
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01483
EA SPORTS
NBA LIVE 2003
NBA

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:

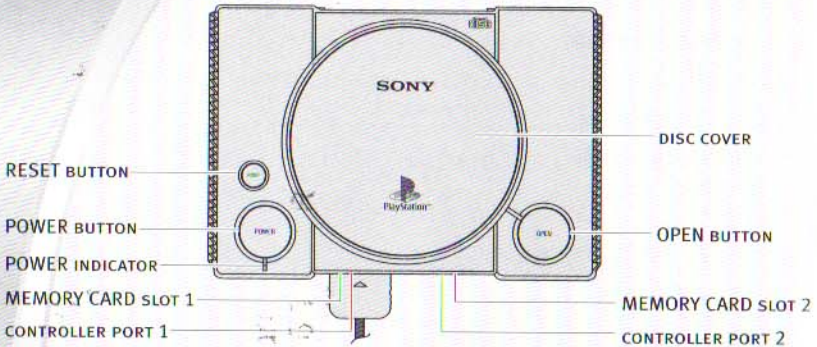
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact 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.

CONTENTS

STARTING THE GAME 2
COMMAND REFERENCE 3
BASIC CONTROLS 4
COMPLETE CONTROLS 5
SETTING UP THE GAME 7
MAIN MENU 7
QUICK MENU 8
PLAYING AN EXHIBITION GAME 8
ON THE COURT 9
SEASON 11
NBA LIVE CHALLENGE AND REWARDS 12
OTHER GAME MODES 14
PLAYOFFS 14
3 POINT SHOOTOUT 15
MICHAEL JORDAN IN 1-ON-1 15
PRACTICE 16
NBA DRAFT 16
MANAGING ROSTERS 17
TRADING PLAYERS 18
CUSTOM TEAMS AND CREATED PLAYERS 18
SAVING AND LOADING 19
LIMITED 90 DAY WARRANTY 19

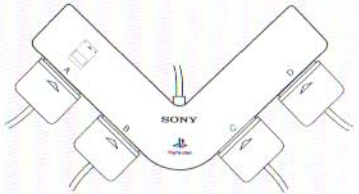
STARTING THE GAME



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 2003* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.

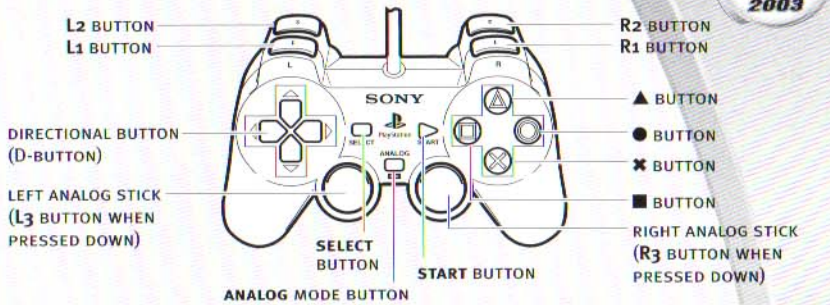
NOTE: When using the Multitap, at least one controller must be connected to port 1-A or 2-A.

4. After the introductory screen, press the **START** button to advance to the Main menu
➤ *Main Menu* on p. 7.



MULTITAP

COMMAND REFERENCE



MENU CONTROLS

Highlight menu item	D-button ↕
Change highlighted menu item	D-button ↔
Cycle secondary menu items	L1 button/R1 button or L2 button/R2 button
Select/Go to next screen	✖ button
Help screen	▲ button
Activate Quick menu overlay	● button
Cancel/Go to previous screen	SELECT button
Accept/Go to next screen	START button

For more info about *NBA Live 2003* and other titles, visit EA SPORTS™ on the web at www.easports.com.

BASIC CONTROLS

You think you're ready for the NBA? You'd better at least get these moves down before you even think of getting on the court.

OFFENSE/DEFENSE	
Move player	D-button
Turbo sprint	R1 button

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

DEFENSE	
Switch players	✖ button
Steal	■ button
Hand check	● button
Jump	▲ button

⊙ *NBA Live 2003* includes many more moves—alley-oop dunks, pick-and-roll plays, and more. ➤ *Complete Controls* on p. 5.

NOTE: When using the DUALSHOCK® analog controller, use the left analog 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.

