WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast must read the operating manual for the software and connect before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before anyone uses it.

HEART AND EPILEPSY WARNING

If a small number of people can experience seizures or lose consciousness when exposed to flashing lights or light patterns, people who have such conditions should refrain from using the Dreamcast. Some seizures or loss of consciousness may occur in the absence of any visual stimulation. If you or anyone in your family has had seizures or loss of consciousness, immediately discontinue use and contact your doctor before resuming use.

OPERATING PRECAUTIONS

- In order to prevent excessive noise or interferences, do not hold the controller while playing the game.
- Do not use the Dreamcast or any other device near or inside a metal object.
- Be careful not to bump into the controller while playing.
- Do not use the controller near water or other sources of high temperature.
- Do not expose the controller to direct sunlight or other sources of high temperature.
- Keep the controller away from the sun and other sources of high temperature.
- Do not use the controller near water or other sources of high temperature.

PROJECTION TELEVISION WARNING

- Be careful not to bump into the controller while playing.
- Do not use the controller near water or other sources of high temperature.
- Do not expose the controller to direct sunlight or other sources of high temperature.
- Keep the controller away from the sun and other sources of high temperature.
- Do not use the controller near water or other sources of high temperature.

SEGAGA DREAMCAST VIDEO GAME USE

This SO-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this SO-ROM on any other CD player. Any attempt to do so may damage the CD-ROM. This SO-ROM is licensed for home use only. Unauthorized copying, translating, reproduction, rental, or public performance of the contents of this SO-ROM is prohibited.

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Starting The Game

NOTE: Sega Sports™ NBA 2K2: It is a one to four-player game. Before turning the Dreamcast power off, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, and Y buttons. This will cause the Dreamcast to soft reset the software and display the title screen.

When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Dreamcast controller.

When using a Jump Pack™ (sold separately), insert it into Expansion Socket 2 of the Dreamcast controller. When the Jump Pack is inserted into Expansion Socket 1 of the controller, it does not lock into place and may fall out during gameplay or otherwise cause operation issues.

Introduction

You got game?

Now’s the time to find out. Building on the success of NBA 2K and NBA 2K1, Sega has taken this year’s version of its award-winning basketball series to a whole new level.

What about the defense? As it’s been improved this year, we the defenders are much smarter than ever. They’ll react to passing lanes to cut off your angles, and slide into the lane to prevent you from getting the easy bucket. You’ll have to be at the top of your game to tame the CPU this year.

And the gameplay? Rock said. Now you can perform drop-steps to school those would-be defenders. Back-in on your opponent, perform the drop step and leave him reeling at bay as the ball goes swoosh through the net.

Online play is improved as well. Like the other games in the 2K series, NBA 2K2 now saves your profile online. We’re keeping track of your wins and losses so we can rank all the players nationwide, leaving no question about who is at the top of the best.

Street courts are back too, and that time there’s a new addition—the legendary Rosewood Park in Oakland, California.

Plus, you’ll find all the latest off-season roster moves (time to start getting used to Hakim in a Raptors uniform and Kidd in a Nets uniform), new floors and logos in Dallas and Seattle, new rooks such as #1 pick Kwame Brown, and new NBA rules like zone defense and the eight-second backcourt rule.

So then, you got game? You’ll better find out, because we’ve got the answer.
NBA 2K2 is designed with analog functionality in mind. The SEGA Dreamcast analog controls provide a full range of motion and add to the overall depth of the game. However, by accessing the Options > Controller Menu in gameplay, you can change the control scheme to use the D-Pad instead.

Note that the controls and tips offered in the following pages refer to NBA 2K2’s default controls. For alternate control settings and button assignments, refer to the Options > Controller Menu.

To highlight and select specific menu items, press the Analog Stick in the direction of the menu item until it highlights and press the A button. If you have questions when viewing most menus and screens, press the Y button to access an on-screen help menu.
## Menu Controls

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aiming Stick (or D-Pad)</td>
<td>Highlight menu options</td>
</tr>
<tr>
<td>A</td>
<td>Select/Scroll through highlighted selections.</td>
</tr>
<tr>
<td>B</td>
<td>Cancel selection/return to previous</td>
</tr>
<tr>
<td>X</td>
<td>Change menu focus</td>
</tr>
<tr>
<td>Y</td>
<td>Accept or Help menu</td>
</tr>
</tbody>
</table>

### Coach’s Corner: Getting Help

If at any time you need help navigating through the menus, press Y and a help screen will help you find the way.

