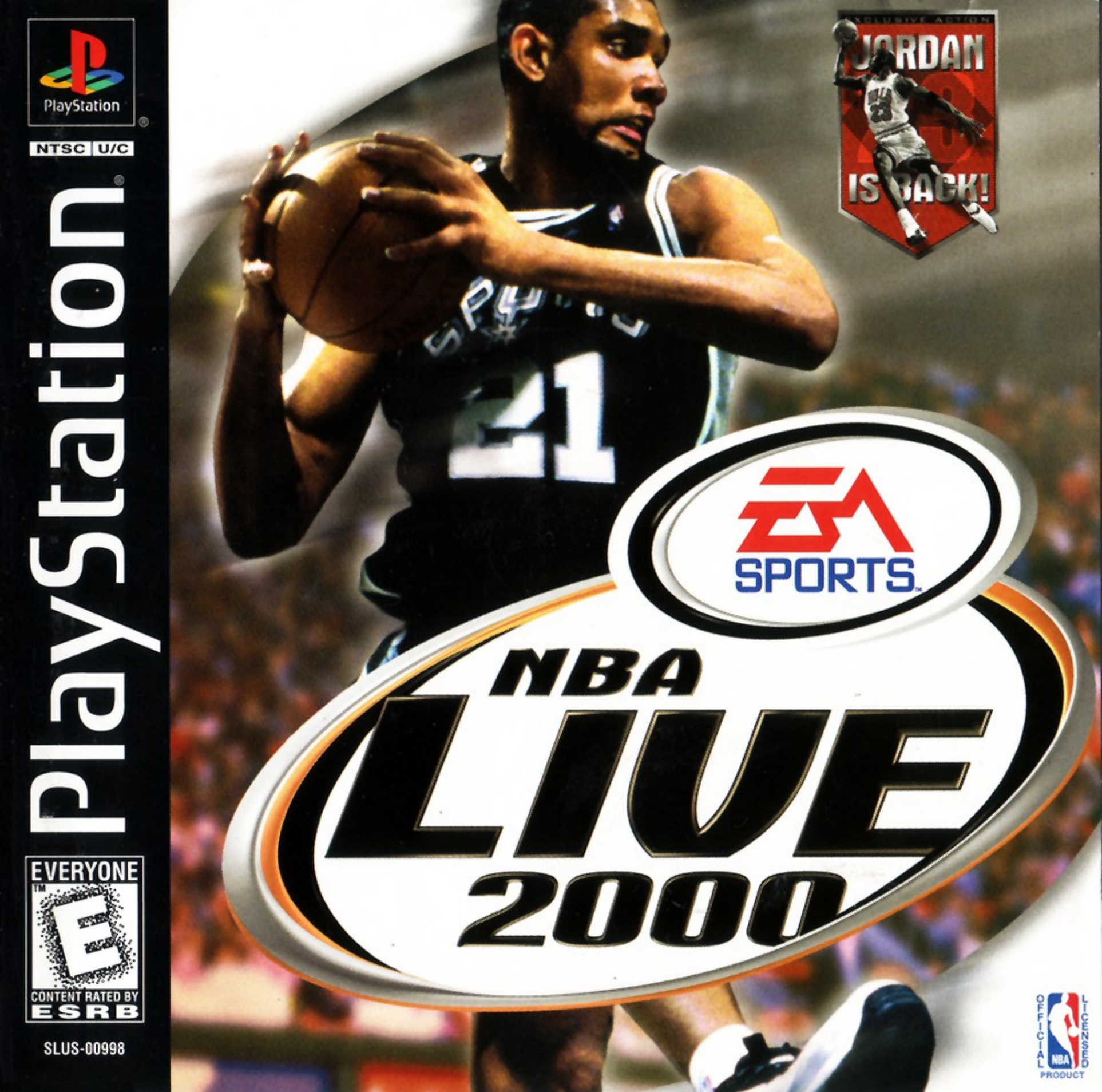

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00998
JORDAN IS BACK!
EA SPORTS
NBA LIVE 2000
OFFICIAL LICENSED PRODUCT

