XBOX

NBA Ballers

NBA

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Ballers™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Ballers.

Disc tray

XBOX

Microsoft

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3
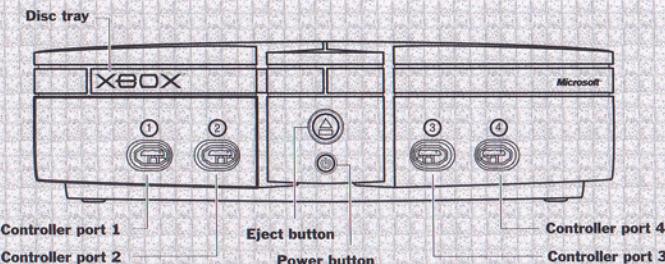
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

• Insert only Xbox-compatible discs into the disc drive.
• Never use oddly shaped discs, such as star-shaped or heartshaped discs.
• Do not leave a disc in the Xbox console for extended periods when not in use.
• Do not move the Xbox console while the power is on and a disc is inserted.
• Do not apply labels, stickers, or other foreign objects to discs.

Expansion slot A   **Expansion slot B**

Right trigger   **Left trigger**

Left thumbstick   **Y button**
X button
B button
A button

BACK button
START button   **Black button**
White button

Directional pad   **Right thumbstick**
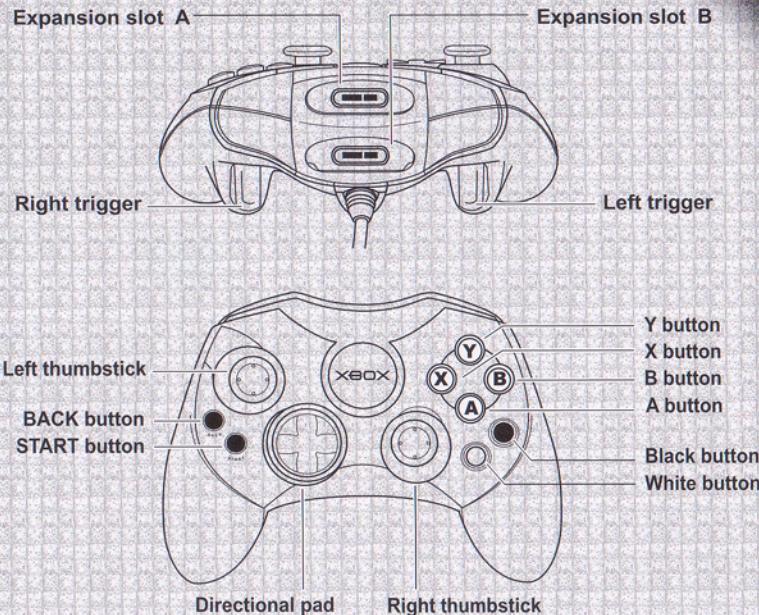
MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the D-pad. To navigate through the game menus (i.e. Options), use the D-pad (↑, ↓, ← or → depending on the menu) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press the Ⓞ button to display the Pause Menu. Press the D-pad ↑ or ↓ to select Exit Game, then press the Ⓐ button. To confirm exiting the game, press the Ⓐ button again to go to the Main Menu.

Juice / <u>Juice</u>

Juice / <u>Juice</u>

Click

Alley-Oop
<u>Jump/Block</u>

Move Player

Shoot
<u>Quick Steal</u>

Pause Menu

Pass to Buddy
<u>Take Charge</u>

Anklebreaker
<u>Moves</u>

Back Down

OFFENSE/<u>DEFENSE</u>

"Act a Fool" Dribble Moves
<u>Strong Steal</u>
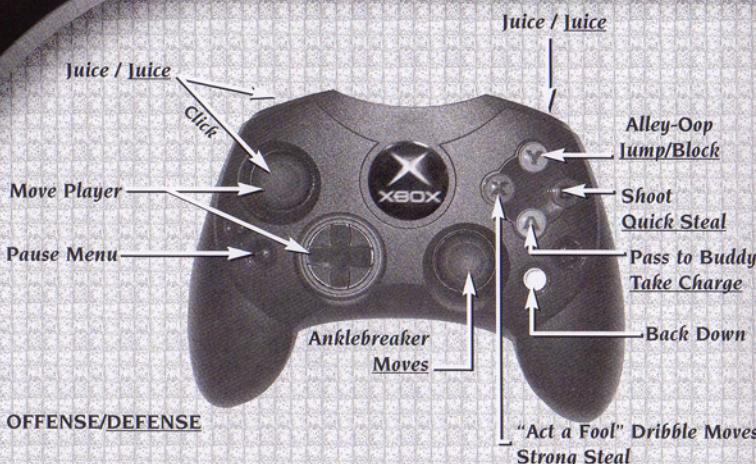
Basic Offensive Controls