## Offensive Controls With The Ball

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Pass</td>
</tr>
<tr>
<td>B</td>
<td>Crossover/Dribble</td>
</tr>
<tr>
<td>X</td>
<td>Shoot/Rebound</td>
</tr>
<tr>
<td>Y</td>
<td>Pass Icon</td>
</tr>
<tr>
<td>L</td>
<td>Block Down Defender</td>
</tr>
<tr>
<td>R</td>
<td>Turbo</td>
</tr>
<tr>
<td>D-Pad</td>
<td>Playcall/Shift</td>
</tr>
<tr>
<td>D+R, B, X, Y</td>
<td>Call Play</td>
</tr>
<tr>
<td>D+L</td>
<td>Call for Pick</td>
</tr>
</tbody>
</table>

### Coach’s Corner: Spin Moves

To perform a spin move, press and hold the right trigger to accelerate your turbos, then press the B button to spin around your defender. Once by your man, lean to take it to the hole, or move A to the open man if another defender collapses on you.

Note: Alternate control schemes may be chosen from the Options ~ Controller Menu.
Basic Offense

Here's a brief description of the fundamental offensive controls. Master the basics and you'll be ready for advanced offense in a couple of pages.

DIRECTIONAL PASSING: A button

Good ball movement is important in setting up open looks at the basket. While controlling the ball, press the Analog Stick in the direction of the player you wish to pass to, and press the A button to deliver the pass. Make sure you have an open lane to the intended recipient, though. Throwing into a crowd, trying to thread the needle is too close, on handing or (occasionally) passes will often lead to turnovers.

ICON PASSING: Y button

Use icon passing to guarantee that your pass gets to the right teammate. While controlling the ball, press the Y button to call up a menu over the heads of your teammates. Then, simply press the corresponding button to send the pass to a specific teammate.

Coach's Corner: Icon Passing

Want to get the ball into the hands of your point guard to run a play? Need to get it down to your power forward to take advantage of a mismatch? The following buttons correspond to the following positions:
- A: Point Guard
- B: Shooting Guard
- X: Small Forward
- Y: Power Forward
- R: Center

CROSSOVER Dribbles: B button

Players like Tim Hardaway and Stephon Marbury have made a career out of taking one way with the dribble then breaking their defender's back by crossing over in the other direction. If you catch a defender flat-footed as you dribble towards him, press the B button to cross over and blow past him.

SHOOTING: X button

Press and hold the X button to shoot. Once you release the button your player will release the ball. Try to release the ball at the top of your jump for the best chance of making it.

Coach's Corner: Timing the Shot

Timing is everything. If you release the X button exactly at the top of your jump, you'll have the best chance of making the basket. If your man shoots at a high percentage in real life, you'll have a little more leeway with regard to releasing the ball at the exact peak of your jump. However, if the player is a bricklayer who missed the end of the plane, your timing will need to be almost perfect to have a reasonable chance of making the shot.

Layups and Dunks: X button

For the most part, if your player is standing still or outside of the key when you press the X button, he's going to take a jump shot. However, if he's underneath the basket, or running through the lane, when you press the X button, he'll likely attempt a layup or dunk instead.
**Advanced Offense**

**TURBO: Right Trigger**

Turbo works just like a sound - e makes you go faster. When you press the Right trigger to lock your player into overdrive, his speed and energy will pick up a notch. Be careful not to oversaturate turbo, however, as your player will tire too easily if he's continually springing up and down the court.

**Advanced Offense**

**BACKING DOWN THE DEFENDER: Left Trigger**

Do you have a size advantage over your defender? If so, press the Left trigger to drive him back into the paint, then release the trigger and press the Analog Stick in any direction to create space for the shot. If you press left or right, your player will attempt to spin around the defender and get to the hole. If you pull back on the stick, he'll attempt a classic faceaway a la Michael Jordan or Juwan Howard. If he's undersized, he'll simply press forward and press the × button to back it on your defender's head. Don't forget about the Thrust-in-the-Key rule or the newer Five Second Back-to-the-Basket rule.

