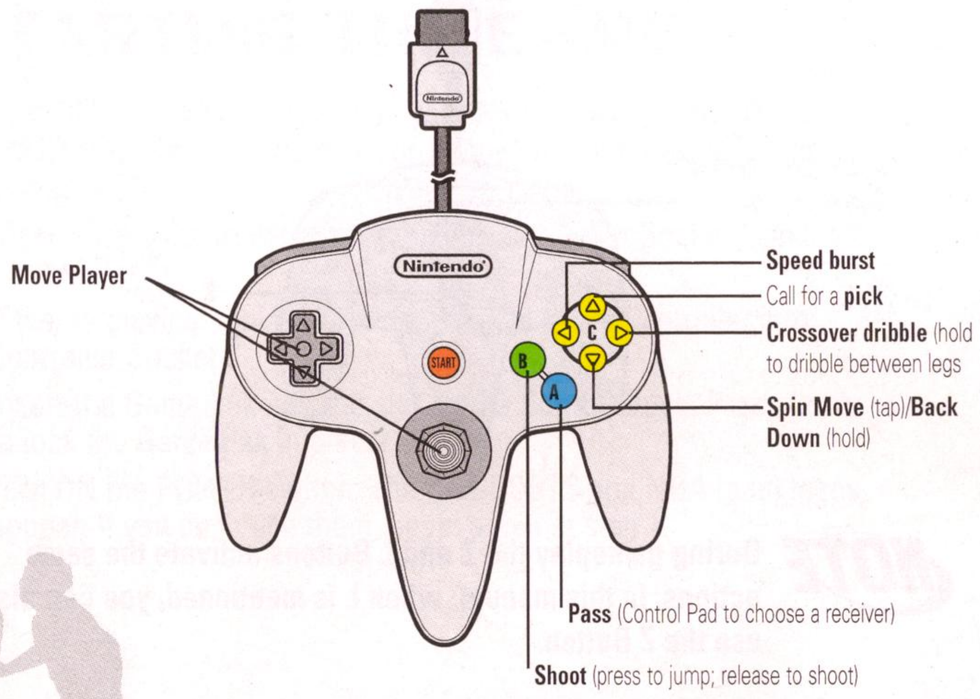
Action	Control
Highlight menu item	Control Pad ↕
Change highlighted item	Control Pad ↔
Cycle secondary item	**L/R**
Select	**A**
Cancel/Return to previous screen	**B**
Go to next screen	**START**
Scroll to see more info	Control Pad (when arrows appear)
Activate **Quick Menu** overlay	**Z**
Access **Help** screen	**C▲**

GENERAL GAMEPLAY

Move player	Control Pad
Pause game	**START**

OFFENSE

WITH THE BALL

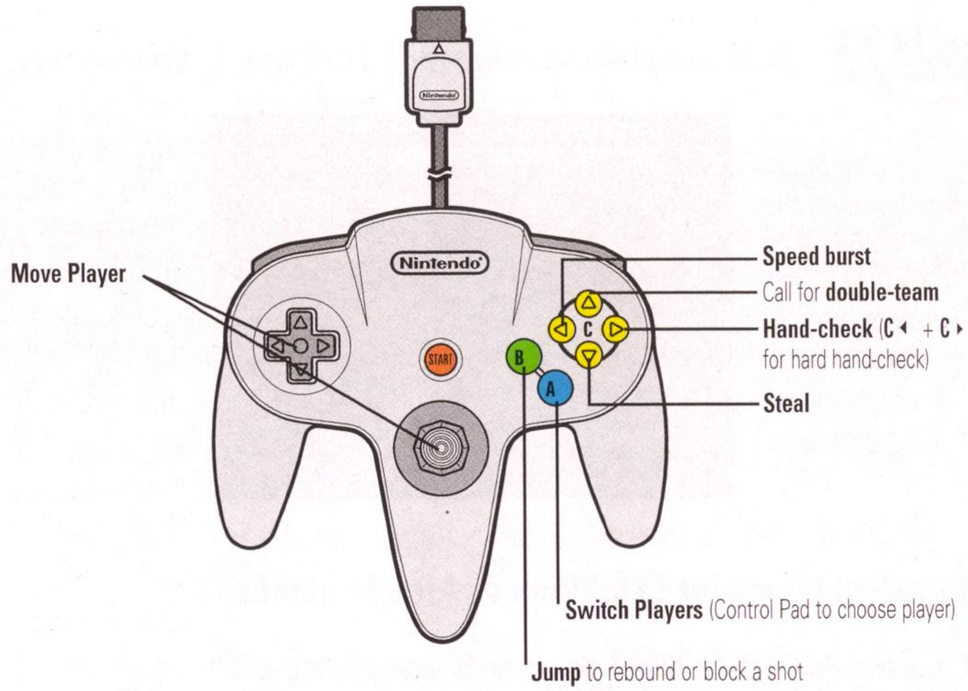


➥ To **DirectPass** to a specific player, press **R** + **C◀**, **C▶**, **C▲**, or **C▼**.
➥ To **DirectShoot** (dunk or layup near basket), press **L** + **C◀**, **C▶**, **C▲**, or **C▼**.

WITHOUT THE BALL (PLAYER LOCK ENABLED)

Make the computer ballhandler **shoot**	**C▼**
Call for a pass from the computer ballhandler	**C▲** or **A**
Hand Check	**C▶**

DEFENSE



➥ To **DirectSwitch** to a specific defender, press **R** + **C◀**, **C▶**, **C▲**, or **C▼**.
➥ To switch to the defender closest to the basket, press **L** + **R**.
➥ To **face up** the player you're guarding, press **L**.