COMPLETE CONTROLS

So now you have some control, but you're going to need more than that to get anywhere in the NBA. Get these moves down and dominate the court.

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

⇨ To **Direct Pass** to a specific player, press the L1 button + ■ button, ✖ button, ● button, or ▲ button to select the player.

⇨ To throw an **alley-oop pass** to a player close to the basket, press the L2 button + ✖ button.

⇨ To **Direct Shoot** (dunk, layup, or hook shot near the basket), press the L2 button + ■ button, ● button, or ▲ button, respectively.

Low Post Moves

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

Jump hook	L2 button + ▲ button
Fadeaway jump shot	Press the D-button away from basket + ● button
Spin move from backdown	Press the D-button in the direction you want to spin
Up and under	R2 button + ● button, then ● button again

⊙ When your player's circle pulses, he's on a hot streak. When his circle darkens, he needs to rest up on the bench.

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	■ button
Jump to rebound	▲ button
Hand check	● button
Call for pass from computer ballhandler	✖ button
Post up	L2 button + D-button

Free Throws

To accurately line up your shot, stop the two cursors in the middle of the T-Meter™ by pressing the ✖ or the ● button.

Playcalling

Choose set or play	SELECT button + any other button (except START button)

Defense

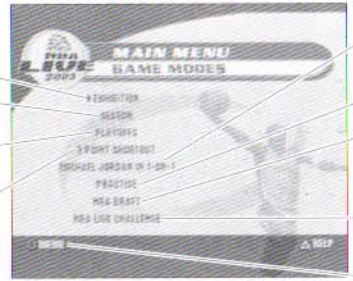
Move player	D-button
Try to steal the ball	■ button
Hand check	● button (R1 button + ● button for hard hand check)
Jump to rebound or block shot	▲ button
Switch players	✖ button
Direct Switch to specific defender	L1 button + ■ button, ✖ button, ● button, or ▲ button
Switch to defender closest to basket	L2 button
Face up the player you are guarding	R2 button
Call for double-team	SELECT button

SETTING UP THE GAME

Get a grip on the *NBA Live* experience and set up everything the way you want it to be.

MAIN MENU

Just think of the Main Menu as your *NBA Live* tip off—everything starts from here.



MAKE A MAD DASH TO THE COURT AND PLAY A SINGLE GAME

TEST YOUR STAMINA OVER A FULL SEASON

SKIP THE SEASON AND HEAD STRAIGHT TO THE BIG TIME

ENTER A CONTEST OF SPEED AND ACCURACY FROM BEYOND THE ARC

TAKE ON JORDAN AND OTHER CHAMPIONS

SHARPEN YOUR SKILLS

BUILD YOUR ROSTER FROM SCRATCH IN A FANTASY DRAFT

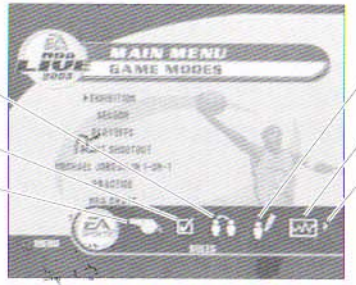
COMPLETE IN-GAME TASKS TO WIN SWEET REWARDS

ACCESS THE QUICK MENU (➤ P. 8)

QUICK MENU

From the Quick menu, you can adjust options and rules, create players, check out team stats, and more. Take control of your game.

➪ To access the Quick menu, press the ● button.



TRADE PLAYERS OR REORDER YOUR ROSTERS

ADJUST OPTIONS

SET RULES

CREATE A CUSTOM PLAYER

VIEW STATS

PRESS THE D-BUTTON ↔ TO ACCESS THE MEMORY CARD, CHECK OUT MUSIC FROM *NBA LIVE 2003*, AND VIEW CREDITS

PLAYING AN EXHIBITION GAME

Exhibition mode features a single game with no impact on the standings—you're only playing for pride.

To start an Exhibition game:

1. From the Main menu, choose EXHIBITION. The Exhibition Game Setup screen appears.
2. Scroll through the options by pressing the D-button ↕, then press the D-button ↔ to cycle through the choices for that option.
3. After adjusting all your game settings (quarter length, style setting, skill level, and teams), press the **START** button to advance to the User Setup screen.
4. To change users, press the D-button ↕. (To create a New User, ➤ p. 9.)
5. To advance to the court, press the **START** button (➤ *On the Court* on p. 9).