**Coach's Corner: Posting Up**

When in a post-up battle, both players' physical size, strength and post-up skill will determine whether you back your man down or bring against a brick wall. If you find yourself screening off against an average opponent, try pumping the Right trigger each time your player lunges back to turbo at your defender. Keep in mind that the defender can also press the Right trigger to prevent you from getting in close to the basket.

**ALLEY-OOP**

All-Words work a little bit differently this year. Pass the ball to a player calling for the rock as he slashes to the hole and you'll perform an acrobatic alley oop. With these simpler controls, you'll be missing the nightlight on a more regular basis.

**PIVOT MODE**

If you allow your player to remain stationary after he receives a pass, he will automatically attempt to shoot the ball by shielding it with his body. You'll need to make a quick decision on whether to begin dribbling or to pass it along and continue to work the offense. If you hold the ball too long, the defense will collapse on you and scramble to knock it away.

**Coach's Corner: Alley-Oop**

Slamming home an alley-oop pass is a great way to show up your friends online, but don't get lucky! If your teammate doesn't have a clear path to the basket, you'll likely wind up throwing the ball away.

**DROP STEP**

Press and hold the Left trigger to back down a defender. Then, release the trigger and press left or right on the Analog Stick to perform a drop step. You can create separation between you and your opponent if he's not ready for this all-new move.
PUMP FAKE
To perform a pump fake, tap and release the X button in an attempt to get the defender to jump into the air. If he follows, you have a good chance to drive around him into the lane. At the very least, you may be able to freeze the defender and create a free space, enabling you to get a cleaner look at the basket.

Coach's Corner: Show and Go
To perform a "show and go," try doing a pump fake then when your defender has gone for the fake, quickly drive around him to the basket. Of course, you can't perform a show and go if you've already picked up your dribble.

CALLING FOR A PICK
Try having a teammate set a pick for you to low that pesky defender. To do this, press the D-Pad and then the Left button. Your nearest teammate will create a screen for you to shoot around and hopefully get you an open look at the basket.

PLAYCALLING
Each team has sixteen plays in its offensive playbook, of which four plays can be used during a game via the in-game playbook menu. If you'd like to customize the four plays currently in use, select Coach from the Pause Menu, and select Offensive Plays. From there, you can also set your offensive plays in Custom Mode. To access the playbook menu during gameplay, press the D-Pad to call up the Plays Overview, then press the corresponding button to run a specific play.

CLEARING OUT
After you grab a rebound, press the B button repeatedly before you land. This will cause your player to swing his elbows in an effort to clear out the defenders around him.

PASSING OUT OF A SHOT
Try passing out of your shot by pressing the X button to shoot, then pressing the A button to pass before you release the shot. It's a great way to get the ball to an open man near the defense collapse on you. You must roll your finger from the shoot button over to the pass button to execute the move. If you release your finger from the shot button before pressing pass, you'll release the shot before you can pass the ball.
**Offensive Controls Without The Ball**

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Change Player</td>
</tr>
<tr>
<td>B</td>
<td>Set Pick</td>
</tr>
<tr>
<td>X</td>
<td>Rebound</td>
</tr>
<tr>
<td>Y</td>
<td>Call For Pass</td>
</tr>
<tr>
<td>L</td>
<td>Call For Shot</td>
</tr>
<tr>
<td>R</td>
<td>Tackle</td>
</tr>
<tr>
<td>D-Pad</td>
<td>Playground</td>
</tr>
<tr>
<td>D + A, B, X, Y</td>
<td>Call Play</td>
</tr>
</tbody>
</table>

**Free Throws**

The trick to successful free throw shooting is to press both triggers simultaneously at precisely the same intensity for each. When you've managed to link these animations together over the basket, press the X button to release your shot.

*Note: Certain players (such as Kareem and Karl Malone) perform their signature free throw routine. If you wish to bypass these animations, simply press your triggers to immediately call up the Free Throw Arrows.*

**Coach's Corner: Free Throw Tips**

If you don't squeeze both triggers at the same time, your shot will be off. You cannot press one trigger down then attempt to compensate with the other trigger. Practice modes are invaluable in learning the fundamentals so you can improve your shooting.

