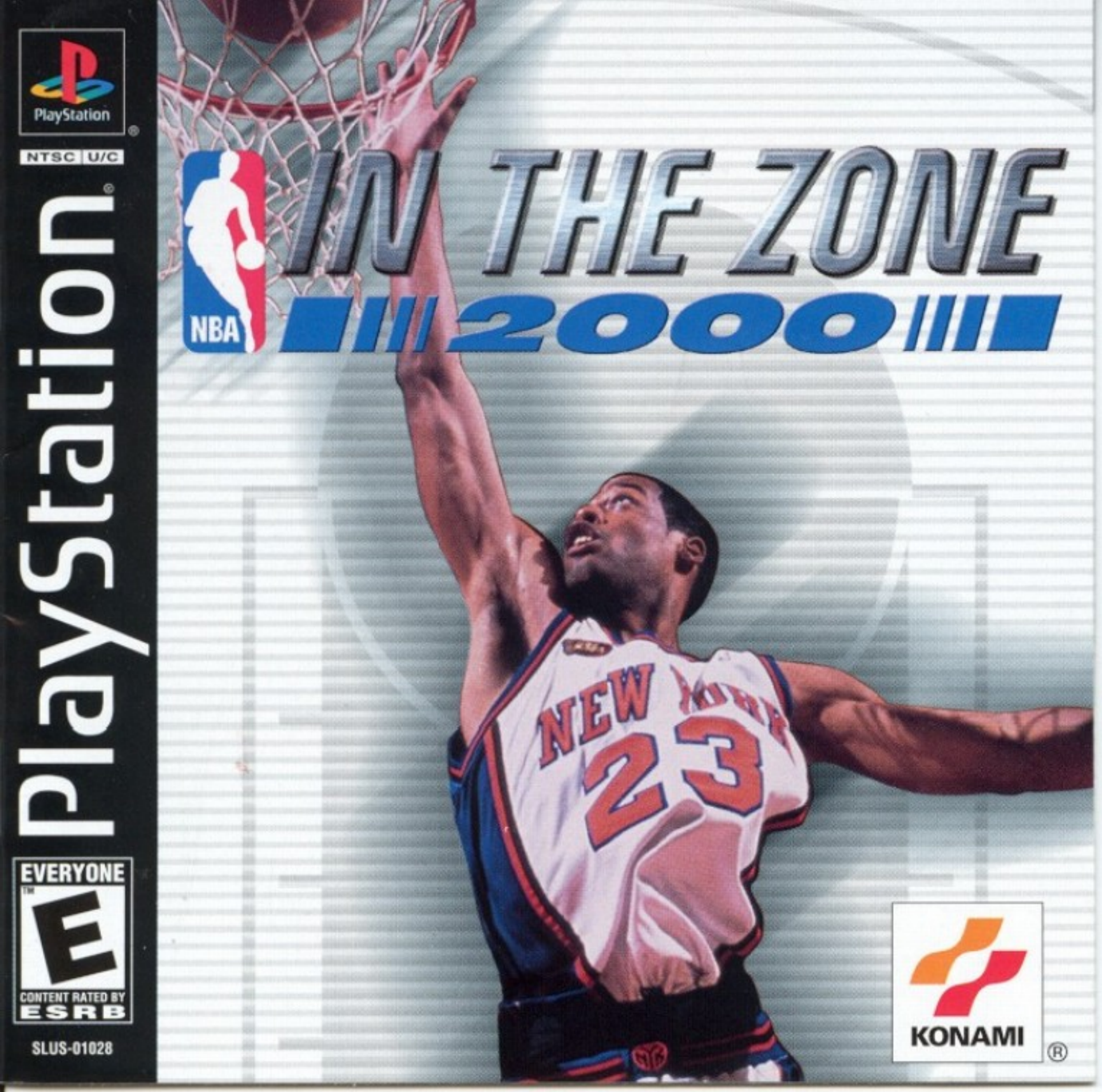

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01028
NBA
IN THE ZONE
2000
NEW YORK
23
KONAMI