SETTING UP THE GAME

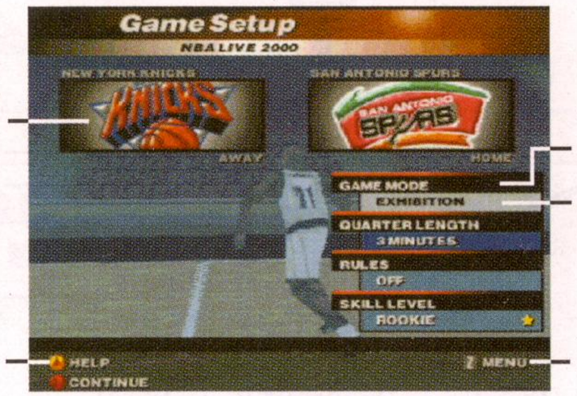
GAME SETUP SCREEN

After the *NBA LIVE 2000* introductory sequence, you choose whether you want to play an Arcade game (➢ *Arcade Mode* on p. 9) or another type of game.

➥ To select your type of game, Control Pad ↕.
➥ To play a game, press **A**.

If you select Game Setup, you enter the Game Setup screen. Use this screen to choose game mode and other game options.

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



Control Pad ↕ to highlight current teams and other menu items Control Pad ↔ to change highlighted item

Select your game mode (➢ p. 25)

Control Pad ↔ to change highlighted item

To get Help, press **C**▲

To access Quick Menu screens, press **Z** (➢ p. 10)

To select teams for Exhibition or Arcade games:

1. Control Pad ↕ to highlight the home or away team.
2. Control Pad ↔ to cycle the available teams.

➥ To continue to the next screen, press **START**. The User Setup screen appears. (➢ *User Setup Screen* on p. 14)

GAME MODE

ARCADE Go straight to the court for an easy-to-play, no-rules game with full-tilt special effects.

ONE ON ONE Go one-on-one against any NBA player in street ball. ➢ p. 28.

EXHIBITION Play a single game with any NBA, All-Star, or Custom teams.

SEASON Test your team's consistency over a full NBA season. ➢ p. 25.

PLAYOFFS Create playoff excitement without playing through a season. ➢ p. 26.

3 POINT SHOOTOUT Sink three-pointers in this 2- to 8-player shootout. ➢ p. 28.

LOAD GAME Load a game stored on your inserted Controller Pak.

ARCADE MODE

Arcade mode takes you to the court for fast and fun hoops action. If you don't want to take time to set up and customize your game, Arcade mode is the mode you want. Pick up and play!

To set up an Arcade game:

1. From the Game Setup screen, select Arcade.
2. Choose teams (Control Pad ↕ to highlight the home or away team, then Control Pad ↔ to cycle through the available teams).
   - If you select Arcade mode from the pre-Game Setup screen, Control Pad ↔ to select which side to control, and **L/R** to choose a team.
3. After selecting teams, press **START**. The User Setup screen appears.
4. Control Pad ↔ to choose home or away team. Then, press **START** to go to the tip.

➥ To select computer control, position the controller symbol in the middle of the screen.

In the Game:

➥ For general gameplay controls, ➢ *Command Summary* on p. 5.
- To access the Pause menu, press **START** during gameplay. A limited list of Pause menu items appears (➢ p. 19). To return to the game, press **START** again.

GAME SETUP OPTIONS

When you cycle the game modes in the Game Setup screen, the options change depending on the mode. The following section describes the options available in Exhibition, Season, and Playoffs modes.

➥ To select random teams, press **C**◀.
- For 3 Point Shootout mode, ➢ p. 28, for One on One, ➢ p. 28 , and for Arcade mode, ➢ p. 9.

QUARTER LENGTH

Set the Quarter length from 2 to 12 minutes. The default is **3** minutes.

RULES

Select ON for absolute realism (players tire, get injured, and foul out), **OFF** for a game with no rules except the 24-second shot clock, or CUSTOM for a game with the rules you want. ➢ p. 11

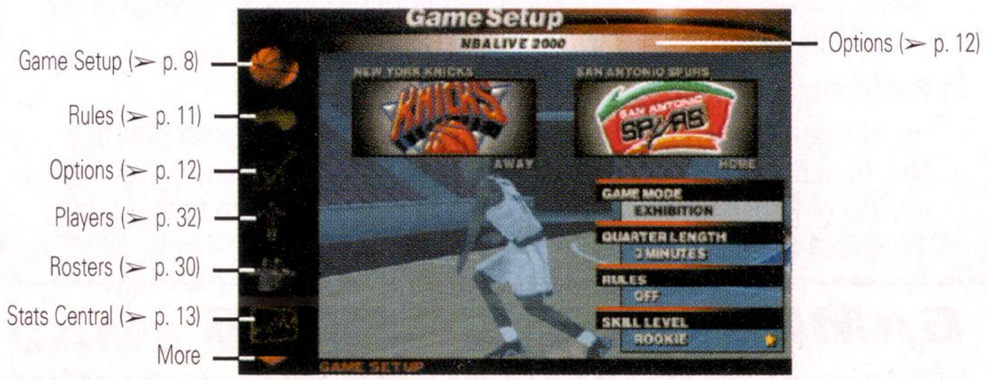
SKILL LEVEL

ROOKIE	The easiest skill level. It's not hard to score, and the computer team isn't too tough on you.
STARTER	Average difficulty. The computer plays tougher D—you have to work a little harder to score.
ALL-STAR	Test yourself against the computer's cranked up offense and defense.
SUPERSTAR	Don't even try it until you've proven yourself on All-Star level.

