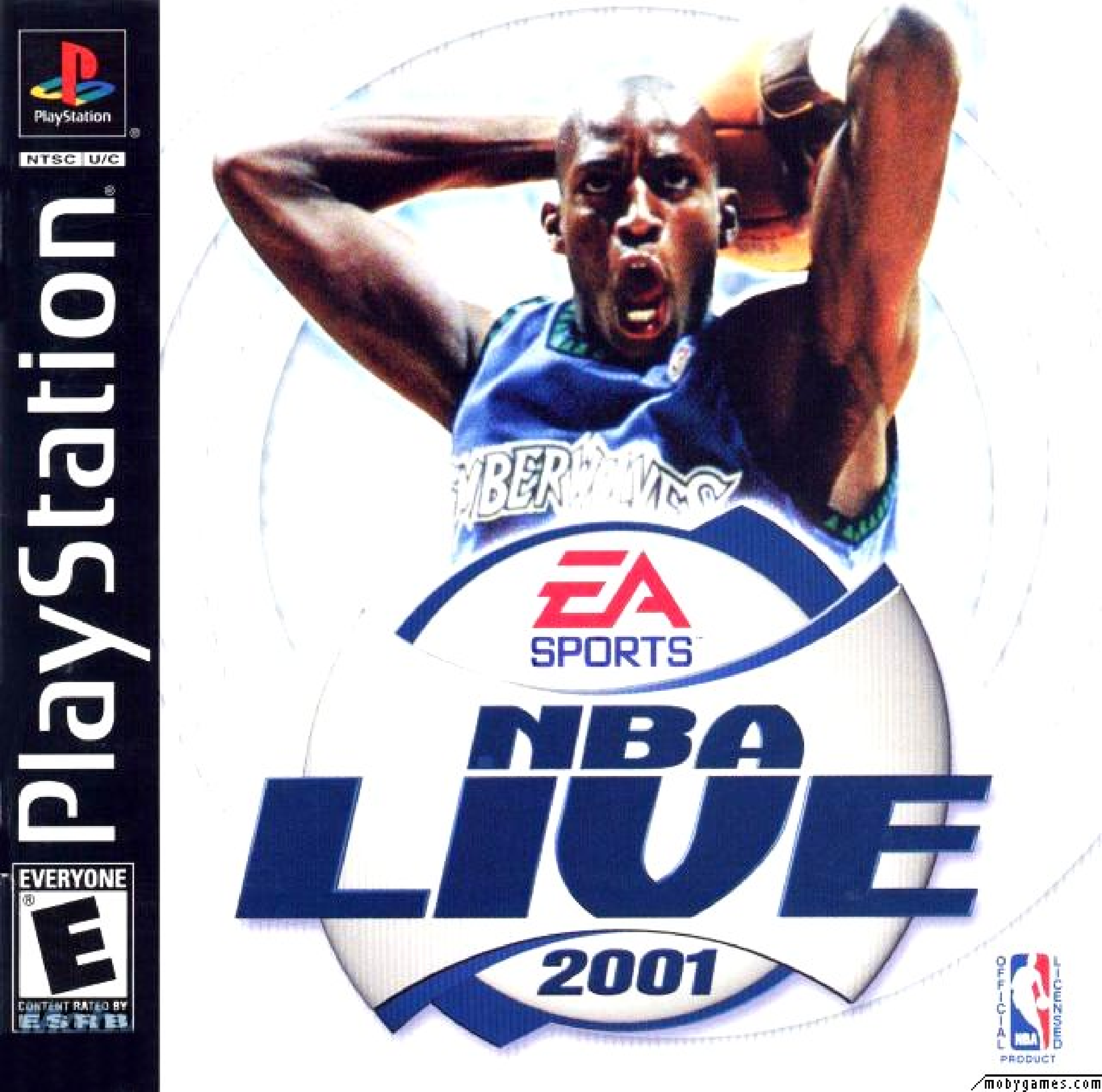


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WARNING:

READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

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 game 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 game 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 Unofficial Product:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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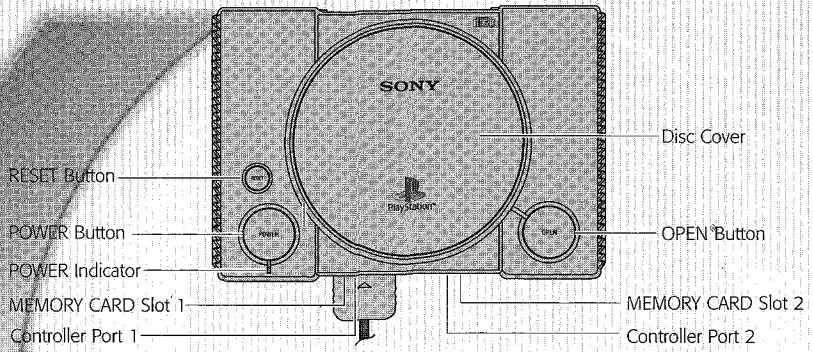
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STARTING THE GAME



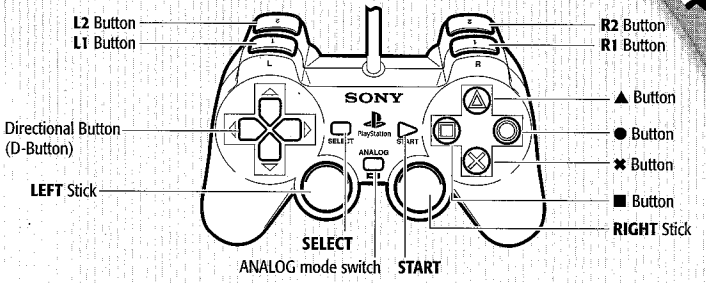
1. Set up your PlayStation game console according to the instructions in its Instruction Manual.
   Make sure the power is OFF before inserting or removing a compact disc.
2. Insert the *NBA Live 2001* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.

NOTE: When using the MultiTap, a controller must be inserted into controller port 1-A of the multitap.

4. At the *NBA Live 2001* title screen, press **START** to advance to the Main menu. ➢ *Main Menu* on p. 7.
5. To skip the opening video and go directly to the Main menu, press **START** or ✖ at any time during the video.

COMMAND REFERENCE

DUALSHOCK™ analog controller



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**

BASIC CONTROLS

Learn these basic controls and slam dunk your way to hardcourt glory.

OFFENSE/DEFENSE	
Move player	D-Button
Turbo sprint	**R1**

OFFENSE	
Shoot	●
Pass	✖
Back down/spin	▲
Crossover	■

DEFENSE	
Switch players	✖
Steal	■
Hand check	●
Jump	▲

◇ *NBA Live 2001* includes many more moves–crossover and spin moves, alley-oop dunks, and pick-and-roll plays. ≻ *Complete Controls* on p. 5.

NOTE: When using the DUALSHOCK™ Analog Controller, use the Left 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.

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

COMPLETE CONTROLS

Once you've mastered the basic controls, add these skills to your game to dominate on the court.

OFFENSE (WITH BALL)	
Move player if dribble is available	D-Button
Pass (D-Button chooses receiver)	✖
Shoot (press to jump then 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	**R2** + D-Button
Fake moves	**R2** + appropriate button (Example: **R2** + ✖ to fake pass)
Call for a pick	**SELECT** button
Pause game and open Pause menu	**START** button

↪ 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 ▲.

LOW POST MOVES

To back your defender down, press and hold ▲ and then choose one of the following moves:

Jump hook	D-Button + ●
Fadeaway jump shot	D-Button away from basket + ●
Spin move from backdown	D-Button in the direction you want to spin
Up and under	**R2** + ●, then ● again

EA TIP: 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

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

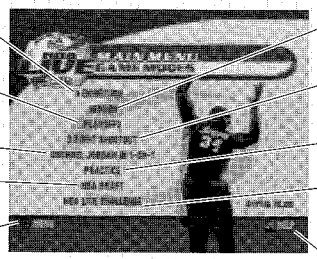
DEFENSE

Move player	D-Button
Try to **steal** the ball	■
Hand check	● (**R1** + ● for hard hand check)
Jump to rebound or block shot	▲
Switch players	✖
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**
Pause game and open Pause menu	**START** button

SETTING UP THE GAME

MAIN MENU

From the Main menu, you can choose your game mode and access the Quick menu to change options, set the rules, arrange rosters, save or load games, and more.



Play as your favorite team in one quick Exhibition game

Skip the season and head straight to the Playoffs

Go up against Michael

Negotiate for the hottest draft picks

Access the Quick menu (➢ p. 8)

Take your team all the way

Showoff your shot from way downtown

Improve your skills

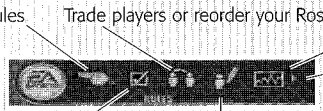
Successfully complete challenge tasks to reap cool rewards

Press ▲ for help

QUICK MENU

The Quick menu is your link to customizing *NBA Live 2001* the way you like it. Adjust options and rules, create players, check out team stats and more.