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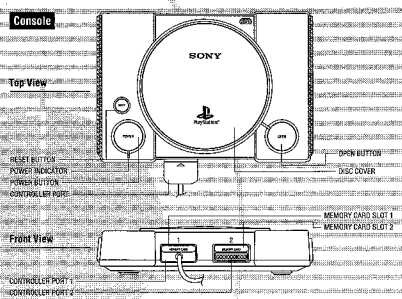
Thank you for purchasing K rough this manual to become familiar with the game featu joy the game, and please keep this manual as it will not be

All photos and video used i . All NBA team rosters in this game are accurate as of Oct

In order to deliver safer, more entertaining games to its customers, Konami is constantly improving the quality of its products. Because of this, some differences may be found in the same game title when units have been shipped at different times.

Setting Up

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. Insert the NBA IN THE ZONE 2000 disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



MULTI-PLAYER GAMES

Up to 8 players can play NBA IN THE ZONE 2000 together. Multi-player games require 1 controller per player and 1 or 2 Multi-Taps (all sold separately).

- 2 players use 2 controllers.
- 3 – 5 players use 1 Multi-Tap and 3 – 5 controllers.
- 6 – 8 players use 2 Multi-Taps and 6 – 8 controllers.

MEMORY CARDS

You can save game settings, team and player stats and game results, and continue play on previously saved games. To do that, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play.

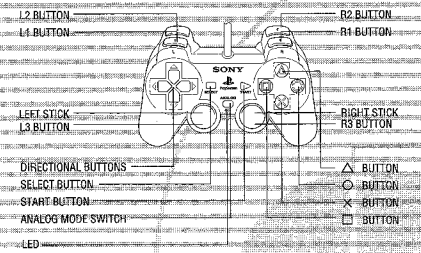
If you don't have a Memory Card, the game will allow you to play without saving.

QUITTING THE GAME

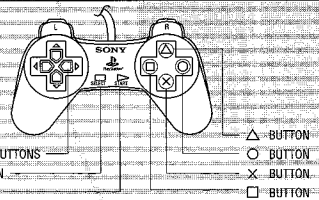
Open the Disc Cover before turning the power OFF and remove the disc after it stops rotating. Removing the disc while it is rotation may result in damage to the disc.

Controls

DUALSHOCK™ analog controller



Controller



DEFAULT CONTROLS

This section describes the default game controls. You can reassign the controls in Setting mode (see pg. 16.)

ANALOG AND DIGITAL MODE

Press the Analog Mode Switch to toggle between analog mode (LED on: red) and digital mode (LED off).

VIBRATION FUNCTION

An analog controller vibrates in both analog mode (LED on: red) and digital mode (LED off). Vibration can be turned ON/OFF in Setting mode. (DUALSHOCK™ analog controller only.)

OFFENSE

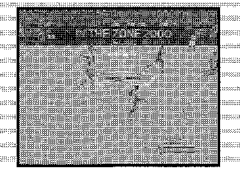
Directional button/Left Stick	Move player
△ button	Action/Evade steal
○ button	Change player under control
✕ button	Pass
□ button	Shoot/Rebound
L1 button	Screen: teammate provides a screen
L2 button	Icon button: display icon above each player's head
R1 button	Turbo button: play with extra power charge while turbo gauge lasts
R1 button + Directional buttons	Dash
R2 button	Formation change: press together with preconfigured button to change formations
Analog Mode Switch	Activate/Deactivate Left Stick
START button	Pause
SELECT button	Not used
Right Stick	Not used

DEFENSE

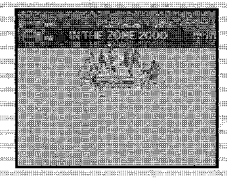
Directional button/Left Stick	Move player
△ button	Action/Automatically mark player in possession
○ button	Change player under control
✕ button	Steal: attempt a pass intercept or steal
□ button	Block shot/Attempt rebound
L1 button	Screen: doubleteam ball handler
L2 button	Icon button: display icon above each player's head
R1 button	Turbo button; play with extra power charge while turbo gauge lasts
R1 button + Directional buttons	Dash
R1 button + ✕ button	Power steal: attempt a steal at the risk of committing a foul
R2 button	Formation change: press together with preconfigured button to change formations
Analog Mode Switch	Activate/Deactivate Left Stick
START button	Pause
SELECT button	Not used
Right Stick	Not used

Basic Moves

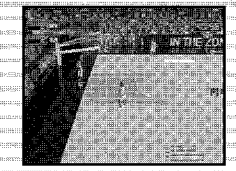
DRIBBLE
Press the Directional buttons when the player has possession of the ball. The player will dribble as he moves.