QUICK MENU SCREENS

Select from the screens described below to set options, customize rules, view/reorder rosters, create players, custom teams, view stats, load games, and view records for saved user names.

➥ Press **Z** from setup screens to display the *NBA Live 2000* Quick Menu overlay.



➥ To select a Quick Menu option, Control Pad ↕. The option name appears near the bottom of the screen.

➥ To select a secondary option, Control Pad ↔. Then press **A**.

RULES SCREEN

Set up custom rules and simulation options.

RULES	Select **OFF**, ON, or CUSTOM rule sets. If you make any changes below, the style automatically becomes CUSTOM.
DEFENSIVE FOULS	This slider (**OFF** by default) sets the likelihood that defensive fouls are called. More fouls are called as the bar fills with color.
OFFENSIVE FOULS	Set the frequency of offensive fouls (**OFF** by default).
FOUL OUT	Set the possibility of fouling out: **OFF** or after 2-8 fouls. In the NBA, players are ejected after their sixth foul.
OUT OF BOUNDS	Toggle out of bounds calls ON/**OFF**.
BACKCOURT	Toggle "over and back" backcourt calls ON/**OFF**.
TRAVELING	Toggle traveling calls ON/**OFF**.
GOALTENDING	When ON, a defensive player may not interfere with a shot after it starts downward and has not yet touched the rim.
ILLEGAL DEFENSE	When ON, you can't guard an area of the court—you must guard your man. You can't double-team away from the ball.
3 IN THE KEY	When ON, it's a violation when offensive players stay in the key for more than three seconds. The 3-second count resets when the ball hits the rim.
5 SECOND INBOUNDING	When ON, you must inbound the ball within 5 seconds.
10 SECOND HALF COURT	When ON, you have 10 seconds to advance the ball over the half court line after inbounding in the backcourt.
SHOT CLOCK	When **ON**, you have 24 seconds per offensive possession to get a shot off. The shot clock resets every time a shot hits the rim, a violation is called, or a change of possession occurs.
FATIGUE	When ON, players tire and play worse. Substitute them, let the computer do it, or they may hurt your team.
INJURIES	When ON, there is a small chance of injury when a player gets knocked down.

OPTIONS SCREEN

Set sound, display, and competition options.

LANGUAGE Control Pad ↔ to set up the game in **ENGLISH**, FRENCH, GERMAN, or SPANISH.

MUSIC VOLUME Set the volume of the music that plays during menu screens. The volume increases as the bar fills with color.

SF/X VOLUME Set the volume of game sound effects.

CROWD VOLUME Set the volume of crowd sound effects.

SPEECH VOLUME Set the volume of the announcer.

AUTOMATIC REPLAY Set the frequency level for automatic replay of big plays.

KEEP SCORES CLOSE Toggle ON/**OFF**. If ON, the trailing team's abilities increase.

SLOW MOTION Toggle automatic slow motion for spectacular slams

DUNKS ON/**OFF**.

PLAYER CUT SEQUENCES When **ON**, you get a closer look at player actions and reactions in certain situations (e.g., you can watch the players walk to the opening tip at half-court).

PLAYER MOMENTUM When **ON**, players maintain momentum. When OFF, they stop on a dime.

PLAYER INDICATOR Cycle the text that appears below the players—**NAME**, NONE, POSITION (PG, SG, etc.), JERSEY #, or POSITION #.

DISPLAY INDICATOR FOR Display the Player Indicator under **ACTIVE PLAYER**, ACTIVE TEAM, or ALL PLAYERS.

SCORE OVERLAY Toggle continuous score display during gameplay **ON**/OFF.

ARCADE EFFECTS Toggle special arcade graphics and sounds, including monster dunks.

In **3 Point Shootout** mode, the options that are relevant to that mode appear, including this unique option:

CPU PLAYERS Select **VIEW TURN** to watch the CPU shooters, or SIMULATE to view human-controlled players only.

In Arcade mode, LANGUAGE is the only available Quick Menu option (Select OPTIONS then choose the language you want).

PLAYERS SCREEN

Go to the Players screen to view, create, and modify players. ➢ *Players Screen* on p. 32.

ROSTERS SCREEN

Go to the Rosters screen to view/reorder rosters, make trades, sign/release free agents, and more. ➢ *Rosters Screen* on p. 30.

STATS CENTRAL

View player stats, as well as team and user stats.

- ➥ To switch between Player, League Leader, Team, Team Ranking, and User stats, press **C** ▸.
- ➥ To cycle through available categories, press **C** ▾.

PLAYER STATS Cycle CURRENT SEASON (when available), CURRENT PLAYOFFS (when available), **98/99 SEASON**, 98/99 PLAYOFFS, PLAYER ATTRIBUTES, and PLAYER RATINGS.

TEAM STATS View CURRENT SEASON (when available), CURRENT PLAYOFFS (when available), **98/99 SEASON**, and 98/99 PLAYOFFS stats.

CONTROLLER PAK

Save and load seasons, playoffs, game settings, and rosters to a Controller Pak.

NOTE **Never insert or remove a Controller Pak while loading or saving files.**

LOAD SETTINGS Load a saved setup.