To access the Quick menu, press ●.



PLAYING AN EXHIBITION GAME

Take your team onto the hardwood and see if you can dominate the NBA's best.

To start an Exhibition game:

1. From the Main menu, choose EXHIBITION. The Exhibition Game Setup screen appears.
2. To select criteria to be changed, press the D-Button ↕ and then press the D-Button ↔ to scroll through your choices for that option.
3. After adjusting all your game settings (quarter length, game style, skill level, and teams), press **START** to advance to the User Setup screen.
4. To change users, press the D-Button ↕.

➪ To create a new user, press ✖ after scrolling to NEW USER. The User box appears with a flashing letter **A** in it.

➪ To change the blinking letter, press the D-Button ↕. To advance to the next letter, press the D-Button ↔. To enter a name after you've spelled it, press ✖.

5. To advance to the court, press **START** (➢ *On the Court* on p. 9).

ON THE COURT

The Pre-game Introduction displays the teams and home court, followed by the Starting Matchups screen. Change your starting lineup if needed.

➪ To substitute a player, press the D-Button ↕ to highlight the player and then press the 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 specific moves, ➢ *Complete Controls* on p. 5.

PAUSE MENU

You can access the Pause menu during any game mode and adjust your settings.

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

INSTANT REPLAY: Relive the last play, or check up on a suspect call.

TIME OUT (8): Call one of six time outs. The number in the parentheses reflects how many time outs remaining.

SUBSTITUTIONS: Sub in a fresh player to relieve your fatigued starter.

STAT CENTRAL: View player, team, and user stats.

CAMERA OPTIONS: Adjust camera view and replay options.

PLAY OPTIONS: Access various option screens including rules, options, user setup, and controller configuration.

✧ *SHOT CONTROL*–**MANUAL**/AUTO. Shot control is found on the Controller Config menu. Choose Manual to control the chance of making a shot. In Auto mode, the NBA player's stats automatically determine the probability of sinking a basket regardless of the user's timing.

QUIT GAME: Exit game and return to Game menu.

SEASON

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.

To start a Season:

1. From the Main menu, choose SEASON. The Season Settings screen appears.
2. Adjust the settings and press **START** to go to the Season Team Select screen. For more on Season Setting Screen options, ➢ *Season Setting Screen,* below.
3. To choose a team, press the D-Button ↔.

➥ To toggle USER/CPU control for the current team, press ✖.

4. To continue to the Season Schedule 1st Season screen, press **START**.
5. To play the next game, press **START** and select which team to control in the User Setup screen (➢ p. 8).

➥ To simulate a game or part of a season, cycle the dates forward by pressing the D-Button. Then press ✖.

➥ Use the Quick Menu (➢ p. 8) from the Season Schedule screen to review multi-season performance, Team History, and other functions in Season mode.

SEASON SETTINGS SCREEN

NBA Live 2001 offers a variety of setup options.

SEASON TYPE: Choose **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.

LEAGUE SIZE: In Custom Leagues, you can select 4, 8, 12, 16, 20, 24, or 29 teams.

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**.

SCHEDULE TYPE: **2000/2001**/RANDOM

SEASON LENGTH: **FULL**/SHORT/MEDIUM

PLAYOFF LENGTH: **5-7-7-7**/1-1-1-1/1-3-3-3/3-5-5-5

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

SIMULATED SCORES DELAY: **FAST**/SLOW/MED

ENFORCE TRADE DEADLINE: **YES**/NO

TRADE RESTRICTIONS: **YES**/NO

OVERRIDE RESTRCTIONS: **YES**/NO

QUARTER LENGTH: 2-12 minutes. **3 minutes** is the default.

STYLE SETTING: **SIMULATION**/ARCADE

SKILL LEVEL: **ROOKIE**/STARTER/ALL-STAR/SUPERSTAR

MICHAEL JORDAN IN 1-ON-1

Hit the blacktop and take on the NBA's best, past and present, including Michael Jordan. You choose two players to take to the One-on-One court. To change the Possession Rule, go to the 1-on-1 Rules screen.

✧ In the Options screen, you select the court to play: EAST COAST, WEST COAST (obtainable reward) or RANDOM.

