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PlayStation
EVERYONE
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CONTENT RATED BY
ESRB
SLUS-00926
FOX
SPORTS
BLAZERS
8
NBA
BASKETBALL
2000
OFFICIAL
NBA
LICENSED
PRODUCT

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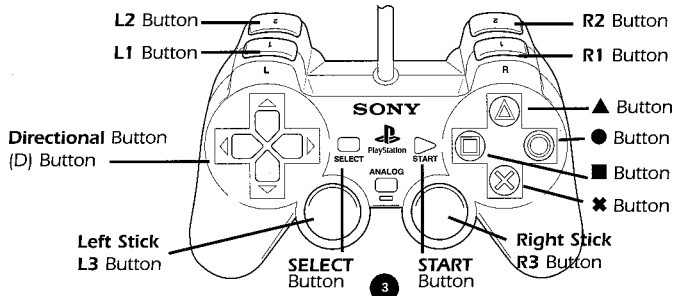
BASIC CONTROLS

OFFENSE

ACTION	BUTTON
Shoot	Press and hold ● button to shoot. Release button at top of jump for best shot.
Pass	Tap the ✖ button to pass; use the **Directional Buttons** (◀▶▼▲) to direct the pass.
Fake	Tap the ■ button while standing still to fake a shot, or while dribbling for a special move.
Speed Burst	Tap the ▲ while running for a short burst of speed.

DEFENSE

ACTION	BUTTON
Jump/Block	Tap the ● button once to jump. Tap it again while in the air to attempt to swat the shot.
Change Player	Tap the ✖ button to select the player closest to the ball.
Steal	Tap the ■ button to attempt to steal the ball.
Speed Burst	Tap the ▲ while running for a short burst of speed.



CONTROLES EN ESPAÑOL

OFENSIVA (con balon)

ACCIÓN	BOTÓN
Pasar el Balon	✖
Movida Especial	■
Tiro	●
Velocidad	▲
Estrategia Ofensiva	L1
Llamar Tiempo	SELECT
Comenzar/Pausa	START

DEFENSA (sin balon)

ACCIÓN	BOTÓN
Seleccionar a Otro Jugador	✖
Robar el Balon	■
Bloquear el Tiro	●
Velocidad	▲
Estrategia Defensiva	L2

A word about Controllers

Up to 8 players can join in a single **NBA Basketball 2000** game, using one or two Multi Tap adapters. Players can:

- Compete head-to-head (two-player games).
- Play on the same team against the Computer, with up to five players, each controlling a different basketball player on the court.
- Play on rival teams, with all players controlling different basketball players on the court.

A word about the MEMORY CARD

You can save your progress in a Season or a Playoff to a **MEMORY CARD** (sold separately) and resume play later. Insert a **MEMORY CARD** into **MEMORY CARD** slot 1 to save your game data. If a **MEMORY CARD** is full, you will not be able to save information to it. Delete unwanted data by using the **MEMORY CARD** manager built in to the PlayStation® game console before starting play – refer to its instruction manual for details. If you do not have a MEMORY CARD, all **NBA Basketball 2000** game data will be lost when you turn off your PlayStation® game console.

Important: Do not remove a MEMORY CARD while saving or loading games – doing so could damage the game data.

QUICK! PLAY A GAME!

Can't wait to get in the game? There's no need to adjust every setting, just follow these instructions to go straight to the tip-off.

Get in the game!

1. At the **Main Menu**, press the **START** button.
2. You see the current matchup – visitors on the left and home team on the right. In the center of the screen you see icons that correspond to controllers.
3. Use the left and right **Directional Buttons** to move one or more of the controller icons beneath the desired team. With two Multi Tap adapters, you can have as many as eight users in one game! To play against the computer, simply move one of the controllers to your team and leave the other team blank.
4. Once you choose your team, press the **START** button to get in the game!
5. While you wait for the game to load, check out the Starting Lineups.

Important: When using the Multi Tap, at least one controller must be connected to port 1-A for any of the controllers to function.

Without The Ball

Select a player to control

1. Tap the ✖ button to select the player closest to the ball.
2. Use the **Directional Buttons** to run around the court.

Note: If you have a DUAL SHOCK™ analog controller, you can take advantage of analog control. You can substitute the left analog stick for any control in **NBA Basketball 2000** that uses the **Directional Buttons**. Be sure the red light indicating analog function is turned on; use the analog mode switch if it is not.