Ⓑ = Shoot
Ⓨ = Alley-Oop
Ⓐ = Pass To Sideline (If Available)
Ⓧ = Act A Fool Move
Ⓛ/Ⓡ = Juice
Click left thumbstick = Juice
◯ = Back 'Em Down
right thumbstick = Ankle Breaker

Basic Defensive Controls

Ⓑ = Quick Steal
Ⓨ = Block / Rebound
Ⓐ = Take Charge
Ⓧ = Strong Steal
Ⓛ/Ⓡ = Juice

Basic Offensive Moves

Leaner: Press and hold D-pad or left thumbstick toward the hoop and press the Ⓑ button. This is a lower percentage shot.

Fade Away Jumper: Press and hold the directional button or left thumbstick away from the hoop and press the Ⓑ button. This is a lower percentage shot.

Head Fake: Tap the Ⓑ button while stationary. If your opponent bites go up for the shot or dish it off to the sidelines and call for the ally oop!

Hook Shot: Press the Ⓑ button while running perpendicular to the hoop.

Dunk/Lay-Up: Hold the directional button or left thumbstick toward the hoop and press the Ⓑ button.

Dive (Loose ball only): While the ball is loose, press any Juice button + the Ⓐ button.

Free Throw: First, press the Ⓐ button to dictate how much power you put into the shot. Press the Ⓐ button again to dictate how far left or right your shot will go. Try stopping the meter in the middle of each color for a perfect free throw!

Basic Defensive Moves

Quick Steal: Press the Ⓑ button while on defense to perform a quick steal.

Strong Steal: Press the Ⓧ button while on defense to do a strong steal.

Block: Press the Ⓨ button while on defense. Depending on your player's blocking ability, you can actually steal the ball out of the air on a shot or lay-up.

Take Charge: Press and hold the Ⓐ button to setup and hold position for a charge. If your opponent does an ankle breaker into you while you are in the take-charge stance, you can draw the foul.

Advanced Offensive Moves

Player Specific Dunks and Lay-Ups: Any combination Juice + the Ⓑ button (while in the paint) will make your player execute a dunk or lay-up that is specific to him.

Double Clutch Shot: During a dunk, press the Ⓑ button to transition into a lay-up.

Ally-Oop: Press the Ⓨ button to toss the ball up in the air for an Ally-Oop. Run toward the hoop while the ball is airborne and your player will automatically jump up and attempt to dunk it.

Pass to Self: Press and hold any of the two Juice buttons, then press the Ⓐ button.

Special Shot: Press the Ⓛ trigger + the Ⓑ button to perform a special shot (must be done outside the key).

Note: Your Baller must be facing the basket and be stationary if he's in dunk range.

Pass To The Sideline: If your player has a buddy on the sideline you can press the Ⓐ button to pass the ball to him. While your friend is in possession of the ball there are several different moves you can do, but do it quickly! Your friend can only hold onto the ball for a few seconds.

While your buddy has the ball you can:

Press the Ⓐ button to have him pass the ball back to you.

Use the right thumbstick to juke and try to get open

Press the Ⓧ button to have him lob it up for an ally-oop.

Back 'Em Down: Press the ◯ button to get into position. Press the Ⓐ button repeatedly to move toward the net. Press the right thumbstick away from opponent to spin out and take the shot or move on to something else.

Once you're backing down your opponent:

Tap the Ⓐ button to move yourself and your opponent forward.

Press the right thumbstick away from your opponent to spin out.

Press the Ⓨ button to perform a pump fake.

Press the Ⓑ button to shoot.

PUT-BACK DUNK: Run under the rim and press any Juice button and the Ⓨ button.

NOTE: The Put-Back Dunk is only available for certain players. This ability must be purchased when creating a player.

TAUNT: Press and hold the Ⓛ trigger, then press the right thumbstick in any direction (except away from the rim). A Taunt increases your 'house' meter and replenishes a small amount of juice. Be careful, this move will leave you vulnerable to an easy turnover.

ANKLE BREAKER: Press the right thumbstick in any direction. The ankle breaker moves are all screen relative, so if you want to juke forward press the stick towards the hoop, backwards away from the hoop, etc.

Act A Fool Moves

PLAYGROUND: Press the Ⓧ button for 1 of 30 different playground juke moves.

OFF THE HIZZLE: Click the left thumbstick press the Ⓧ button to throw it off of your opponent's head.

OFF THE HIZZLE 2 OOP: Hold the Ⓡ trigger, then press the Ⓧ button to bounce it off of your opponent's head and up for an ally-oop.