➥ To switch to the other player on the Player Select screen, press the 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 LIVE CHALLENGE AND REWARDS

The *NBA Live* Challenge consists of four different levels of six tasks or challenges. You must complete a specified number of challenges at one level before graduating to the next (it differs for each level).

✧ Each challenge is worth a certain amount of points. These points are tracked on the Rewards screen.

✧ Once a challenge is completed, you cannot go back and redo it to earn more points.

CHALLENGE LEVELS

Below are examples of the type of challenge for each level. Note that not all challenges are listed, however.

ROOKIE: Win By 10, get 10 Assists with one player in an Exhibition game, get 10 Steals, win a game of 1-on-1, get a Double-Double in an exhibition game, or get 15 Rebounds.

STARTER: Win the All-Star game by 10 points, get 40 points with one player in an exhibition game, or get 15 steals in one game.

ALL-STAR: Get a TRIPLE-DOUBLE with any three stat categories using any player in an exhibition game, or take your team through the season to BECOME the NBA Champion.

SUPERSTAR: Bring a created player through a season to become the MVP, or win the 3 PT Shootout with a perfect score.

To begin a Challenge:

1. From the Main menu, choose NBA Live Challenge. The *NBA Live* Rookie Challenge screen appears.
2. To select a challenge, press the D-Button ↕ to highlight the desired challenge and press ✖. A description of the challenge appears.
3. To undertake the described challenge, select accept challenge. The Challenge Setup screen appears.
4. Setup the challenge as you would an Exhibition game (➥ *Playing an Exhibition Game* on p. 8).
5. To advance to the court, press **START** once you've finished setting up.

NBA LIVE CHALLENGE REWARDS

Take the points you earn in the NBA Challenge and use them to get cool rewards. Each reward is valued between 25-100. Challenge points. Listed below are examples of rewards that you can purchase.

SUPER CREATE PLAYER: Create a super player at the Create A Player screen.

STEAL ABILITY BOOST: Boost your players stealing ability.

GIANT PLAYERS: Make one or all of your players or the opposing team's players gigantic.

WEST COAST COURT: Challenge Michael Jordan in 1-on-1 on a sunny west coast outdoor court.

✧ There are many different rewards a user can purchase with his collected points. The number of rewards available is based on how many points a user has accumulated.

✧ To use a reward you must first activate it.

To activate a reward:

1. From the last screen of the game mode (User Setup in Exhibition, Season, and Playoff, and Player Select in One-on-One) in which you want to use the reward, press L2. The NBA Live Activate Rewards screen appears.
2. To select the desired reward from the list of obtained rewards, press the D-Button ↕.
3. To toggle a reward ON/OFF, press the D-Button ↔.

✧ More than one reward may be activated at any one time.

➥ To return to the User Setup screen, press **START** when you've finished activating rewards.

OTHER GAME MODES

In addition to Exhibition, Season, Michael Jordan in 1-on-1, and NBA Live Challenge, there are four more game modes where you can test your hoops skills. Take on the intensity of the Playoffs, test your shooting skills in a 3 Point Shootout, build a better team through the NBA Draft, or practice.

PLAYOFFS

Play an entire season to reach the Playoffs, or jump right in from the Main menu.

1. Select PLAYOFFS from the Main menu. The Playoffs Setting screen appears.
2. To change a setting, highlight it by pressing the D-Button ↕ and cycle through the options by pressing D-Button ↔. When you finish adjusting all setting, press **START** to advance to the Team Select screen.
3. Select the teams to participate in the playoffs.

- ⇨ To change the highlighted team, press **L1**/**R1**.
- ⇨ To move through the teams in a conference bracket, D-Button ↕.
- ⇨ To change conferences, press the D-Button ↔.
- ⇨ To toggle user control ON/OFF of the highlighted team, press ✖.

4. 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 playoff series, your team advances to the next round. If you lose, you can view the final playoff results in the Playoffs screen.

3 POINT SHOOTOUT

Score big in a pressure-filled shootout. Up to eight players can compete for bragging rights in this showdown. Each bucket counts as one point, except for the last ball on each rack–the money ball, which counts for two points if you sink it.

To Start a 3 Point Shootout:

1. Select 3 Point Shootout from the Main menu. The 3 Point Shootout Player Select screen appears.
2. To select a player, press the D-Button ↔ to cycle through the current team's players.