LOAD ROSTERS Load saved rosters.

LOAD SEASON OR PLAYOFF Load a saved season or playoff.

SAVE SETTINGS Save changes to rules and options.

SAVE ROSTERS After creating and/or editing players, or making trades, you can save your new rosters.

SAVE SEASON OR PLAYOFF Save your season and playoff games.

MAINTENANCE Manage your *NBA Live 2000* Controller Pak pages. The number of pages (free and used) and size of each file are listed so you can manage your pages.

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CREDITS SCREEN

Check out the All-Stars of the *NBA Live 2000* team.

USER SETUP SCREEN

Select the team or player you want to control. From this screen you can also enter, select, and delete User Names.

- A symbol for every controller plugged into the system appears on this screen.



➥ To cycle through user names, Control Pad ↕.

Controller symbol

Next to the controller, the number of stars indicates the Difficulty Level (Press **L**/**R** to increase/decrease stars)

➥ To select the team you want to control, Control Pad ↔. Position the controller symbol under either team.

➥ To select computer control, position the controller symbol in the middle of the screen

To enter a new user name (unavailable in Arcade mode):

1. After moving the Controller left/right to select a team, Control Pad ↕ until the START NEW box appears.
2. Press **A** to enter a user name.
   - ➥ Control Pad ↕ to **select** a letter, then Control Pad ↔ to **add** another letter.
   - ➥ To **delete** a letter, press **C▼**.
3. To **accept** the name, press **A**.
   - ➥ To delete a highlighted user name, press **C▼**.

To control a specific player (unavailable in Arcade mode):

1. Press **C◀** to activate Lock Mode so that you control a specific player throughout the game.
2. Control Pad ↕ to cycle through your team's players.
   - ➥ When all users have selected their teams or players and user names, press **START** to go to the tip-off.

THE TIP-OFF

Every game starts with the announcer's brief introduction followed by the tip-off. You can bypass the intro by pressing **START** in the Starting Matchups screen.

- ➥ To make a substitution in the Starting Matchups screen, highlight the player to sub and Control Pad ↔.
- ➥ To go to the tip-off, press **START** again. To **jump** for the tip-off, press **B** as the ball drops.

PLAYING THE GAME

A colored circle appears under the player you control. When you have the ball, the circle is filled; when you don't have the ball, the circle is an outline. If your player is off screen, an arrow in the same color as your circle points towards him from the edge of the screen. Control Pad in the opposite direction of the arrow to bring him back onscreen.

Just like in the NBA, offense and defense require different skills in *NBA Live 2000*. While the Control Pad is always used to move your player, the buttons have different functions on offense and defense. Learn the controls first, before working on your basketball skills and strategy.



When your player's circle pulses, he's on a hot streak. Get him the ball!



The default controls are described in this manual. If you choose to customize your controller setup, your control buttons will vary. ➢ ***Configure Controller*** **on p. 21.**

OFFENSE

Basic passing and shooting skills will only get you so far. On higher levels and in tougher games, you need advanced ball-handling, passing and playmaking skills.

MOVING WITH AND WITHOUT THE BALL

- To **move**, Control Pad in the direction you want to move. When you release the Control Pad, you stop moving but maintain your dribble if you have the ball.



Once you leave your feet to shoot you must release the ball before you land, or the ref calls traveling (if TRAVELING is ON).

- To perform a **spin** move, tap **C▼**. (Hold to **back down** your defender—you keep your back to the basket.)
- To **crossover** dribble (dribble from one hand to the other), tap **C▶**. (Hold **C▶** to dribble between your legs.)
- To **call for a pick** when you have the ball, press **C▲** without pressing the Control Pad.

- To **turbo sprint** while moving, hold **C◀**.
- To perform an **inside-out fake** move, tap **L**. To fake in a direction, hold **L** and Control Pad ↔. To fake a pass, hold **L** and press **A**.

PASSING

For easy scores, get the ball to the open or hot player.

- To **pass to the default receiver** in the direction you're facing, press **A**.
- To **DirectPass to a specific player**, hold **R**. Control symbols (**C◀**, **C▶**, **C▲**, or **C▼**) appear over the other four players on your team. Press **R** + the appropriate button to pass to the designated player.
- To **retain control of the passer** (perfect for give-and-go plays), hold **A**. When you release **A**, you get the ball back.



On a give-and-go, if the defender plays tight D as you cut, or if the computer-controlled ballhandler has an open shot, you can make the ballhandler shoot by pressing C▼.

- To throw an **automatic alley-oop pass**, throw the ball to a player with a clear path to the basket. If he is in position for an alley-oop (and if he can dunk), an automatic alley-oop will be executed.
- To throw a **manual alley-oop pass** to a player near the hoop, press **L** + **C▲**. If your teammate has an open path to the basket, he leaps for the alley-oop.

SHOOTING

Players shoot differently depending on ability and court position. For example, when shooting from the outside, a player takes a jumpshot. In the key, however, he attempts a hook shot or one of a variety of layups or dunks.

- To **shoot**, press and hold **B**. For the best form, release the button at the top of your jump.
- To **DirectShoot** (attempt a dunk or layup when near the basket), press **L** + **C◀**, **C▶**, or **C▼**.



If you press A before you release B on a jumpshot, you can dish off a midair pass.

- To shoot a **leaner**, Control Pad toward the basket as you press **B**.

➥ To shoot a **fadeaway**, Control Pad away from the basket as you press **B**.