Steal the ball

Tap the ■ button to attempt to steal the ball from the player who has possession.

★ **FOX TIP:** Don't be too aggressive when trying to steal the ball or you might incur a foul.

Block a shot

Tap the ● button once to jump. Tap it again while in the air to attempt to swat the shot.

★ **FOX TIP:** If you block the ball while it is on its way down the referee can call you for goaltending. Depending on where the shot originated from, the shooter is automatically awarded 2 or 3 points, whether the shot falls or not.

With The Ball

Pass

Don't be a ball-hog! Basketball is a team sport that requires crisp, smart passes to set up high-percentage shots.

- Tap the ✖ button to pass the ball to a teammate.
- The colored arrows under your player represent your open teammates. Press a **directional button** while passing to pick a specific player to receive the pass. A red, flashing arrow marks the player about to receive the pass.
- The type of pass – chest, bounce, lob, or behind the back – is determined automatically.

★ **FOX TIPS:**

- Try to find an open passing lane before you dish it off.
- When passing the ball in from your end line, be careful not to fling the ball carelessly down the court. The longer the pass, the greater the likelihood that the ball will be overthrown (ending up out of bounds), or intercepted. Unless time is running out and you are desperate to get the ball close to the basket, you are better off making a short to medium-range pass from the end line, and then working the ball up the court.

Shoot

- Tap the ● button to take a quick shot.
- To delay your shot, press and hold the ● button. Release the button to launch the shot.
- To make a slam dunk, press the ● button when your player is near the basket, or when he is driving toward the basket. Just remember that not all players can dunk...

★ **FOX TIPS:**

- What's the best way to shoot? Wait until your player reaches the apex of his jump before releasing the shot. This way he has the best chance of putting up a nice arcing shot or shooting over a block.
- To take a fadeaway shot, hold the **Directional Buttons** away from the opposing guard and then take the shot.
- To beat a double-team, tap the ✖ button in the middle of your shot to dish the ball to an open man.

Shoot Free Throws

1. When the shooter comes to the line, the free throw meter appears.
2. As the meter moves up and down, tap the ● button or the ✖ button to try and stop the meter in the red shot zone.
3. After the first tap, the meter swings back in a counter-clockwise direction on the other side of the meter.
4. Tap the ● button or the ✖ button again to try and stop the meter in the second red shot zone. After the second tap, the player takes his shot. The success of the free throw is based on how accurately you hit the two shot zones.

★ **FOX TIPS:**

- Take special care to hit squarely in the first red shot zone. The size of the second shot zone is based on how accurately you hit the first one. Don't lose your cool if you miss the first one – although the second zone will be very small, you still have a chance to hit the center and make your free throw.
- If your human opponent is at the line, you can vibrate his DUAL SHOCK analog controller by pressing your ● button to disturb him.

Advanced controls

Pivot

1. When the ball handler stops moving, tap the [■] button to pick up the dribble and plant your pivot foot.
2. Use the left and right **Directional Buttons** to pivot.

Fake a Shot

1. Tap the ■ button while standing still to fake a shot.

Speed Burst

1. Tap the ▲ button while running for a short burst of speed.
2. Hold down the ▲ button while running to sprint down the court—perfect for fast breaks!

★ **FOX TIP:** Use Speed Burst only when necessary to complete the play. If you use Speed Burst too often when Fatigue is set to ON, your players will tire very quickly, which will dramatically affect player performance.

Give-And-Go Pass

1. If you are the only user on your team, press and hold the ✖ button to pass the ball to a teammate.
2. Continue holding the ✖ button during the pass and when the target receives the ball.
3. Release the ✖ button and the current player will attempt to dish the ball back to the original passer.

Note: The type of pass – chest, bounce, lob, behind the back – is determined automatically.

★ **FOX TIP:** Use give-and-go passes on odd-man fast breaks to put on a real show!

Using the GO-TO-GUY™

1. Press and hold down the **L1** button. The name of a player, and the ✖ button is displayed under one of your teammates. This player is the best player on your team – the GO-TO-GUY.
2. Tap the ✖ button to pass the ball directly to the Go-To-Guy. You do not need to use the **Directional Buttons** to aim the pass.

Using Icon Passing

1. Hold down the **R2** button. Four different button icons appear underneath your teammates.
2. Pass immediately to the teammate of your choice by tapping the corresponding icon button.
3. Continue holding down the **R2** button and tapping buttons to make crisp passing plays, one right after the other.