NEW USER

To create a New User:

1. Select NEW USER from the available choices in the User Setup screen and press the ✖ button. The enter name box appears with a flashing letter "A" in it.
2. Press the D-button ↕ to scroll through the alphabet and various symbols. To advance to the next space in your user name, press the D-button ↔.
3. When you're finished, press the ✖ button, then press the **START** button to go to the court.

ON THE COURT

After the pre-game introduction, the Starting Matchups screen appears. Size up your opponent and make any adjustments to your starting lineup. Game on!

PRE-GAME MOVES

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

➪ To control only the highlighted player throughout the game (Player Lock), press the ✖ button.

➪ When you're ready to get to the court, press the **START** button. For information about specific moves, ➤ *Complete Controls* on p. 5.

GAME SCREEN

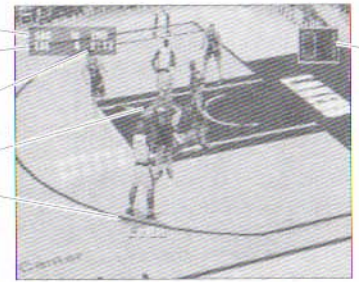
AWAY TEAM SCORE

HOME TEAM SCORE

QUARTER AND TIME LEFT IN QUARTER

CPU PLAYER WITH BALL

USER-CONTROLLED PLAYER



SHOT CLOCK

PAUSE MENU

Take a breather and adjust your game settings through the Pause menu.

➪ To access the Pause menu, press the **START** button.

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

INSTANT REPLAY: Was that three-pointer for real? Check it out with the Instant Replay.

TIME-OUT (6): Call one of six time outs. The number in the parentheses stand for how many time outs remain.

SUBSTITUTION: Somebody getting close to fouling out? Your best man too tired to be of any use? Bring in some fresh legs.

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

TEAM STRATEGY: Set your different offensive and defensive plays, and Defensive Matchups, and set Box Out, Crash Boards, Auto Subs, Play Notify, and Auto Sub Notify to your liking.

SHOT DISPLAY: Check out shot stats and locations of all made and missed shots during the game.

CAMERA OPTIONS: Change your camera view and replay options.

PLAY OPTIONS: Access various option screens including Rules, Options, User Setup, and Controller Config.

⊙ **SHOT CONTROL:** Shot control is found on the Controller Config menu. When set to **MANUAL**, the closer you release the ball to the highest point of your jump, the better your chances of making the shot. In AUTO mode, the NBA player's stats automatically determine the probability of sinking a basket.

QUIT GAME: Exit the game and return to Main menu.

SEASON

Take your team through the rigors of a full season. You'd better be ready though—the road to the championship ain't no cakewalk.

To start a Season:

1. From the Main menu, choose SEASON. The Season Settings screen appears.
2. Adjust the settings and press the **START** button to go to the Season Team Select screen. For more on Season Settings Screen options, ➤ *Season Settings Screen* below.
3. To cycle through the teams, press the D-button ↔.

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

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

➪ To simulate a game (or the season up until a particular game), go to the Season Schedule screen and cycle the games forward using the D-button ↔. Then press the ✖ button.

SEASON SETTINGS SCREEN

Customize your season to make it as cushy or challenging as you want it to be.

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 CPU will offer trades to the user.

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

SCHEDULE TYPE: **2002/2003**/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 **YES**, your created players are placed in the Free Agents pool. When set to NO, created players are not used.

Simulated Scores Delay: If you want the CPU to take its time and give you more accurate scores, set this option to SLOW, but if speed is more important to you, set it to **FAST**.

Enforce Trade Deadline: When YES, the trade deadline is enforced.

Trade Restrictions: Choose NO to allow any trade—even unbalanced ones (i.e. a scrub for a superstar)—**YES** to trade however you want.

Override Restrictions: Set this option to YES to have the ability to override the CPU's prohibition of unbalanced trades if Trade Restrictions are set to YES. Set to NO to play by the Trade Restrictions you've set.

Quarter Length: Select 2–12 minutes. 3 minutes is the default.

Style Setting: **SIMULATION**/ARCADE.

Skill Level: **ROOKIE**/STARTER/ALL-STAR/SUPERSTAR.