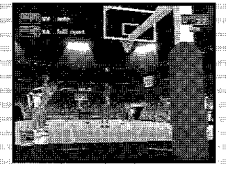
JUMP BALL
Wait for the right timing and press the ● button after the ball is tossed.



THROW IN
Press the ✕ button to throw the ball back into the court. If you don't press the button within 5 seconds, possession passes to the other side.



FREE THROW
Pay attention to timing and press the ● button so that the yellow shot gauge registers as high as possible.



Techniques

DUNK SHOT ..... ● button (default)
Break away from the defense and get as close to the basket as possible, then press the shoot button.

ALLEY OOP ..... ✕ button + ● button (default)
While in possession of the ball and when there is a teammate present under the basket, press the shoot and pass buttons simultaneously.

FADE AWAY ..... Directional button + ● button (default)
Press the Directional button away from the basket when making a shot.

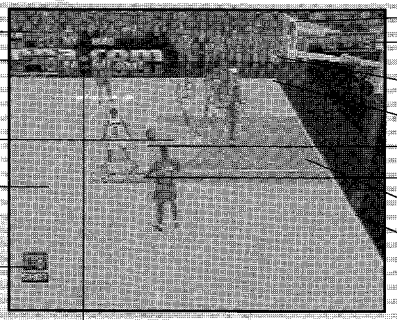
FAKE ..... ● button (default)
Tap the shoot button briefly.

REBOUND DUNK ACTION ..... ● button (default)
Immediately after an unsuccessful shot, give a well-timed tap to the shoot button under the basket.

DOUBLE CLUTCH ..... ● button + △ button (default)
Press the action button during a layup or a dunk shot.

DRIVE IN ..... R1 button (hold) + △ button (default)
With the ball in possession, press the action button while holding down the turbo button.

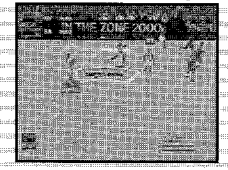
Game Screen



Icon Button

Press the L2 button to display a button icon above each player's head. These buttons indicate each player's position. Press the indicated button to pass to that player.

Note: Icons used when changing the controlled player are also matched to player position.



PLAYER POSITIONS & BUTTON CONTROLS

SF	■ button	Small Forward
C	✕ button	Center
SG	△ button	Shooting Guard
PF	○ button	Power Forward
PG	R1 button	Point Guard

Formation Button

The Formation button lets you quickly adopt a variety of offensive and defensive patterns at will.

OFFENSIVE FORMATIONS & BUTTON CONTROLS

Press the R2 button + the indicated button control to change formations.

Auto	Directional button ↑	Automatically selects one of the 5 formations according to circumstances.
Box	Directional button ↓	A basic scheme that starts out in a specific layout. The box offense involves alternately providing screens to free up a player and make passes.
3-Point	Directional button →	A formation with the 3-point shot as its objective. A shooter moves around in wait along the 3-point line.
High Post	Directional button ←	A formation that unfolds with the high post player as the starting point.
Side Line	△ button	An offensive scheme which emphasizes the outside game. Players make passes on the outside and attempt to create an opening.
Inside	○ button	An offensive scheme emphasizing the inside game. With this formation players near the basket frequently provide screens for nearby teammates in order to free them up.
Isolation	■ button	Arranges a one-on-one for the player in possession of the ball.

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DEFENSIVE FORMATIONS & BUTTON CONTROLS

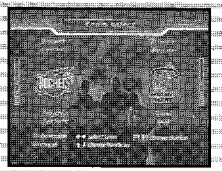
Press the R2 button + the indicated button control to change formations.