Dribble Moves

Dribble moves help the ball carrier protect the ball against steals. To perform a dribble move, tap the ■ button while running with the ball.

Alley-Oop

The alley-oop is one of the prettiest and most powerful plays in basketball.

1. First, look for a teammate who is calling for a pass by waving his arms.
2. Tap the ✖ button. If you time it correctly, the passer lobs the ball at the hoop, instead of firing the ball directly to the other player. At the same time, the designated player drives toward the hoop to catch the ball near the rim and execute the jam.

★ **FOX TIP:** Use give-and-go passing to pull off the best alley-oops!

Intentional Foul

Commit an intentional foul when you just don't want to give up another easy basket; or, if you just want to send a message to the other team. You can also use this strategy when your team is behind and the clock is ticking down in the fourth quarter.

1. To cause an intentional foul, tap the **R2** button when your player is defending.

ADVANCED CONTROLS

ACTION	BUTTON
Pivot	When the ball handler stops moving, tap the ■ button to pick up the dribble and plant the ball handler's foot; press the **Directional Buttons** to pivot around.
Fake a Shot	Tap the ■ button while standing still to fake a shot.
Speed Burst	Tap the ▲ button to give the player with the ball a momentary burst of speed; press and hold the ▲ button to sprint down the court.
Give-and-Go	Press and hold the ✖ button until after the player receives the pass; release the ✖ button to have the player pass back the ball.
Go-To-Guy	Press and hold the **L1** button to display the Go-To-Guy. Tap the ✖ button to pass the ball to him.
Icon Passing	Hold down the **R2** button; tap the icon of the player you want to receive the pass.
Dribble Move	Tap the ■ button when running with the ball.
Alley-Oop	When you see a teammate waving his arms, use the ✖ button with the **Directional Buttons** to pass the ball to him.
Intentional Foul	Tap the **R2** button when your player is defending.

Pause the Game

Press the **START** button at any time during the game to pause the action and bring up the pause menu.

IMPROVING YOUR SKILLS

Set up Practice Mode

Hit the neighborhood court for some practice or pick-up hoops - no rules, no time limit, just you, an optional human opponent, and the black top.

1. At the Main Menu, use the up and down **Directional Buttons** to highlight **GAME TYPE**. Press the ✖ button to open the sub-menu.
2. Highlight PRACTICE, and press the ✖ button to continue.
3. Each controller is assigned to a side. Look for your controller to find out which player you control on the practice court.
4. Use the left and right **Directional Buttons** to scroll through the 29 NBA teams.
5. Use the up and down **Directional Buttons** to highlight your desired player.
6. Press the **START** button to begin practice.

Playing in Practice Mode

1. Players may shoot and score points on either basket.
2. To reset the score counter to zero, press the **START** button to pause Practice Mode. Then use the up and down **Directional Buttons** to highlight **RESET COUNTER**, and press the ✖ button.
3. To exit Practice Mode, press the **START** button to pause Practice Mode. Then use the up and down **Directional Buttons** to highlight **EXIT**, and press the ✖ button to leave the court.

START AN NBA SEASON

Set up a new NBA Season

1. At the Main Menu, use the up and down **Directional Buttons** to highlight **GAME TYPE**, and then press the ✖ button.
2. Highlight **SEASON**, and press the ✖ button.
3. Select one of the following season lengths: 12 games, 28 games, 56 games, or the actual 82-game schedule for the 1999-2000 NBA Season. Highlight the season length you want to play and press the ✖ button to select it.
4. At **Season Setup**, you decide which NBA teams you want to follow closely over the course of the season. The teams you select are known as **USER TEAMS**. You can follow as many teams as you'd like – even all 29!
5. Use the up and down **Directional Buttons** to scroll through each NBA Division. Press the ● button to designate a team as a user team. If you change your mind, press the ● button again.
6. After selecting **USER TEAMS**, press the ✖ button to continue.

Sidebar: If you choose to have zero user teams, the game simulator automatically runs through the calendar. When the simulator reaches the All-Star Weekend, you have the option to play the All-Star Game. After the All-Star Weekend, the simulator carries on until the entire season is finished.

★ **FOX TIP:** Use the Calendar option in the Season Central menu to simulate any games you do not wish to play.

Advancing to the NBA Playoffs after the Regular Season

1. At the Season Summary, highlight **PLAYOFF FORMAT** using the up and down **Directional Buttons**. Press the ✖ button to continue.