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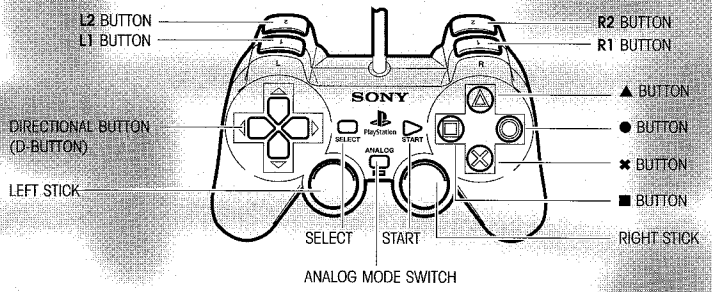
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OFFENSE	
Shoot	● Button
Pass	✖ Button
DEFENSE	
Switch players	✖ Button
Steal	■ Button
Handcheck	● Button

NBA Live 2000 includes many other moves you control—crossover and spin moves, alley-oop dunks, and pick-and-roll plays. For more information about gameplay controls, ➤ *Control Summary* below.

NOTE: **When using the Dual Shock™ Analog Controller, use the left Control Stick to move the highlighted player. To toggle the Vibration feature ON/OFF, go to the Configure Controller screen after selecting PLAY OPTIONS from the Pause menu.**

CONTROL SUMMARY



MENU CONTROLS

ACTION	CONTROL
Highlight menu item	D-Button ↕
Change highlighted menu item	D-Button ↔
Cycle secondary menu items	**L1**/**R1** or **L2**/**R2**
Activate highlighted option /go to screen	✖
Open **Help** screen(s) to view menu controls	▲
Activate **Quick Menu** overlay	●
Return to previous screen (Cancel changes)	**SELECT**
Advance to next screen (Accept changes)	**START**

OFFENSE (WITH BALL)

ACTION	CONTROL
Move player if dribble is available	D-Button
Pass (D-Button chooses receiver)	✖
Shoot (press to jump; release to shoot)(tap to fake)	●
Crossover dribble (hold to crossover between legs; tap to crossover behind the back)	■
Back-Down (hold) or **Spin** move (tap)	▲
Walk (from standing position)	**L1** + D-Button
Turbo speed for player	**R1** + D-Button
Stutter Step (tap)	**R2** + D-Button
Fake moves	**R2** + appropriate button
Call for a pick	**SELECT**
Pause game and open Pause menu	**START**

- To DirectPass to a specific player, press **L1** + ■, ✖, ●, or ▲.
- To throw an alley-oop pass to a player close to the basket, press **L2** + ✖.
- To DirectShoot (dunk, layup, or hook shot near the basket), press **L2** + ■, ●, or ▲.

EA TIP: A colored circle appears under your player. When your player's circle pulses, he's on a hot streak. When his circle darkens, he needs to be subbed.

OFFENSE WITHOUT BALL (PLAYER-LOCKED)

In Player Lock mode, you control a single player for the entire game. When you don't have the ball, use the controls listed below.

Move player	D-Button
Make computer ballhandler **shoot**	■
Jump to rebound	▲
Hand check	●
Call for pass from computer ballhandler	✖
Post up	**L2** + D-Button

FREE THROWS

Use the T-Meter™ to aim shots when your player goes to the charity stripe. Try to stop the basketball cursor in the middle of the T-Meter by pressing ✖ or ●.

PLAYCALLING

To configure and call your own plays, ➤ *Team Strategy* in the Pause Menu on p. 10.