Auto	Directional button	↑	Automatically selects one of the 4 formations according to circumstances.
Half Court	Directional button	↓	With the defending players concentrated below the basket, defense is not as difficult and rebounds are easier to make.
3/4 Court	Directional button	→	This formation is midway between Half Court and Full Court.
Full Court	Directional button	←	An all-court defense. Turnovers and steals are easy to perform, making for an aggressive defense. Once penetrated, however, the basket area is vulnerable.
Trap	◎ button		In order to constantly aim for a trap defense in full court, the player in possession does a double-team even without pushing the call button. Once penetrated, however, the basket area is vulnerable.

Starting a Game

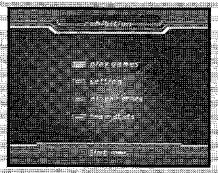
TEAM SELECT SCREEN

After selecting a game mode (except for CONTINUE and SETTING), you'll see the Team Select screen. Select a team using the Directional button ←/→, change the handicap using the Directional button ↑/↓, and change Divisions using the L1 and R1 buttons. Confirm with the ✕ button or cancel and return to the previous screen with the △ button.



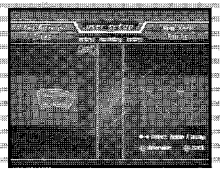
TEAM OPTIONS SCREEN

The Team Select screen is followed by a menu of options, which vary depending on which game mode you've selected.



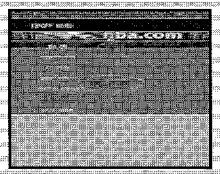
Play Game	Go on to the User Setup screen.
Setting	Modify a variety of settings.
Edit Playoffs Tree	(Playoffs Mode) Change participating teams.
Simulate Games	(Season/Playoffs Modes) Simulate a match and generate game outcome.
Standing	(Season Mode) Display a team's win/loss record.
Calendar	(Season Mode) Display the game calendar.
Playoffs Tree	(Playoffs Mode) Display the tournament chart.
Player Stats	Check out player records.
Team Stats	Review team records.
League Leaders	(Season Mode) Display player rankings.
Team Leaders	(Season Mode) Display team rankings.
Roster	Change player settings.

USER SETUP SCREEN
Select HOME or AWAY with the Directional button ←/→ and confirm with the ⊗ button. Selecting NEITHER (screen center) launches a spectator game staged by the CPU.

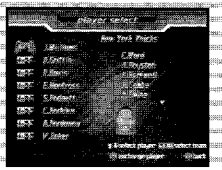


TIP-OFF MENU
Confirm and make changes to various settings before a match.

Tip Off	Start the match.
Substitution	Change players. Select the player to replace with the Directional button ↑/↓ and confirm with the ⊗ button. Select the substitute player and confirm with the ⊗ button.
Strategy	Team Order: Select the emphasis distribution for all items. Offensive Set: Confirm the Formation Change button for times in possession. Defensive Set: Confirm the Formation Change button for times not in possession. Defensive Matchup: Configure the emphasis on marking the opponent players during defense.
Game Option	Modify game settings.
Controller Config	Modify controller settings.
Player Lock	Change the locked user-player. (Player Lock in Rules must previously have been turned ON in Setting Mode.)
User Setup	Change your team by selecting another team using the Directional buttons ←/→. Selecting neither launches a spectator game staged by the CPU.



Shoot 25 balls within 60 seconds and compete for the high score.



CONTROLLER SELECT
Enter the participating users. Select ENTRY with the Directional buttons ←/→, and confirm with the ⊗ button to participate. If no one chooses to participate, the CPU will stage a spectator game.

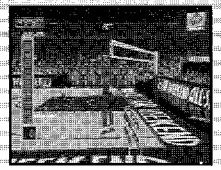
PLAYER SELECT
Enter the number of participants, the controlling person(s) and the participating players.

Changing the number of participants and the controlling person(s)
Select a player with the Directional buttons ↑/↓ and toggle between P1-8 (Players 1-8), CPU and OFF with ←/→.

Changing the participating players
Select a player with the Directional buttons ↑/↓, enter with the ⊗ button, then press the ⊗ button again to display the player list. Select a team with the R1 and L1 buttons, select players with the Directional buttons ↑/↓, and enter with the ⊗ button. Start the game with the START button.