2. There are four different playoff formats to choose from. Each digit describes the number of games needed to win a series in each successive round. For example, "5-7-7-7" means the first round of the playoffs is played as a BEST-OF-5 series; and the second, third, and final rounds are played as BEST-OF-7 series. Highlight the desired playoff format and press the ✖ button to continue.
3. At **Playoff Setup**, you decide which teams you want to follow through the playoffs. You can follow any number of playoff teams – even all 16! Use the up and down **Directional Buttons** to scroll through the playoff matchups.
4. Press the ● button to designate a team as a user team. If you change your mind, press the ● button again.
5. To change the team in the highlighted seed position, use the left and right **Directional Buttons**.
6. After selecting your user teams, press the ✖ button to continue.

Sidebar: If you choose to have zero user teams, the game simulator automatically runs through the entire playoff schedule.

HOW TO START AN NBA PLAYOFF

The Road to the Finals

Want to jump right into the pressure cooker without the buildup of season play? Then go straight to the NBA Playoffs by choosing Playoffs from the Game Type option on the main menu.

1. At the **Main Menu**, use the up and down **Directional Buttons** to highlight **GAME TYPE**. Press the ✖ button to continue.
2. Highlight **PLAYOFFS** and press the ✖ button to continue.

3. In the subsequent submenu, there are four different playoff formats to choose from. Each digit describes the number of games needed to win a series in each successive round. For example, "5-7-7-7" means the first round of the playoffs is played as a BEST-OF-5 series, and the second, third, and final rounds are played as BEST-OF-7 series. Highlight the playoff format you want to play and press the ✖ button to continue.
4. At **Playoff Setup**, you decide which teams you want to follow through the playoffs. You can follow any number of playoff teams – even all 16! Use the up and down **Directional Buttons** to scroll through the playoff matchups. Press the ● button to designate a team as a user team. If you change your mind, press the ● button again.
5. To change the team in the highlighted seed position, use the left and right **Directional Buttons**.
6. After choosing your user teams, press the ✖ button to continue.

COACHING

Being a coach means more than just pacing the sidelines and sweating through your suit.

Find out who is on the court

- Hold down the **R1** button to see the names of the players on the court.

Call the Play

A coach's biggest responsibility is to coordinate the team's offensive and defensive strategies.

1. Hold down the **L2** button. If you have the ball, a list of offensive strategies appears. If you don't have the ball, a list of defensive strategies appears.

2. Tap the up and down **Directional Button** corresponding to the strategy you want your players to adopt.
3. A change in possession resets your play choice.

Offensive Strategies

- **Motion**: Players without the ball move back and forth, or cut toward the basket to create scoring opportunities.
- **3-Point**: Set up for a 3-point shot.
- **Pick and Roll**: A coordination play where the ballhandler dribbles past a teammate's screen, causing the defender to run into the player providing the screen. This causes the defender who is guarding the screening player to leave his man and pickup the ball handler. The player initiating the screen is now open. He drives toward the basket and awaits a pass from the ballhandler for an easy layup.
- **Isolation**: One player works the ball to the basket, while the other players clear out the defense.

Defensive Strategies

- **Man-to-Man**: Every man on the court is assigned an offensive player to guard.
- **Full Court Press**: Applies pressure on the ballhandler immediately after a basket. This defense creates more steal opportunities, but generally produces more fouls.
- **Half Court Trap**: Designed to cause turnovers, this defense focuses on trapping the ball in the backcourt. It can create turnovers, but it also produces more fouls.
- **Double Low Post**: Places two men on the opposing post player who is positioned with his back to the basket.

Call Timeout

- Press the **SELECT** button to call a timeout when your team has possession.
- Alternately, you can call a timeout when the game is paused. Use the up and down **Directional Buttons** to highlight **TIMEOUT** and press the ✖ button to select it.

ROSTER MANAGEMENT

You can manage rosters at the **Main Menu** or at anytime during a season or playoffs. Here you can view information such as rosters and team or player profiles. **ROSTERS** is also where you can sign, release, or trade players among teams. Use **ROSTERS** to create and edit players and then sign them to teams, though first you must make space on a team's roster by releasing players.

How to view statistics

You can view player, team, and user stats before and after each game. The types of stats available at any given time depend on the type of game you are about to play or have just played.

Note: **User Statistics** and **Record Book** only record performances during the current Season or Playoffs, and are saved to a **MEMORY CARD** as part of a Season or Playoff file.