Choose set or play	**SELECT** + ■, ✖, ●, ▲, **L1**, **R1**, **L2**, or **R2**

DEFENSE

Move player	D-Button
Try to **steal** the ball	■
Hand check	● (**R1** + ● for hard hand check)

Jump to rebound or block shot	▲
Switch players	✖ (with D-Button to choose player)
DirectSwitch to specific defender	L1 + ■, ✖, ●, or ▲
Switch to defender **closest** to basket	L2
Face up the player you are guarding	R2
Call for double-team	SELECT

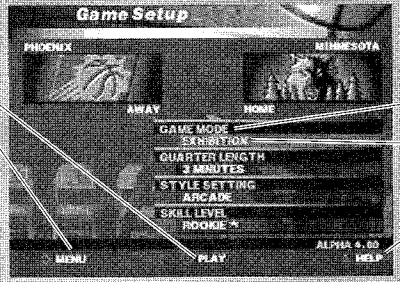
SETTING UP THE GAME

GAME SETUP SCREEN

Use the Game Setup screen to choose the game mode, length, style, and difficulty. Not all options are available in each game mode.

PRESS START TO CONTINUE—IN EXHIBITION MODE, THE TEAM SELECT SCREEN APPEARS

TO ACCESS THE QUICK MENU DISPLAYING *NBA LIVE 2000* CONFIGURATION SCREENS (OPTIONS DIFFER FROM SCREEN TO SCREEN), PRESS ● (FOR MORE INFORMATION ON THE QUICK MENU, ➤ P. 7)



D-BUTTON ↕ TO HIGHLIGHT MENU ITEMS

D-BUTTON ↔ TO CHANGE HIGHLIGHTED ITEM

TO GET HELP ON HOW THE BUTTONS WORK IN MENU SCREENS, PRESS ▲

EA TIP: Select Arcade mode if you want to play with fewer rules and perform Monster Dunks.

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

QUICK MENU

RULES SCREEN: Customize game rules. In Simulation mode, default settings reflect current NBA rules.

OPTIONS SCREEN: Set sound, display, and competition options.

UNLOCK LEGENDS: Check the availability and locked status of the Legends of the NBA. ➤ *Unlock Legends Screen* on p. 8.

MEMORY CARD: You can save or load game files to or from any memory card slot of your game console. You can save games only in Season or Playoff mode. You can load games from within a season or playoff or from Game Setup.

NOTE: To load and save games, you must have a memory card. Never insert or remove a memory card when loading or saving files.

LOAD GAME: Load previously saved Season/Playoff series files from the memory card.

LOAD SETTINGS: Load users, rules, and options settings.

LOAD ROSTERS: Load previously saved Exhibition rosters.

LOAD LEGENDS: Load Legends who have been unlocked.

SAVE LEGENDS: When you unlock NBA Legends, save them to your memory card.

SAVE SETTINGS: Save current users, rules, and options settings to the memory card.

SAVE ROSTERS: Save current Exhibition rosters.

➥ To save/load a file, highlight a slot and press ✖.

DELETE FILE: Delete unwanted files from the memory card.

PLAYERS: View, create, and edit player ratings or attributes. ➤ *Players Screens* on p. 13.

ROSTERS: View/change rosters, make trades, sign/release free agents, and add players to custom teams. ➤ *Rosters and Players* on p. 12.

RESET ROSTERS: Reset all team rosters to the default NBA rosters. Any created players are added to the Free Agents Pool. This menu item is accessible on the Quick Menu after any roster transactions have taken place.

STATS CENTRAL: Check out statistics from all NBA teams.

LIVE 2000 MUSIC: Set music volume and how often you hear each track.

CREDITS: Check out the Greats who made *NBA Live 2000*.

UNLOCK LEGENDS SCREEN

This year, *NBA Live 2000* assembles the greatest roster of NBA Legends playable on All-Star teams of the past 5 decades. When you unlock the Legends, they become available as free agents when you achieve gameplay milestones.

➥ You can get to the Unlocked Legends screen from the Quick Menu.

- Legends become available when you achieve milestones during games. If you achieve a milestone, a notification screen and a list of unlocked players appear after the game. To review the information on how to unlock a player, highlight a locked player's name in the Unlock Legends screen and press ✖.

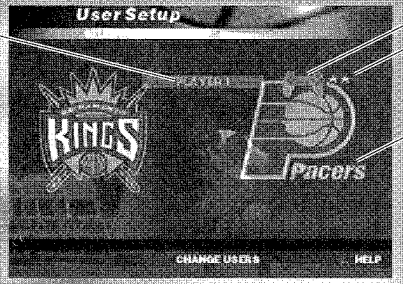
➥ To review a different Legends team, D-Button ↔.