- ⇨ To change teams, press **L1**/**R1**. To choose a random player, press **R2**.
- ⇨ Toggle CPU/User control for the highlighted player by pressing ✖.
- ⇨ To sort players by last name or rating, press ■ and press the D-Button ↔.
- ✧ 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.

3. To get out on the floor, press **START** when you've selected your player.

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, shooters with the lowest scores are eliminated at the end of each round.

NBA DRAFT

In *NBA Live 2001,* you can complete a draft and try to sign your top picks. Save the rosters to your MEMORY CARD and use them in all game modes.

1. Choose NBA Draft from the Main menu. The NBA Draft Order screen appears.

- ⇨ Toggle CPU picks **ON**/Off by pressing the D-Button ↔.

2. To change the draft order, press the D-Button ↕ to highlight the team and press ✖. Then press the D-Button ↕ to highlight another team. To swap their positions, press ✖ again.

- ⇨ For a random draft order, press ■.

3. To toggle CPU/user control for the highlighted team, press the D-Button ↔. When you've finished ordering the draft, press **START** to advance to the NBA Draft First Round screen.

4. Highlight a player and draft him by pressing ✖.

➥ To toggle draft picks by either rating or alphabetical listing, press ■.

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

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

NOTE: To save these rosters, select MEMORY CARD from the Quick Menu, and then select SAVE ROSTERS. A Saved Roster takes one memory block.

PRACTICE

Suit up and polish your skills. Practice is a great way to improve your skills.

1. From the Main menu, choose Practice. The Practice Player Select screen appears.
2. To select a player, press the D-Button ↔ to cycle through the current team's players.

➥ To change teams, press **L1**/**R1**. To choose a random player, press **R2**.

➥ Toggle CPU/User control for the highlighted player by pressing ✖.

➥ To play with a legendary player, select one of the Legends teams.

➥ Resort players by last name or rating by pressing ■ and the D-Button ↔.

3. When you've finished selecting your player, press **START** to get out on the court.

ON THE FLOOR

All of the offensive controls for individual moves work just like they do in a game (➢ *Complete Controls* on p. 5).

NOTE: **Multiplayer** is available for up to 8 players with up to 5 players per team. Supported game modes include Exhibition, Season, Playoffs, 3 Point Shootout, and NBA Draft.

MANAGING ROSTERS

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

1. From the Quick menu, select ROSTERS. The Rosters Trade/Re-Order screen appears.

➥ To cycle through other NBA teams, press **L1**/**R1**.

➥ To edit the attributes of a highlighted Custom Team, press ■.

➥ To view player details, press **R2**. To compare players, press ■.

2. To exchange the roster slot of two players, highlight a player and press ✖. Then highlight the other player and press ✖ again.

TRADING PLAYERS

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

To trade players:

✧ In Season mode, trades can't be completed after February 15 if ENFORCE TRADE DEADLINE is set to **YES**.

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

➥ Press **L2** to cycle between Trade/Re-order, Release player, Sign free agent and Multiple player trades.

✧ Rosters are determined by actual NBA rosters as of September 1, 2000. Some players are not included in the game for legal reasons.

CUSTOM TEAMS AND CREATED PLAYERS

Create up to 4 Custom Teams filled with NBA legends, NBA players, and/or created players.

- 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.

To create a player or modify the ratings of an NBA player:

1. To get to the Players Screens, use the Quick Menu.
   - To cycle through teams, press **L1**/**R1**.
2. 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 ■.

SAVING AND LOADING

Use a MEMORY CARD to save games, seasons, rosters, and created players.

NOTE: Never insert or remove a MEMORY CARD when loading or saving files.

To save a game:

1. From the Quick menu choose MEMORY CARD. The MEMORY CARD screen appears.
2. Select Save Game and then press ✖. The screen then displays the files currently saved and space available.
3. To save your current game, press ✖.

To load a game:

1. From the Quick menu choose MEMORY CARD. The MEMORY CARD screen appears.
2. Select Load Game by pressing the D-Button ↓ and then ✖. The screen then displays the files currently saved and space available.
3. Highlight the game to load by pressing the D-Button ↕ and press ✖ to select.

To delete a saved file:

1. From the Quick menu choose MEMORY CARD. The MEMORY CARD screen appears.
2. Select DELETE FILE by pressing the D-Button ↓ and then ✖. The screen then displays the files currently saved and space available.
3. Highlight the file to delete by pressing the D-Button ↕ and press ✖ to select.

WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusion or limitations of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.