NBA LIVE CHALLENGE AND REWARDS

The *NBA Live* Challenge consists of four different levels of six challenges. You must complete a certain number of challenges for each level before graduating to the next.

- Each challenge has an assigned point value. Check the Rewards screen to see how many points you've earned so far.
- Once you complete a challenge, you cannot redo it to earn more points.

CHALLENGE LEVELS

Below are examples of just a few of the challenges for each level.

ROOKIE	STARTER	ALL-STAR	SUPERSTAR
Win by 10; get 10 Assists with one player in an Exhibition game; win a game of 1-on-1; or get 15 Rebounds with one player.	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 with one player.	Get a TRIPLE-DOUBLE with any three stat categories using any player in an Exhibition game; or take your team through a season to BECOME the NBA Champion.	Win the season MVP award with a created player; 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 the ✖ button. A description of the challenge appears.
3. To undertake the described challenge, select accept challenge. The Challenge Setup screen appears.
4. Set up the challenge as you would an Exhibition game (➤ *Playing an Exhibition Game* on p. 8).
5. When you're ready to advance to the court, press the **START** button.

NBA LIVE CHALLENGE REWARDS

Take *NBA Live* to a different level by cashing in your NBA Live Challenge points to get some cool rewards that redefine the game.

Super Create Player: Create a player with super-human attributes at the Create 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: Unlock a sunny west coast outdoor court for 1-On-1 mode.

- 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 modes, and Player Select in Michael Jordan In 1-On-1mode) in which you want to use the reward, press the **L2** button. 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 ↔.
4. To return to the User Setup screen, press the **START** button when you've finished activating rewards.

⊙ You can activate more than one reward at the same time.

OTHER GAME MODES

Run straight to the Playoffs, take on Jordan in 1-On-1, join in the NBA Draft, and more.

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

PLAYOFFS

Jump right into the thick of the playoffs.

⇨ Start the Playoffs the same way you would start a Season.

⇨ To change the highlighted team on the bracket at the Team Select screen, press the **L1** button or the **R1** button.

⇨ To move through the teams in a conference bracket at the Team Select screen, press the D-button ↕.

⇨ To change conferences at the Team Select screen, press the D-button ↔.

⊙ 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

One to eight players step up to shoot it out in this contest of speed and accuracy. You have 60 seconds to shoot 25 balls that are split over five positions around the 3-point arc. Each basket counts as one point, except for the last gray and black ball on each rack, which counts for two points.

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 the **L1** button or **R1** button. To choose a random player, press the **R2** button.

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

⇨ To sort players by last name or rating, press the ■ button.

⊙ Enter the 3 Point Options screen from the Quick Menu to adjust settings such as the number of Contestants in the shootout. If you don't want to view the CPU player's turn, set CPU Players to SIMULATE.

3. Once you've selected your player, press the **START** button to get out on the floor.

ON THE FLOOR

⇨ To grab the next ball from the rack, press the **R1** button.

⇨ To shoot, press the ■ button, ✖ button, ● button, or ▲ button. Release the button as close to the top of your jump as possible for the most accurate shot.

⊙ After a round you can change player controls and review scores. The shooters with the lowest scores are eliminated at the end of each round.

MICHAEL JORDAN IN 1-ON-1

Half court. Jordan. You. Enough said. Take on Michael Jordan and the best of the NBA in a head-to-head battle for court supremacy. You choose both players to take to the blacktop for the ultimate showdown.

➪ At the Options screen, select your court: EAST COAST, WEST COAST (➤ *NBA Live Challenge and Rewards* on p. 12), or RANDOM.

NOTE: You must first unlock the West Coast court from the NBA Live Challenge (➤ p. 12).

➪ To switch to the other player on the Player Select screen, press the D-button ↕.

➪ To toggle User Control, press the ✖ button.

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.

⊙ Just like the real deal, you must take the ball behind the 3-point arc after a turnover to clear it.

PRACTICE

Work on skills from layups to post-ups to pick-and-rolls. The more you practice them here, the easier they'll be to execute when it's for real.

➪ Start a Practice the same way you would start a 3 Point Shootout (➤ p. 15).

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

ON THE FLOOR

All of the offensive controls for individual moves work just like they do in an Exhibition, Playoff, or Season game (➤ *Complete Controls* on p. 5).