➥ To unlock an available Legend, D-Button ↕ to any player listed as "Inactive" and press ✖. That player is added to the free-agent pool. Legend players can be made inactive again when you place them back in the free-agent pool.

➥ To save your unlocked Legends, select SAVE LEGENDS from the Memory Card screen. To restore unlocked Legends from a Memory Card choose LOAD LEGENDS.

USER SETUP SCREEN

An icon for every controller plugged into the system appears on this screen. Up to eight players can play if two Multi Tap adapters are attached.



➥ When all players have selected their teams and user names, press **START** to go to the pregame introduction.

To enter a new user name:

1. D-Button ↕ to highlight New User and press ✖.
2. D-Button ↕ to select a letter. Then press ↔ to add another letter.

➥ To delete a letter, press ■ or ●.

3. To accept the name, press ✖. Then press **START** to continue.

To delete an existing name:

➥ D-Button ↕ to highlight a user name and press ■. Then confirm the deletion.

EA TIP: Create a user name to save your stats and your controller and menu options to the Memory Card.

PREGAME INTRODUCTION

Before the game, the Pregame Introduction displays the teams and home court, followed by the Starting Matchups screen. You can change your starting lineup if needed.

➪ To substitute a player, D-Button ↕ to highlight the player and then D-Button ↔ to select the substitute.

➪ To exclusively control the highlighted player (Player Lock), press ✖.

➪ When you're ready to get to the court, press **START**. For information about how to play during the game, ➤ *Control Summary* on p. 3.

PAUSE MENU

➪ To pause the game, press **START**. The Pause menu appears. When options are dimmed, you cannot select them.

INSTANT REPLAY: You can replay the last few seconds of action during the game.

➪ To view the replay from the highlight cameras, press **L1/R1** until you see "HI CAMERA" in the camera name. To select a specific highlight camera, press **L2/R2**.

TIME OUTS: When you have possession of the ball or there is a stoppage in play, you can call a time out. Each team starts a game with 7 time outs.

➪ To call a time out press **START**. Then select TIME OUT from the Pause menu. The SUBSTITUTION option becomes available if it was not.

SUBSTITUTION: You can substitute players when play is stopped between quarters, by a time out, or by a violation. When you select automatic subs in the Team Strategy screen (➤ *Team Strategy* below), the computer subs players for you.

➪ To make a substitution, highlight a player and press ✖. Then select the player you want to bring in the game and press ✖ to insert that player into the lineup.

STATISTICS: View player, team, and user stats.

SHOT DISPLAY: View shots taken and made by quarter for each team and player.

TEAM STRATEGY: You can call your own game if you want more control. Use the Team Strategy screen to configure the default sets and other strategy options. Each team has its own sets and plays.

OFFENSE: Set to **AUTO** to have the computer call plays, or D-Button ↔ to select a specific set and then **L1/R1** to select a specific play in that set.

DEFENSE: Set to **AUTO** to have the computer call defensive sets, or D-Button ↔ to select a specific set.

CRASH BOARDS: Set to ON to make your players try to rebound misses at both ends of the court. **AUTO** leaves the choice to the computer.

BOX OUT: Set to ON to make your players focus on defensive rebounding. Set to OFF to let them try for fast-break points. AUTO leaves the choice to the computer.

➪ To cycle defensive pressure options (**LOW**, MEDIUM, HIGH, and AUTO) for the highlighted defender, press ↓.

AUTO SUBS: When **ON**, the computer automatically subs for players who are tired or in foul trouble and manages your time outs.

PLAY NOTIFY: When ON, an overlay on the game screen notifies you which play is called. Default is **OFF**.

AUTO SUB NOTIFY: Toggle notification of player substitutions **ON**/OFF.

Use controller buttons to access advanced Strategy settings.

Go to Defensive Strategy screen	✖
Go to Offensive Strategy screen	●
Go to Defensive Matchups screen	■

➪ To map plays to gamepad buttons in Offensive or Defensive Strategy, highlight a button to map and D-Button ↔ to map a strategy to that button.