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**Defensive Controls**

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Block/Rebound/Steal/Pass</td>
</tr>
<tr>
<td>B</td>
<td>Cancel</td>
</tr>
<tr>
<td>X</td>
<td>Control Line/Defender</td>
</tr>
<tr>
<td>Y</td>
<td>Face Up</td>
</tr>
<tr>
<td>L</td>
<td>Turbo</td>
</tr>
<tr>
<td>R</td>
<td>D-Pad</td>
</tr>
<tr>
<td>D + A, B, X, Y</td>
<td>Call Defensive BC</td>
</tr>
<tr>
<td>D + L</td>
<td>Call For Double Team</td>
</tr>
<tr>
<td>D + R</td>
<td>Call For Intentional Foul</td>
</tr>
</tbody>
</table>

*Note: An alternate D-Pad scheme may be chosen from the Options -> Controller Screen.*

**Basic Defense**

Here's a brief description of all the fundamental defensive controls. Master the basics and you'll be ready for advanced defense in a few pages.

**SWAPPING PLAYERS:** A button.

Swapping allows you to switch your control to the player closest to the ball handler. The purpose of swapping is to always give you a chance at making the defensive play by selecting the player with the best chance of stopping the man with the ball.
Allen Iverson played for the Philadelphia 76ers in the same-playoff series as him in 2000-01. Along with Iverson, the 76ers executed their way into the 6-0 Eastern Conference Finals, but Iverson missed the first game of the series, which the Celtics won by a point. Iverson returned for game two, scoring 41 points, including a long three-pointer, and the 76ers clinched the series, winning 76-73. Despite the victory, Iverson was criticized for his performance, as he had a slow start, scoring only 17 points in the first half. In the final game, Iverson scored 36 points, leading the 76ers to a 133-132 victory and a 3-2 series lead. The series ended with a four-game sweep, giving the Boston Celtics the NBA title.

- Led the NBA in Points Per Game (31.1), Steals Per Game (2.2) and Assists Per Game (8.2) in the 2000-01 season.
- Scored a career-high 64 points in Cleveland on January 25, 2001, and also scored in 64 in a playoff game against the Toronto Raptors in May 2, 2001.
- Since 1990, Iverson has played in the All-Star Game and had the most points in that game in 2000-01.
- Named Rookie of the Year in 1996-97 after finishing fifth in the NBA with 29.2 points per game.
- Named by the Philadelphia 76ers mid the 6-1 overall pick in the 1996 NBA Draft.
- Named First Team All-NBA honors as a substitute in 1996-97 after averaging 25.6 points per game and leading the Browns in the All-Star Game.

Height: 6'7"  
Weight: 185 lbs
Born: June 7, 1975 in Hampton, VA
College: Georgetown University

<table>
<thead>
<tr>
<th>Year</th>
<th>Games</th>
<th>Points Per Game</th>
<th>Rebounds Per Game</th>
<th>Assists Per Game</th>
<th>Steals</th>
<th>Total Points</th>
<th>Total Three-Pointers</th>
</tr>
</thead>
<tbody>
<tr>
<td>96-97</td>
<td>76</td>
<td>29.5</td>
<td>4.1</td>
<td>7.6</td>
<td>187</td>
<td>1,870</td>
<td>180</td>
</tr>
<tr>
<td>97-98</td>
<td>81</td>
<td>27</td>
<td>3.7</td>
<td>6.2</td>
<td>177</td>
<td>1,740</td>
<td>170</td>
</tr>
<tr>
<td>98-99</td>
<td>80</td>
<td>26.6</td>
<td>3.3</td>
<td>4.9</td>
<td>162</td>
<td>1,600</td>
<td>160</td>
</tr>
<tr>
<td>99-00</td>
<td>76</td>
<td>23.6</td>
<td>3.3</td>
<td>6.9</td>
<td>150</td>
<td>1,500</td>
<td>150</td>
</tr>
<tr>
<td>Career</td>
<td></td>
<td>76.5</td>
<td>3.5</td>
<td>6.0</td>
<td></td>
<td>1,350</td>
<td>130</td>
</tr>
</tbody>
</table>
Advanced Defense

STEALING: B button
Press the B button to attempt a steal. Your player must get his hand on the ball to knock it away or else you'll be whistled for a reach-in foul. Once you've swatted the ball away from the offense, push the ball up court.

Coach's Corner: Stealing the Ball
Face up the ball handler by pressing the Left trigger and then press the B button to knock the ball away. This will give you a great chance to get the ball.

SHOT BLOCKING: X button
It's always wise to have an enforcer like Kevin Garnett or David Robinson in the middle. To swat the ball out of the air, time your jump with that of the shooter's by pressing the X button. Be sure to get to the ball while it's in the way up - if you touch it while it's on the way down, you'll be whistled for goaltending.