➥ To make a computer-controlled player shoot, press **C▼**. (Get your player in position for the rebound.)

➥ To pick up your dribble and **fake** a shot, tap **B**.

NOTE ***To protect the ball after picking up the dribble, press C▶ (To pivot, use the Control Pad).***

REBOUNDING AND TIP-INS

You can crash the boards after a shot. If your player has good position, he tries to tip the ball in the basket when he jumps.

➥ To **jump** for a rebound, press **B**.

DEFENSE

Defense wins games. You can score all day, but you won't win the tough games until you stop the other team.

SWITCHING DEFENDERS

Use these switching techniques to devise a strategy for stopping your opponent's offense.

➥ To **switch control** to the defender closest to the ball (between the ball and basket), press **A** without pressing the Control Pad.

➥ To control the defender closest to the ball in a **specific direction**, Control Pad in the direction of the defender and press **A**.

➥ To **DirectSwitch to any defender** (no matter where he is on the floor), press **R** + **C◀**, **C▶**, **C▲**, or **C▼**).

➥ To switch to the defender **closest to the basket**, press **L** + **R**.

PLAYING DEFENSE

➥ To **jump** to reject a shot or work the glass, press **B**.

➥ To attempt to **steal** the ball from an opponent, press **C▼**.

➥ To **hand check**, press **C▶**. To hand-check aggressively, press **C◀** + **C▶**. (The ref may call a foul, though.)

➥ To call for a **double team**, press **C▲** without pressing the Control Pad.

➥ To **face up** your man, hold **L**. Your player maintains a defensive stance with his back to the basket.

FREE THROWS

When a foul is spotted, they blow the whistle to stop play. If the foul warrants a free throw, the fouled player goes to the line and the T-Meter™ appears. Use the T-Meter to aim your shots from the line.



The ball moves left/right on the horizontal bar to control the left/right accuracy of your shot.

➥ Press **B** when the ball is in the center of the bar to aim your shot.

The ball moves up/down on the vertical bar to control the distance of your shot.

➥ Press **B** when the ball is in the center of the vertical bar. The player shoots the ball. Normal play resumes after the final free throw.

The speed the basketball cursor travels on the bars of the T-Meter is controlled by the player's Free Throw rating and the game difficulty mode.

PAUSE MENU

The Pause menu appears whenever you press **START** to pause the game. You must pause the game to call a time-out, make a substitution, or choose from other menu items. The TIME-OUT and SUBSTITUTION options are not always available—for instance, you can make a substitution only when the play clock is stopped. You cannot select dimmed options.

NOTE **The Pause menu in Arcade mode consists of the following options only: Instant Replay, User Setup, Configure Controller, and Quit Game.**

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TIME-OUT

You can pause the game at any time, but you can call a time-out only when you have possession of the ball or when play stops for a dead ball. The number of time-outs remaining is listed after TIME-OUT in the Pause menu. Each team gets 7 time-outs per game.

To call a time-out:

➥ Select TIME-OUT from the Pause menu. SUBSTITUTION becomes available if it was not already.

SUBSTITUTIONS

You can make player substitutions when the play clock stops between periods, for a time-out, or for violations such fouls or out-of-bounds whistles. When the clock is running, the Substitution option is not available.

To make a substitution:

1. When the clock stops, select SUBSTITUTION from the Pause menu.

➥ To cycle player stats for the current game, press Control Pad ↔.

■ You can also view player attributes, ratings and 98/99 stats by pressing **C▼**.

2. Control Pad ↕ to select the player you want to take out of the game and press **A**. The player's name is highlighted.

3. Select the player you want to put in the game and press **A** again to insert that player into the lineup.

➥ To view the opposing team's roster, press **C▶**.

➥ To accept any changes and exit, press **START** (**B** to cancel any changes and exit).



To make situation substitutions, press L/R to cycle through various types of lineups—CURRENT, STARTING, 3 POINT, FAST, BIG MAN, FREE THROW, and 12TH MAN.

INSTANT REPLAY

You can view a replay of the last few seconds of action during the game.

➥ To go to the Replay screen, select INSTANT REPLAY from the Pause menu. An overlay displaying the controller functions appears.

REPLAY ACTION	CONTROL
Cycle camera options	**C◀ /C▶**
Zoom in/out	**A/B**
Play/rewind	Control Pad ↔
Slow motion forward/back	Control Pad ↕ (Tap to move frame by frame)
Reverse angle	**C▼**
Hide Instant Replay Overlay	**Z**
Change camera focus to differentplayer/area of the court (when available)	**L/R**
Exit Instant Replay	**START**

CAMERA OPTIONS

CAMERA TYPE Cycle the available camera angles.

ZOOM LEVEL Set how near/far you want the camera to zoom in.

REVERSE ANGLE Select **OFF** for the normal camera view or ON for the camera's reverse angle.

CLOSE UPS IN THE KEY When ON, the camera zooms in on action in the key.

PLAY OPTIONS

Jump to the various options screens.

SET RULES Go to the Rules screen (➢ p. 11) to change rules and style options.

SET OPTIONS Go to the Options screen (➢ p. 12).

USER SETUP Change controller options—perfect if a player leaves or joins a game in progress. This option also allows you to switch teams or to lock onto a specific player.

CONFIGURE CONTROLLER Go to the Configure Controller screen to select offensive and defensive button assignments.

➥ To change a button assignment for an action, highlight the action then press the button you want to assign to it.