➪ In Offensive Strategy, press **L1/R1** to cycle through the plays in each set.

➪ To call the play during gameplay, press **SELECT** + the appropriate button.

DEFENSIVE MATCHUPS: Control how your defenders match up against the offense.

➪ To change the matchup for the highlighted player, press ✖. Then highlight the player you want to guard and press ✖ again.

➪ To cycle double-teaming options for the offensive player assigned to the highlighted defender, press ■. The default is "**A**" (Autoswitch).

CAMERA OPTIONS: Set your camera and replay options.

PLAY OPTIONS SCREEN: Jump to the various options screens.

SET RULES: Go to the Rules screen to change rules.

SET OPTIONS: Go to the Options screen.

USER SETUP: Change controller options—useful when a player leaves or joins a game in progress.

- To toggle Player Lock, press ● and D-Button ↕. **UNLOCKED** means that you can control any player; selecting an individual player means that you always control the player in that position—an important feature in multiplayer games.

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

- To select **OFFENSIVE**/DEFENSIVE controls, D-Button ↔.
- SHOT CONTROL: **MANUAL**/AUTO. In MANUAL mode, your button presses determine the chance of a made basket. In AUTO mode, the shot's probability is determined by the NBA player's stats.
- Set VIBRATIONS to ON to cause vibrations in your Dual Shock™ Analog Controller.

QUIT GAME: Exit the current game. Select GRUDGE MATCH (Exhibition games only) to start a new game with the current teams.

ROSTERS AND PLAYERS

From the Rosters screen, you can trade, sign and release players, or create custom teams with your own names and rosters.

- To cycle through other NBA teams, press **L1/R1**.
- To edit the attributes of a Custom Team when it is highlighted, press **L2**.
- To view player details, press **R2**. To compare players, press ■.
- To exchange the roster slot of two players, highlight a player and press ✖. Then highlight the other player and press ✖ again.

TRADING PLAYERS

You can trade players between your NBA team and any other NBA team. In Season and Playoff modes, you can make multiplayer trades—up to 3 players for 3 players. To finish a multiplayer trade, teams must have enough free roster spots.

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

- To cycle through the NBA teams, press **L1/R1**. The number of free roster slots for the team is listed above each roster.
- To complete a multiplayer trade, add players to the available slots at the top of the screen, and press **START**.
- To toggle single-player and multiplayer trades, press **L2**.

NOTE: **Rosters are determined by actual NBA rosters as of October 8, 1999. Some players are not included in the game for legal reasons.**

USING CUSTOM TEAMS

You can create up to 4 Custom Teams filled with NBA or created players or both.

NOTE: **The first time you select a Custom team, all of the roster slots are empty. You must fill at least 8 roster slots before you can continue.**

PLAYERS SCREENS

Create new players or modify the ratings of an NBA player.

- To get to the Players Screens, use the Quick Menu.
- To cycle through teams, press **L1/R1**.
- To edit an existing player, highlight the player and press ✖.

● When you change an NBA player's attributes, the data is saved in a Created Player slot. The player, however, retains his original roster spot.

- To delete a created player or reset a modified NBA player, select View Created Players from the Quick Menu. Highlight the player's name, and press ■.

MICHAEL JORDAN IN 1-ON-1

New to *NBA Live 2000*, Michael Jordan in 1-on-1 mode lets you prove yourself on a street court against the NBA's best, past and present, including Michael Jordan. In the Player Select screen, you choose two players to take to the One on One court. However, in order to play as Michael you must first beat Michael.

- To change the Possession Rule, go to the 1-on-1 Rules screen.
- In the Options screen, you select the court to play: DAY, NIGHT, or **RANDOM**.

➥ To switch to the other player on the Player Select screen, D-Button ↕.

➥ To toggle user control, press ✖.

ON THE COURT

When the game begins, one player is chosen at random to shoot for first possession. During the game, shots from outside the arc count for 2 points, while all other baskets count for 1 point. The winner must win by at least 2 points.