LAST DEFENDER: Y button
Pressing the Y button will put you in control of the player closest to the basket. This is a particularly useful button when you need to defend against the fast break, and is also helpful when you need to get control of one of your low post defenders in a hurry.

FACING UP: Left Trigger
With your arm up and feet squared wide, this is the best position you can be in to stop a player from driving past you. Essentially, this makes you a bigger player to get around. The disadvantage is that you'll have slower lateral movement in this position, through pressing. Turn left (with the Right trigger) will help compensate.

DEFENDING PASSES: X Button
A good way to steal the ball is by closing the passing lanes. Jump in front of passes by using the X button to deflect them away from their target and into your own possession.

Coach's Corner: Loose Ball
To pick up a loose ball, simply guide your player to the ball and he will automatically pick it up. Once you've got the ball, get moving and press the advantage.

DEFENSIVE SETS
Press the D-pad to bring up the menu and then press the A, B, X, or Y button to select the corresponding defensive set. The default options are as follows:

A: Man-to-Man - The standard defensive set
B: Half Court Trap - Defenders try to trap the ball handler at the half court line
X: Full Court Press - Defenders pick up their men in the backcourt
V: 2-3 Zone - New to the NBA in 2K14? Two men guard the perimeter while three big men defend the low post.

Note: You can also select from a 3-2 Zone, a 1-3-1 Zone, or a Box 1 Zone in your defensive playbook.
INTENTIONAL FOUL

Need to stop the clock at the end of the game? Want to stop an uncontested basket? Press the D-Pad to bring up the Play Calling Overlay and then press the Right trigger to make contact with the ball handler and commit the intentional foul.

Note: The difference between calling for an Intentional Foul and committing one as that by calling for one, you tell the rest of your teammates to commit one as well. All teammates will be looking to commit an intentional foul until there is a dead ball situation.

DOUBLE-TEAMING

You can call for a double-team at any time by pressing the D-Pad and then the Left trigger. The nearest teammate will switch from his man over to yours and help tighten the defense on the ball handler.

Coach's Corner: Defending the Post

Pump the Right trigger to keep a player from backing you down. If your man has more size and skill than the offensive player, you can carry him to the post and force him to shoot a tall away jumper.

OPTIONS MENU

Customize the way you play NBA 2K2 prior to the opening tip with the Options Menu. Press the X button to cycle forward through options; press the Y button to cycle backward.

- NBA Rules
  - Every rule in the game is adjustable, or is able to be turned on and off.

- Gameplay
  - Simulation or Arcade Mode. Simulation will simulate the real thing as accurately as possible, while Arcade mode is for the casual hoop fan. Also, you can adjust such parameters as Game Speed, Quarter Length, and Difficulty.

- Presentation
  - Adjust sound effects, commentary, music, overlays and more.

- Codes
  - FREE SECRETS! There's that should get your attention. Once you've read out a code, enter it from this menu.

- Controller
  - Browse through different controller configurations.

- Network
  - Set your Miis and Cheat Macro text.
PAUSE MENU

IN-GAME COACHING MOVES

From the Pause Menu, you can take control of your team. Select Coach to set your defensive pressure, assign your defenders to guard certain people, or call for the double team. By selecting Settings, you can decide whether you'd like to be in complete control of game outcomes and substitutions, or whether you'd like the CPU to remain in control. Also, you can set at what level of intensity you'd like your team to keep the game tempo - run the fast break, and crash the boards.

TIMEOUTS

When you sense the momentum begin to shift, or when you notice your players are becoming lags, you should make sure your bench is to gather, regroup and reignite your team's energy. Press the START button, then select Timeout in the lower right corner.

SUBSTITUTIONS

Remember to use your reserves to help keep your lineup fresh and out of foul trouble. You can make single player moves, change a couple of players, or sub out the entire team. Also, when the game situation dictates a specific type of lineup on the floor (such as a three-point shooting lineup or a defensive grouping), you can scroll through and select from predetermined lineups by pressing the LEFT or RIGHT trigger.

STATS

Current game stats as well as an updated injury report can be accessed here.

CAMERAS

NBA 2K2 has five different camera angles to choose from, as well as five different modifications, you can make to each. You can preview each of them to make sure you have everything exactly as you want it.