3POINT SHOOTOUT RULES

- Shoot 25 balls within 60 seconds from 5 spots on the 3-point perimeter and compete for the high score.
- One point is awarded for each basket, and 2 points for scoring with the last ball of each rack. The maximum possible score is 30 points.
- The side with the highest score wins.



3POINT SHOOTOUT CONTROLS

Start the game with the ▢ button. Take a ball with the ✕ button, and move the Left Stick down to jump. Watch for the right timing, determine the high point of the jump and release the Left Stick to throw the ball.

Note: In analog mode, the Left Stick comes into operation regardless of setting; the Directional button cannot be used. With a digital controller, the Directional buttons are used instead of the Left Stick.

The accuracy of the shot is dependent on the left-right slant of the Left Stick and the timing of the ball's release.

Note: Press the △ button to cancel the CPU play.

Dunk Contest

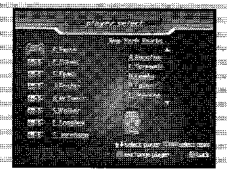
Make dunk shots while exhibiting different techniques and competing for difficulty of techniques and level of perfection. The type of move used and the success or failure of the dunk determine the score. With more than two players, the player with the highest score after two turns is the winner.



CONTROLLER SELECT

Enter the participating users. Select ENTRY with the Directional buttons ←/→ and confirm with the ✕ button.

PLAYER SELECT



Enter the number of participants, the controlling person(s) and the participating players.

Changing the number of participants and the controlling person(s)

Select a player with the Directional buttons ↑/↓ and toggle between P1-8 (Players 1-8), CPU and OFF with ←/→.

Changing the participating players

Select a player with the Directional buttons ↑/↓, enter with the ✕ button, then press the ✕ button again to display the player list. Select a team with the R1 and L1 buttons, select players with the Directional buttons ↑/↓, and enter with the ✕ button. Start the game with the START button.

GAME START

Select the starting positions and camera angles, then press the ✕ button to start the game.

DUNK CONTEST CONTROLS

◯ button	Tap repeatedly to start your run-up
✕ button	Jump
Left Stick/Directional buttons	Technique (dependent on your position)

DUNK CONTEST TECHNIQUES

One-Handed Dunk	Left Stick/Directional buttons ←/→ then ✕ button during run-up.
Back Jump	1/2 rotation of the Left Stick/Directional buttons then ✕ button during run-up.
Back Change	Left Stick/Directional buttons ←/→/→/← then ✕ button during run-up.
Power Pause Dunk	Left Stick/Directional button ↑↑ during jump.
Clutch Dunk	Left Stick/Directional button ↓/↑ during jump.

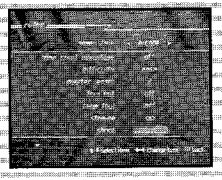
Back Jump + Clutch Dunk Combo

1. Tap the ◯ button repeatedly to start the run up, then enter the Back Jump command.
2. While in the air, enter the Clutch Dunk command.
3. Your player dunks the ball.

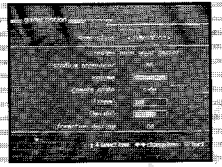
Note: There are many other Left Stick/Directional button and dunk move combinations in addition to the ones listed above.

Setting

RULES
Reconfigure the game rules.



GAME OPTION
Reconfigure the game settings.



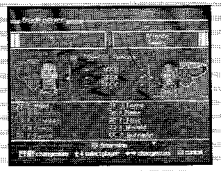
CONTROL CONFIG
Reconfigure the function set for each controller button.



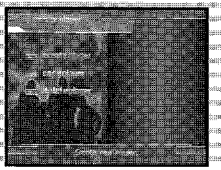
- Select the button configuration from A/B/C/Edit using the Directional buttons ←/→.
- Select EDIT to configure the buttons according to your preferences.
- Turn the vibration function ON/OFF with VIBRATION (DUALSHOCK™ analog controller only).

ROSTER
Modify player configurations.

Trade Player... Trade players with another team. Select a team with the L1 and R1 buttons, select the player to trade using the directional button ↑/↓ and confirm with the5 button. Select the other team and the player to trade for and con firm with the ⊗ button.