➥ To check the ball after a bucket, press ✖.

- If you get possession on a turnover, you must clear the ball behind the 3-point arc.

NBA DRAFT

In *NBA Live 2000*, you can complete a draft and save the rosters to your memory card. It's a great way to begin a new Season or Playoffs.

➥ To view drafts for user-controlled teams only, set VIEW CPU PICKS to OFF.

DRAFT ORDER SCREEN

You set the order in which teams select in the upcoming draft.

➥ To change the draft order, D-Button ↕ to highlight the team and press ✖. Then D-Button ↕ to highlight another team. To switch positions in the draft, press ✖ again.

➥ To toggle CPU/USER control for the highlighted team, D-Button ↔.

➥ To randomize the draft order, press ■.

NBA DRAFT SCREEN

After you select the draft order, proceed to the NBA Draft screen by pressing **START**.

➥ To toggle the sorting of draft picks by rating or by alphabetical listing, press ■.

➥ To view players by position, press **L1/R1**. To view players by different statistical ratings, press **L2/R2**.

➥ To draft the highlighted player, press ✖.

➥ To have the CPU complete the draft at any time, press **START**.

NOTE: **To save the rosters that you just drafted, select Memory Card from the Quick Menu, and select SAVE ROSTERS. A Saved Roster takes 1 memory block.**

SEASON PLAY

In *NBA Live 2000*, you can take a team from the first game to the championship for up to 10 consecutive seasons. During a season, players can get injured and experience hot and cold streaks. Detailed stats update you on player performance.

SEASON SETTINGS SCREEN

NBA Live 2000 offers a variety of setup options.

SEASON TYPE: Leave at **NBA** to include all 29 NBA teams. Or, choose CUSTOM to adjust the League Size on the following line. For Custom leagues, you select the teams in the next screen.

ENABLE CPU TRADING: When **YES**, the computer proposes trades with other teams.

CPU TRADES WITH USER: When **YES**, the computer prompts users with trade offers.

TRADE NOTIFICATIONS: When BRIEF, you are notified in brief form of all trades. Default is **NONE**.

FULL STAT TRACKING: When **YES**, statistics for all players in all games are kept.

IMPORT WHICH ROSTER: When **CUSTOM**, user modified rosters are imported. To use official rosters, set to DEFAULT.

IMPORT CREATED PLAYERS: When **YES**, created players are placed in the Free Agents pool. When set to NO, created players are not used.

SEASON TEAM SELECT SCREEN

After you have configured your league, you must select which teams are controlled by users in the Season Team Select screen or Custom League screen.

- To choose a team to control, D-Button ↔.
- To toggle USER/CPU control for the current team, press ✖.

SEASON TEAM SCHEDULE SCREEN

You can view the season schedule for user-controlled teams or for any or all teams.

- To play the next game, press **START** and choose your controls in the User Setup screen (➤ p. 8).
- To simulate a game or part of a season, cycle the dates forward. Then press ✖.
- Use the Quick Menu (➤ p. 7) from the Team Schedule screen to review multi-season performance, Team History, and other functions in Season mode.

PLAYOFFS

Play an entire season to reach the Playoffs, or jump into the playoffs from the Game Setup menu. When you start your first Playoffs, the Settings screen appears.

DISABLE TRADING: When set to **YES**, trades are forbidden during the Playoffs, like the NBA.

- For more information on options in the Playoffs, see the Season Settings screen (➤ p. 15) which is similar.

PLAYOFFS SCREEN

The Playoff screen shows playoff pairings. User-controlled Teams are highlighted. If you come to the playoffs after a season, the teams are based on season results. If you chose PLAYOFFS from Game Setup, you can select which teams are in the Playoffs.

- To change the team in the highlighted slot, press **L1/R1**. To toggle USER/**CPU** control for the current team, press ✖.
- To toggle between Western and Eastern Conference brackets, D-Button ↔.
- When you set all your teams, press **START** to begin.
- To play the next game, press **START**. User-controlled games are played; computer-controlled games are simulated. To simulate a user-controlled game, press ✖.
- To review playoff results, press ■, highlight a matchup, and then press ✖.