➥ To select player SHOT CONTROL, toggle between **MANUAL** and AUTO. In Manual mode, the chance the shot will go in is determined by the distance, angle, and button release point of the shot. In AUTO mode, the shot's probability is determined by the NBA player's statistics and attributes rather than by user control.

TEAM STRATEGY

The computer automatically calls offensive and defensive strategies based on authentic NBA team strategy. If you want more control, you can choose a specific strategy from the Team Strategy menu.

➥ To quickly adjust defensive matchups, press **C▼**. The Defensive Matchups screen appears.

DEFENSIVE MATCHUP SCREEN

Change defensive matchups, vary defensive pressure, and set double team assignments.

➥ To change any individual defensive assignment, select a player on your team, then select the opponent you want him to defend.

PRESSURE Press **C▼** to cycle defensive pressure L(ow)/M(edium)/H(igh)/**A**(uto) for any player on the floor.

DOUBLE TEAM Press **C▶** to cycle double team Y(es)/N(o)/**A**(uto) for any player(s) on the floor.

NOTE **The following instructions and tips apply when playing the computer. It's impossible to provide a strategy for every human opponent, as different people use the same offensive or defensive set in different ways. Against most human opponents, however, these tips should work well.**

OFFENSIVE STRATEGY

Choose one of these options to run an offensive play.

➥ To create scoring chances for post players, select BOX, INSIDE TRIANGLE, POST UP PLAYS, PICK AND ROLL PLAYS, or TURN-OUT.

➥ To create shots for sharpshooters on the perimeter, select 3 POINT PLAYS, QUICK HITTERS, FLEX, ZIPPER, or HAWKS.

➥ To create space in the key for cutting players, select 1-4 HIGH, DOUBLE HIGH, or HIGH POST.

➥ To generate motion on offense that may result in shots for any of your five players, select MOTION or SIDELINE TRIANGLE.

➥ To let the computer choose plays, select **AUTO**.

■ These strategies have variations that may produce results that aren't described here.

DEFENSIVE STRATEGY

Choose one of these options to set a specific defense.

➥ To pressure the offensive team as it brings the ball up-court, select a PRESS defense.

➥ To try to force the ballhandler to make a bad pass, run the HALF COURT TRAP.

➥ To defend your basket against easy shots in transition, select QUARTER COURT.

➥ To let the computer choose your defensive sets, select **AUTO**.

CRASH DEFENSIVE BOARDS

Cycle aggressive defensive rebounding ON/OFF/**AUTO**. Pound the defensive glass, or let players cheat to start a potential fast break. AUTO switches aggressive defensive rebounding on and off at appropriate times during the game.

CRASH OFFENSIVE BOARDS

Cycle aggressive offensive rebounding ON/OFF/**AUTO**.

AUTO SUBS

When **ON** the computer substitutes players when they get tired or in foul trouble.

SHOT DISPLAY

View a chart displaying shots taken/made by each team or by each player during the game. You can view the chart for each team by quarter or for the entire game.

➥ To view shots outside the default viewing area, press **L/R**.

STATS CENTRAL

View player stats, as well as team and user stats. For more information, see ➢ *Stats Central* on p. 13.

QUIT GAME

Exit the current game and go to the Game Setup screen. Or, start a grudge match between the same teams.

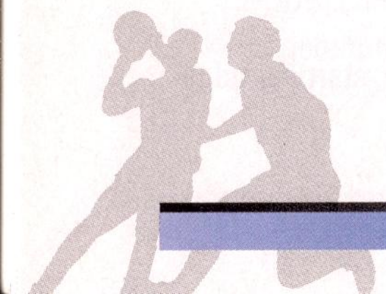
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END OF THE QUARTER/HALF/GAME

END OF THE QUARTER: The buzzer sounds, play stops, and the score is displayed. Press **START** to see the Quarter Stats. Press **START** again to continue the game.

END OF THE HALF: After the score is displayed, press **START**. The Quarter Stats screen appears, followed by the Top Performers screen and Halftime report. Press **START** to continue after each screen. When play resumes, all uninjured players regain most, if not all, stamina.

END OF THE GAME: After the final buzzer, the final score is displayed. Press **START**, and the Quarter Stats screen appears. Press **START** after each screen, and the Player of the Game's stats are displayed. Next, the Postgame menu offers stats and replay options. When you're done looking at the screens, press **START**.



GAME MODES

SEASON PLAY

You can take a team through an entire season (including playoffs) in *NBA Live 2000*. Statistics are tracked for every player in the league.



If you're short on time, you can play a shorter season or let the computer simulate a portion of your schedule.

When you start your season, the Season Settings screen appears and is followed by the Season Team Select screen.

SEASON SETTINGS SCREEN

Set the options for your season.

SCHEDULE TYPE	Play the **1999/2000** NBA season schedule or set up a RANDOM schedule.
SEASON LENGTH	Set the number of games each team plays during the season 28, 56, or **82**.
PLAYOFF LENGTH	Set the number of games for each playoff round. Choose from **5-7-7-7** (the NBA format; 5 games in the first round and 7 games thereafter), 1-1-1-1, 1-3-3-3, or 3-5-5-5.
ENFORCE TRADE DEADLINE	Select **YES** to bar trades after the February 17 trade deadline, or NO to allow trades during the entire year.

SEASON TEAM SELECT SCREEN

Choose the team or teams you want to control throughout the season.

➥ Press **L/R** to cycle through an alphabetical listing of the teams.