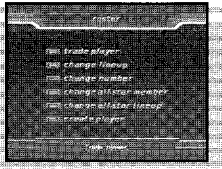


CREATE PLAYER
Create an original player.



SEASON/PLAYOFFS ROSTER
Manage the season and playoffs roster.

- Configure according to your preference at the beginning of the season or the playoffs.
- NBA rules forbid trading during the season (after February 25th) or the playoffs.



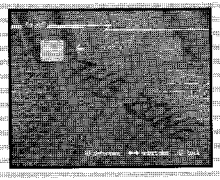
LOAD/SAVE SETTING

Save or load the following content on a Memory Card:

- Ongoing game content for New Season, Playoffs and NBA Finals.
- Data items configured in Setting.

1. Select Memory Card Slots with the Directional button ←/→ and enter with the ⊗ button.
2. Select the file using the directional button ↑/↓, and enter with the ⊗ button.

Note: Memory Cards may be use in Memory Card slots 1 and 2 (Memory Card slots 1A and 2A only when using the Multi-Tap).



The required block number for Memory Card storage is as follows:

Setting	2 blocks
Playoffs only	3 blocks
Season	6 blocks

RESET

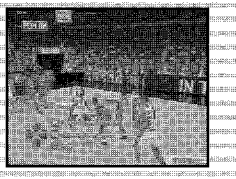
Return reconfigured settings to default values.



Instant Replay

INSTANT REPLAY

During the game, scenes can be replayed and observed from a variety of angles in Instant Replay under the Pause menu.



- Change camera perspective by pressing the R1 button and using the Left Stick/Directional buttons and L1 and L2 buttons.
- Move the camera's focal point by pressing the R2 button and using the Left Stick/Directional buttons and L1 and L2 buttons.

Once configuration is complete, start REPLAY with the Left Stick/Directional buttons:

↑ Play

↓ Rewind

→ Frame-by-frame forward

← Frame-by-frame rewind

Hoop Hints

OFFENSE

- Don't just charge in. Charging in blindly with a dash or a drive-in compromises your balance and makes you vulnerable to steals. Use the dash and the drive-in in the shooting area only when you're ready to go for the shot.
- Make good use of the screening player. Press the L1 button to call a screening player when you want to be a free guard. A nearby teammate will provide a screen from the opponent player and free you up.
- Press the R1 button while making a 3-point shot as a free guard. In a 3-point shot situation, push the ■ button + R1 buttons to take aim and make a shot. The success rate of the shot increases in direct proportion to how long the button is held down. However, caution is recommended since steals are easier to make while the player is taking aim.

DEFENSE

- △ button all the way. When putting on a defense, keep your finger on the △ button so you can automatically mark the player in possession. Unless you defend against the right players, some player will manage to get free. Don't forget to change the player under control with the ○ button.
- If you see someone off-balance, steal! If the player in possession is off-balance, go for a steal. The success rate for a steal is much higher when the opponent lacks balance.
- Counter overly aggressive moves with offensive fouls. Hit the △ button + R1 button if the opponent tries to muscle in with a dunk or a dash. If you manage to get in the opponent's way, he's committed an offensive foul.

Game Mode Easy Reference Chart

Mode	Players	Description
Exhibition	1 – 8	Play a single match using the team of your choice. Press the Directional button ↑/↓ to adjust the handicap on the Game Select screen.
New Season	1 – 8	Compete through one entire NBA season. Complete 82 matches in good standing to proceed to the playoffs. Win the playoff series to become champions.
NBA Playoffs	1 – 8	Elimination tournament mode. Select a team and defeat a series of opponents, aiming toward the championship.
NBA All-Star	1 – 8	Separate into the Eastern and Western Conferences and play an all-star game.
Continue	——	Resume a game from saved data. The game mode you play will be the mode in use when the game was saved.
Setting	——	Configure and modify a variety of game settings.
3-Point Shootout	1 – 8	Compete in a 3-Point Shootout using the NBA player of your choice.
Dunk Contest	1 – 8	Compete in a Dunk Contest using the NBA player of your choice.