TIP: Practice is a great time to work on your Direct Shoot skills. To try a dunk or layup while running toward the hoop, press and hold the L2 button + the ■ button or ● button.

NBA DRAFT

Straight out of college or straight from Croatia – the draft always presents the opportunity to bring new blood and new inspiration to a team. In this mode, every existing NBA player is thrown into a pool that each team draws from to fill out their rosters as they go through the draft. You can control the order, the rounds, and each team's picks, or you can let the CPU do it all.

To enter into the Draft:

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

➪ To toggle User or CPU control of each team press the D-button ↔.

2. To change the draft order, press the D-button ↕ to highlight a team and press the ✖ button to select it. Then use the D-button ↕ to highlight another team and press the ✖ button again to swap their positions.

➪ For a random draft order, press the ■ button.

3. When you've finished ordering the draft, press the **START** button to advance to the NBA Draft 1st Round screen.

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

➪ To toggle draft picks by either rating or alphabetical listing, press the ■ button.

➪ To view players by position, press the **L1** button or **R1** button. To view players by different statistical ratings, press the **R2** button.

➪ To have the CPU complete the rest of the draft, press the **START** button when a user controlled team is on the clock.

NOTE: To save the rosters that you just drafted, press the ✖ button at the Draft Review screen.

MANAGING ROSTERS

Have a player that isn't living up to his promise? Holes in your starting lineup that you need to fill? 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 the **L1** button or **R1** button.

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

➪ To view player details, press the **L2** button or **R2** button. To view players, press the ■ button.

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

TRADING PLAYERS

Swap a player for a player between your 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.

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

To trade players:

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

⇨ Press the **L2** button to cycle between TRADE/RE-ORDER and MULTIPLE TRADES.

⊙ Rosters are determined by actual NBA rosters as of August 31, 2002. Some players are not included in the game for legal reasons.

CUSTOM TEAMS AND CREATED PLAYERS

Put together your dream team of NBA legends and players, and/or created players. You can create up to four custom teams.

⊙ The first time you select a custom team, all of the roster slots are empty. You must fill at least eight roster slots before you can continue.

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

1. Access the Create Players screens from the Quick menu.
2. To edit an existing player, press the ● button and select MODIFY NBA PLAYER.

⊙ 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 the ■ button.

SAVING AND LOADING

Use a memory card to save your games, seasons, rosters, and created players.

NOTE: **Never insert or remove a memory card when loading or saving files.**

To save, load, or delete a game or file:

1. From the Quick menu choose MEMORY CARD. The Memory Card screen appears.
2. Select a save or load option, then press the ✖ button. The screen then displays the files currently saved and space available.
3. To save, load, or delete a file, press the D-button ↕ to highlight it and then press the ✖ button to select the option.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "*Recording Medium*") and the documentation that is included with this product (the "*Manual*") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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WARRANTY PHONE: (650) 628-1900

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EA TECH SUPPORT CONTACT INFO

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FTP SITE: ftp.ea.com

MAILING ADDRESS: Electronic Arts Technical Support, P.O. Box 9025, Redwood City, CA 94063-9025

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If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

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P.O. Box 181
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Phone (0870) 2432435

In **Australia:** For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10:00 AM-8:00 PM. If you are under 18 years of age parental consent required.

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ALBUM SOUNDTRACK PRODUCER: Steve Schnur

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MUSIC

"GET LIVE (NBA LIVESTYLE MIX)"
Performed by Snoop Dogg
Written by Calvin C. Broadus and L.T. Hutton
Produced by L.T. Hutton
Published by My Own Chit Music controlled and administered by EMI Blackwood Music, Inc. (BMI) and T-Funk Music (BMI)
Recording courtesy of Priority Records under License from EMI Film & TV Music

"HERE WE GO"
Performed by Flipmode Squad featuring Busta Rhymes
Produced by Just Blaze
Written by R. Fisher, R. McNair, T. Smith and J. Smith
Published by Rah Digga Music Inc. (ASCAP), Ramp Music (BMI), T'Ziah Music (BMI), F.O.B. Music Publishing (ASCAP)
Recording courtesy of Flipmode Records and J Records

"IT'S IN THE GAME (NBA LIVESTYLE MIX)"
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Written by DJ Clue, Ken Ifill and John Jackson
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