- You can also view the teams by various statistical rankings. Control Pad ↕ to highlight a different category. Control Pad ↔ to see next team in ranking.
- To toggle USER/**CPU** control, press **A**.

➥ Press **START** to continue. The Schedule screen appears.

SCHEDULE SCREEN

Play or simulate games throughout your team's season and access the various Season screens.



Current game matchup

➥ To simulate the current game, press **A**

Game date and time

➥ To simulate part of the Season, Control Pad → to select a future game date, then press **A** to simulate the games to that date

➥ To play the current game, press **START**

Press **Z** to bring up the Quick Menu for Season screens (options that differ from those described in the Exhibition Quick Menu on p. 10 are described below)

Special Quick Menu options:

SEASON SETUP Modify the settings that can be changed after the Season begins.

SELECT TEAMS Change the team(s) that you control at any point in the Season.

INJURY REPORT View a list of injured players (if any) by team.

STANDINGS View standings by conference/division.

GO TO PLAYOFFS Go directly to the Playoffs. The current standings determine Playoff brackets.

EXIT SEASON Quit the Season and return to the Game Setup screen.

THE NBA PLAYOFFS

You can create your own playoff atmosphere in NBA Live 2000. Start with an NBA team in Season play and try to dominate the long road to the Playoffs, or set up your own custom Playoffs as described below.

When you start your Playoffs, the Playoff Settings screen appears. Set your playoff length, then proceed to the Playoffs screen.

PLAYOFF LENGTH Set your playoff format. Choose **5-7-7-7** (the NBA format), 1-1-1-1, 1-3-3-3, or 3-5-5-5.

PLAYOFF TEAM SELECT SCREEN

Select teams and user control options. The playoff matchups default to the 1999 NBA playoffs.

- ➥ To change teams, highlight a team, then press **L/R** to cycle and select a different NBA team.
- ➥ To toggle USER/**CPU** control for the highlighted team, press **A**.
- ➥ To switch conferences, Control Pad ↔.
- ➥ After choosing your matchups, press **START** to continue.

PLAYOFFS TREE

The Playoffs screen initially shows the Western Conference matchups. As the Playoffs progress, the winning teams advance toward the Finals.



Current round record

Playoff ranking

Control Pad ↔ to cycle between Western and Eastern Conference brackets

➥ To play the next game, press **START**; to simulate it, press **A**

You can play or simulate games involving user-controlled teams; computer-controlled games are simulated)

To access Quick Menu screens, press **Z**

END OF THE GAME

After a Playoff game, the endgame screens appear as normal. Press **START** to continue, and the NBA Playoffs screen appears. Each playoff team is listed with its number of wins.

END OF THE ROUND

- If you win your round, your team advances to the next bracket to face a new opponent.
- If you lose a round, you return to the NBA Playoffs screen where you can view the final playoff results. Press START to return to the Game Setup screen.

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3 POINT SHOOTOUT

The goal of the 3 Point Shootout is to drain as many 3 pointers as possible in 60 seconds. There are 5 racks of 5 balls spread around the 3-point arc. Each bucket counts for one point, except for the last ball in each rack—each "bonus ball" is worth two points.

When you choose 3 POINT SHOOTOUT from the Game Setup screen the following 3 Point options appear.

CONTESTANTS Select **2**–8 shooters.

SPLIT SCREEN When ON, two players shoot simultaneously

SKILL LEVEL Select **ROOKIE**, STARTER, ALL-STAR, or SUPERSTAR.

PLAYER SETUP SCREEN

- ➥ To choose players for a 3 point contest, Control Pad ↔ to change players (press **L/R** to cycle teams).
- ➥ To toggle **CPU**/PLAYER control, highlight a player and press **A**.

ON THE FLOOR

- ➥ To **grab the next ball** from the rack, press **C** ◂ .
- ➥ To **shoot**, press **B**.
- ■ After your player shoots the last ball in each rack, he automatically hustles to the next rack.
- ■ If more than two players enter the contest, the shooters with the highest scores at the end of each round advance.

ONE ON ONE

Bring your one-on-one skills to the *NBA Live 2000* street court, where there's no help for the slow and no mercy for the weak. Test yourself against the best players in the game.

GAME LENGTH Select number of points to win the game—**11**, 15, or 21.

POSSESSION Select who gets the ball after a basket: **LOSER'S OUTS** gives the ball to the defender. WINNER'S OUTS gives the ball to the scorer. AFTER 3 awards winner's outs to any player who scores three baskets. Until then, it is loser's outs.

SKILL LEVEL Select **ROOKIE**, STARTER, ALL-STAR, or SUPERSTAR.

After you choose ONE ON ONE from the Game Setup screen, you must select players.

- ➥ To choose players for a one-on-one contest, Control Pad ↔ to change players on the team (press **L/R** to cycle teams).
- ➥ To toggle between sorting players by ranking or by name, press **C** ▾ .
- ➥ To select a random player, press **C** ◂ .
- ➥ To toggle **CPU**/PLAYER control, highlight a player and press **A**.

During the game, you can change options through the Pause menu.

- ➥ To change one-on-one rules, select PLAY OPTIONS from inside the Pause menu. Set the rules how you like them.
- ■ In SET RULES, you can change who gets the ball after a made basket.

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ROSTERS SCREEN

The Rosters option from the Quick Menu provides access to a wealth of NBA player and team info, and it lets you reorder your roster, trade, sign, and release players.