If you win a round, your team advances to face a new opponent. If you lose, you can view the final playoff results in the Playoffs screen.

3-POINT SHOOTOUT

Up to eight players can compete in a 3-Point Shootout. Each bucket counts as one point, except for the last ball on each rack, which counts as two points if you sink it.

EA TIP: If you don't want to view the CPU player's turn, enter the 3 Point Options screen from the Quick Menu and set CPU Players to SIMULATE.

After choosing options, press **START**. The Player Setup screen appears.

- To toggle CPU/PLAYER control, press ✖.
- To choose a random player, press **L2/R2**.
- To cycle through the teams, press **L1/R1**.
- To cycle through all of the players on the highlighted team, D-Button ↔.
- To toggle sorting players by last name or rating, press ■ and D-Button ↔.

ON THE FLOOR

- To grab the next ball from the rack, press **R1**.
- To shoot, press ■, ✖, ●, or ▲. How long you hold the button affects the shot's accuracy.
- After a round you can change player control and review scores. Until two contestants are left, shoofers with the lowest scores are eliminated at the end of each round.

PRACTICE MODE

The Practice facility gives you a chance to work on your skills. It's a great way to master the controls. Select PRACTICE from the Game Setup screen. Choose a player from the Player Setup screen.

- Select one of the Legends teams to play with a legendary player.

ON THE FLOOR

All of the offensive controls for individual moves work just like they do in a game ➤ *Control Summary* on p. 3.

- Practice is a great time to work on your DirectShoot skills. To try a dunk, layup, or hook shot while running toward the hoop, hold **L2** + ■, ●, or ▲.

MUSIC CREDITS

"Shake'n The Floor"
Performed by Rahzel and the
NBA Live Orchestra
Vocals, Vocal percussion/FX,
Lyrics by Rozell M. Brown
Produced by The Humble Brothers
Composed and Programmed by Traz Damji
Recorded and Mixed by Ken "hiwatt" Marshall
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MCA Music Publishing.
(P) 1999 Rahzel appears
Courtesy of MCA Records, Inc.

"All I Know"
Performed by Rahzel featuring Super DJ Vocal
Scratchings by Rahzel, the Godfather of Noyze
Written by Rozell M. Brown
Produced by Pete Rock of
Soul Brother #1 Productions
Recorded by Jamie Staub at
Green Street Studios, NY, NY
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Rahzel appears Courtesy of MCA Records, Inc.

"Bounce with the Massive"
Performed by Tzant
Written by Jamie White,
Michael Atteen, Mousa Clarke
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Canada controlled and administered by
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"Hip Hop Hooray"
Performed by Naughty by Nature
Written by Brown/Criss/Gist
© 1993 T-Boy Music L.L.C./
Naughty Music (ASCAP)
(P) 1993 Courtesy of Tommy Boy Music and
contained on Naughty By Nature's
Greatest Hits (Nature's Finest)

"Don't Stop (Radio Mix)"
Performed by Run-D.M.C.
Written by J. Mizell, J. Simmons,
D. McDaniels and S. Brown
Produced by Run-D.M.C. and Jam Master Jay
All songs published by Protoons, Inc./
Rush Groove Music (ASCAP)/Promuse, Inc. (BMI)
(P) 1990, 1999 Arista Records, Inc.

"Mothership Connection Starchild (The Second Coming)"
Performed George Clinton
Written by George Clinton, Jr., William "Bootsy"
Collins and Bernard G. Worrell Jr.
Published by Bridgeport Music Inc. (BMI)
(P) 1983 Recording Courtesy of
What Production Company Inc.

Special Thanks to the NBA Live Orchestra:
Traz Damji (keys & percussion)
Marc Roberts (Bass)
Chris Gestrin (Hammond B3)
Saki Kaskas (Guitar)
Phil Robertson (Acoustic Drums)
Vince Mai (1st Trumpet)
Paul Baron (2nd Trumpet)
Jim Pinchin (Sax)
Dennis Esson (Trombone)