REPLAY CONTROLS

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Play at real time speed</td>
</tr>
<tr>
<td>B</td>
<td>Zoom Out</td>
</tr>
<tr>
<td>X</td>
<td>Zoom In</td>
</tr>
<tr>
<td>Y</td>
<td>Replay controls overlay ON/OFF</td>
</tr>
<tr>
<td>L</td>
<td>Rewards</td>
</tr>
<tr>
<td>R</td>
<td>Fast-forward</td>
</tr>
<tr>
<td>D-Pad</td>
<td>Move aim indicator</td>
</tr>
</tbody>
</table>

Note: While moving the aim indicator, you can also look on to any player to follow him throughout the entire replay. To do so, simply move the aim indicator directly on top of whichever target you wish to track.
GAME MODES

From the Main Menu, you've been given a number of different game-play options. Here's a quick description of all the different game-play modes that NBA 2K2 has to offer:

EXHIBITION
Choose any two teams in the league and take it out to the court.

SEASON
Play a 14, 28, 56, or 82-game regular season, followed by the playoffs (assuming you're good enough to make the playoffs). It's a long and grueling season. Do you have what it takes to guide your team all the way to the NBA Finals?

Once you've selected your team(s), you can access the Season Play screen. From there, you can begin playing games, set your options, or customize your players, teams, and games.

PRACTICE
Practice makes perfect. Head on over to the practice gym, select the team to use, and start working on your jumper. The Shot Roller will help you perfect your form and timing by telling you how early or late you're releasing your shot. It's a lot easier when no one's guarding you isn't it? Also, you can select Free Throw from the Practice Menu to work on your free throw shooting.

TOURNAMENT
Choose to either play in a new tournament or load a previously saved one. Select your team and determine how CPU controls for each of the 4, 8, or 16 teams that are participating in your tournament.

PLAYOFFS
Skip the reign of the regular season and head straight to the post season. Can you survive the competition and make it to the NBA Finals?

FRANCHISE
Guide your team through season after season in your quest to build an NBA dynasty. Select your team, choose your roster (standard or fantasy draft), and get sworn in. You'll have complete control of your roster, so you'll have to think like an NBA general manager does. That means potentially dealing with salary caps, contract demands, free agency, and trade offers.

FANTASY
Create your own fantasy tournament or full fantasy league with this game mode. All available players will be placed in a giant free agent pool, then it's off to the draft. Once you've selected a team, you can take part in a 4, 8, or 16-team fantasy tournament, or play a full fantasy league season.

NOTE: You can either draft the entire team yourself or press the START button to have the CPU automatically complete the remainder of the draft for you.

STREET COURTS
In NBA 2K2, not only can you play in all of the 30+ arenas, but you can also play on a number of the most famous street courts in the country. On the Main Menu, select Street, select the number of players you'd like to have at the playground (from 2-on-2 to 5-on-5), and select the course you wish to play on. You can choose from the following:

- Rucker Park (New York City)
- The Cage (New York City)
- Crenshaw Park (New York City)
- Franklin Park (Chicago)
- Malwood Park (Oakland, CA)
Team Selection

Once you’re ready to start the game, you’ll be guided to the menu. Press the Analog Stick left or right to select whether you’d like to control the home team (bright) or the visiting team (dark). After you’ve moved the controller icon to the left or right, press the Left or Right trigger button to cycle through the list of available teams. Once you’ve selected the matchup you desire, press the START button to get things underway.

Network Play

Use the built-in modem on your SEGA Dreamcast to go online with NBA 2K2 and do battle with either the person across the street or someone from across the country.

1. Select “Network” on the Main Menu and press the A button.
2. Network Login Details
   - Use the D-Pad or Analog Stick to highlight “User Name” and press the A button to go to the keyboard entry screen. Use a Dreamcast keyboard or controller to enter your User Name/Password. The D-Pad or Analog Stick will move the cursor on the keyboard while the A button will select a key. The ENTER key or START button will advance from the keyboard entry screen once the user name/has been entered.
   - Use the D-Pad or Analog Stick to highlight “User Password” and press the A button. Follow the same steps for entering your password as in step 2a.
   - Use the D-Pad or Analog Stick to highlight “Primary Phone” and press the A button. Again, follow the same steps for entering your primary SP (backup) phone number as in step 2a.