➥ To access the Rosters screen, press **Z** from the Game Setup screen to bring up the Quick Menu overlay and select ROSTERS.

NOTE **Team rosters are determined by actual NBA rosters as of July 1, 1999. Some players are not included in the game for legal or contractual reasons.**

REORDER THE ROSTER

➥ To reorder a roster, select a player (a basketball behind a player's name indicates that he's a starter) and press **A**, then Control Pad ↕ to select another player then press **A** again. The players swap places in the lineup.

NOTE **Only 12 players are allowed to suit up for a game. If you want to use a player, he must occupy one of the first 12 roster slots. The remaining 3 slots are for injured reserve.**

TRADE PLAYERS

➥ To trade players, select a player from one team and press **A**, then Control Pad ↔ to select a player from the other team and press **A** again. The players are traded.

NOTE **In Season mode, trades can't be completed after** *February 17* **if ENFORCE TRADE DEADLINE is set to YES.**

STAT SCREENS

Before pulling the trigger on a trade, it's a good idea to compare player stats to see exactly what you're getting and what you're giving up.

To compare 2 players:

1. Highlight the first player.
2. To switch highlighted team, Control Pad ↔.
3. Highlight a player to compare him to, then press **C▼**.

To view a player:

➥ To view a player's stats, highlight a player, then press **C▶**.

FREE AGENTS

In addition to trading players to another team, you can release players to and pick up players from the free agent pool.

➥ To cycle through the available teams and the Free Agent list, press **L/R**. The team's number of open roster slots is listed under the team name.

To release a player to the free agent list:

1. Highlight a player from any team and press **A**.
2. Select an EMPTY slot in the free agent list and press **A**. The player becomes a free agent.

To pick up a player from the free agent list:

1. Highlight a player from the free agent list and press **A**.
2. Select an empty slot on the team you want to add the free agent to, then press **A**. The free agent appears on the team's roster.

CREATE CUSTOM TEAMS

You can create a custom team with NBA players or set up a team with created players. (Available when you access ROSTERS or CUSTOM TEAMS from the Quick Menu on the Game Setup screen.)

➥ To create a custom team, **L/R** through the teams until you see the Custom squads labeled A-D.

➥ To build your custom squad, copy players from any NBA team—just like signing a free agent (➢ *Free Agents* on p. 31). The player plays on your team and the NBA team. (To remove him from your team, highlight him and press **C▶**.)

➥ To edit your Custom Team, press **C◀**, Control Pad ↕ to select Logo, City Name, or Team Name.

➥ To enter a city or team name, highlight the option and press **A**, Control Pad ↕, then Control Pad ↔ to add another letter. (**C▼** to delete a letter.)

PLAYERS SCREEN

The Players option from the Quick Menu lets you view player stats and create new players.

CREATE PLAYERS

Create players from scratch or create modified versions of NBA players. You can create a player for a specific team if the team has an available roster slot. Otherwise, you can place a newly created player on the free agent list and pick him up later.

➥ Highlight PLAYERS from the Quick Menu (➢ p. 10), then Control Pad ↔ to select the Create Player screen.

Create Custom Player

FIRST/LAST NAME Enter the player's first and last name. To select a letter, Control Pad ↕, then Control Pad ↔ to add another letter. (**C** ▾ to delete a letter.) To accept the name, press **A**.

TEAM Place the player on an NBA team with a free roster slot or assign him to the FREE AGENT list.

ROSTER POS Select the player's roster position (e.g., starter or back-up).

NATURAL POS The player's natural position (e.g., CENTER).

HAND Select LEFT or **RIGHT** hand for dribbling and shooting.

JERSEY # Select a jersey number from 00—99.

HEIGHT/WEIGHT Adjust the player's height and weight.

COLLEGE Select the player's college.

YEARS PRO Select from **0** (Rookie) to 20 years of experience. This doesn't affect the player's skill ratings, which are set below.

HEAD/HAIR STYLE/ FACIAL HAIR Determine the player's appearance.

FEATURES Select player accessories such as colored headbands and eyewear.

EXPRESSION Select player facial expression: HYPED, **LAID BACK**, or BALANCED.

ENDURANCE Determine your player's endurance level.

SHOOTING RANGE Set the range (8 ft.–25 ft.) from which the player is comfortable shooting.

CLUTCH Determine how your player does in pressure situations. Set the rating to 5 for the ultimate clutch performer.

PLAYER RATINGS There are 17 individual skill ratings (grouped by shooting, defense, rebounding, and other skills). You can select ratings from 50 (not very skilled) to 99 (absolute superstar) to tailor the created player to your liking.

- It's fun to create a player with all 99 ratings, but you'll preserve a better balance (and ultimately, a better *NBA Live 2000* experience) by assigning more realistic ratings to the players you create.

EDIT PLAYER

Edit an existing custom or NBA player.

DELETE PLAYER

Delete an existing custom player. This option isn't available until you create a player.

RESET PLAYER

Reset an edited NBA player to his default settings. This choice isn't available until you edit an NBA player.

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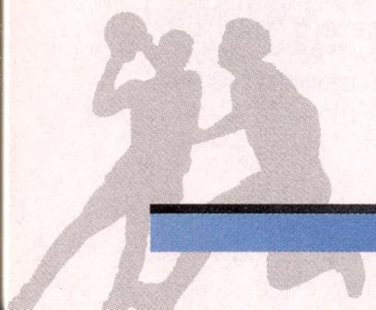
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