3. Optional. Use the D-Pad or Analog Stick to highlight “Backup Phone 1 or 2 [Optional]” and press the A button. Follow the same steps for entering your backup’s phone number as in step 2a.

4. You’ll also need to set the Dreamcast modem to know whether or not to dial an outside dialing prefix (such as a “9”), whether or not to dial the area code, and whether or not to enable pulse dialing. Enter all this information (if necessary) and then press the START button on the controller to sign on to the network.

3 Entering a Screen Name

- After signing on, you should be prompted with “Do you have an existing Screen Name?” Press the A button to select “No.”
- On this Network Handle screen, press the A button to go to the Screen Name keyboard entry screen. Your Screen Name must be at least 3 characters long with a maximum of 16.
- Use the D-Pad or Analog Stick to highlight “Screen Name Password” and press the A button to go to the keyboard entry screen. Again, your password must be at least 3 characters long with a maximum of 16. To make sure you’ve entered your password correctly, you’ll be asked to re-enter it on the following line.

4 Entering the lobby and starting a game

- Select your preferred region (East, Central, or West) by using the D-Pad or Analog Stick to highlight your choice and press the A button to continue.
- Select a lobby by using the D-Pad or Analog Stick to highlight the lobby of your choice and then press the A button to enter.
- Once in the lobby, use the D-Pad or Analog Stick to highlight another player in the lobby and then press the A button to issue a challenge. If challenged, choose “YES” and press the A button to accept.
**Network Setting**

**Network Settings**
- **Setting**
  - User Name
  - Password
  - Phone Number
  - Identify
- **Function**
  - Your login name for getting on the network
  - Your account password
  - The number you dial to get online with
  - A nickname for while you're online

**Player Create**

Whether you want to create a 7-foot, shot-blocking, slam-dunking monster-in-the-middle or a hot college prospect, or perhaps put yourself and your friends into the game, you can do it here. You'll be able to scale and size each individual body part, change the face any way you want, add any accessories you'd like, and distribute the player's attribute points to create the perfect player for your team.

**Preset Players**

To make things easier for you, we've created three different types of players for each position. So, for example, if you're looking for a specific type of point guard, you'll be able to select from a distributor, a shooter, or a defensive specialist. Once you've selected the preset player type, you'll be able to modify the attributes however you'd like.

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**Coach's Corner: Setting a Created Player onto Your Team**

Once you've created a player, you'll need to assign him to a team. From the Player Create screen, press the & button twice to back out to the Customize Menu. Then select Teams and select Sign. The newly-created player will appear at the bottom of the available Free Agents list. Press the Right or Left trigger to scroll to the team you wish to sign the player to. Scroll down to your player and press the & button to add the player to that team. (Note that if an existing team already has 15 players on its roster, then you'll need to back out to the Customize Teams screen, select Wages, and retrieve a player from the team to open up a roster spot.) To make sure your player is on the '19 roster, back out to the Customize Teams screen and select Lineup. From there, you can select Set Active Players to place him on the active roster or select Create Lineup to insert him into the starting lineup.

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**Team Create**

From the Teams Menu in Customize Mode, you can create a brand new team using any of the ten available custom logos, or simply make a few roster modifications to any existing NHL team. Here you can make trades, adjust your lineup, import players and teams from a friend, and set your team's offensive and defensive plays.

**In-Game Coaching Moves**

From the Playbook Menu, you can take control of your team. Select Coach to set your defensive pressure, assign your defenders to guard certain people, or call for the double team. By selecting Settings, you can decide whether you'd like to be in complete control of timeouts and substitutions, or whether you'd like the CPU to remain in control. Also, you can set what level of intensity you'd like your team to keep the game tempo, run the heat break, and crash the boards.
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Senior Product Manager
Stacy Ater

Associate Product Manager
Michael Phipps

Marketing
Jeyomin Yu

Creation Services
Dwight Schenker - Director
Angela Banks - Project Manager
Mike Avis - Art Director

Manual
Kathy Kallman

Legal
Ed Ruzicka

Assistant Legal Testers
Joe Byers

Testers
Tina Acosta
Jay Bach
Cheryl Chung
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Art, Logo
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- web: http://support.sega.com
- e-mail: support@sega.com
- BBB number: 1 800 USA-SEGA
- Instructions: on Buyer's telephone or 1 800 872-7342

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