ROBOTRON: Hold Ⓛ+Ⓡ, click the left thumbstick and move the right thumbstick in any direction.

ACT A FOOL: Hold the Ⓛ trigger, then press the Ⓧ button (close to your opponent). Try combinations of the Ⓛ trigger and other Juice buttons along with the Ⓐ button for different moves.

Advanced Defensive Moves

PUSH: Hold any Juice button, then press Ⓑ button. Each time you push or grab your opponent you earn a foul.

THROW BACK: Hold any Juice button, then press Ⓧ button when near your opponent.

WHILE BEING BACKED DOWN: If your opponent starts backing you down, press the Ⓐ button as fast as you can to push him back.

SHATTERIN' THE EGO: Press the Ⓐ button when your opponent starts his "act a fool" or "off the hizzle" move to interrupt it and take the ball. It's a Combo Breaker!

GAFFLIN' THE PASS: If your opponent passes to a sideline character, position yourself between him and your opponent. Your character will try to intercept the ball.

GRAB REBOUND: If a ball is rattling around the rim, press any Juice button, then press the Ⓨ button.

BIG JUMP: Hold juice, then press the Ⓨ button.

FREE THROW WHAMMY: Press any button while your opponent is taking a free throw to vibrate his controller and throw him off.

MAIN MENU

The Main Menu includes options you'll need to set up your NBA Ballers games. Read below for details on the options found on the Main Menu.

QUICKPLAY

The Quickplay option allows you to jump right into a Versus game. You'll select the number of Human players. The game will then automatically select players and venues.

PLAY MODES

Versus

In Versus mode, you'll pick from NBA Ballers of the past and present for a 1-on-1 match. You'll also select from available arenas.

1 vs 1 vs 1

This is NBA Ballers' 3 player game mode. Three players will each select a Baller then select one arena. The first player to score 11 wins the match. You can also play against 1 or 2 CPU controlled players.

TV Tournament

See TV TOURNAMENT, pg. 14.

Rags to Riches

See RAGS TO RICHES, pg. 15.

Practice

NBA Ballers' Practice mode allows you to select a Baller and an opponent. You can then practice your moves and shooting. Perform tricks prior to each successful shot, and you'll get an idea of the kind of Credits you can earn for purchasing cool stuff using the Inside Stuff option (see INSIDE STUFF, pg. 9 - 12). Credits earned in Practice mode can not be used for purchases, but you'll see what kind of Credits you can accumulate, as well as some of the cool moves in the game.

INSIDE STUFF

See pages 9 - 12.

PROFILE MENU

See next page.

Create/Save Profile

NBA Ballers lets you save accumulated data to your hard disk. We highly recommend saving to the hard disk to enjoy the many features you'll find in this game.

Each time you start the game on your Xbox™ video game system, the game will read your hard disk, making it available for saving data.

At the Profile Menu, you can Save or Create Profiles. If you choose to create a Profile, the in-game keyboard will appear. Use it to spell out the name you want to use, then select END. It will then be available for use as a user profile.

PROFILE MENU

PROFILE MENU
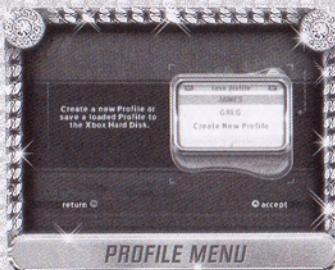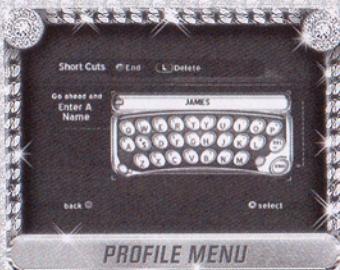
Load Profile

If you already have a created user profile, it will be listed for selection when you choose LOAD PROFILE. The Status column will let you know if the data has been saved or needs saving. Simply highlight the unsaved data, and press the Ⓐ button.

Unload Profile

Whenever you have a profile loaded, you'll have the opportunity to work with it. If you don't want it loaded, select this option, then select the profile. You'll be prompted to unload the entire profile.

As you save more and more data to the hard disk, you'll need to keep track of the space available on the hard disk.

The Profile Menu appears in several instances within the game, so you can always refer to this portion of the manual for reference.

The Inside Stuff Screen is the place to go to use the Credits you've earned to sign players and acquire cribs or to create a player. Use the D-pad to select options, then press the Ⓐ button to make selections. In some cases, menus will require pressing the Ⓛ trigger or Ⓡ trigger to cycle categories.

INSIDE STUFF

Before entering the Inside Stuff menu, the Profile screen will be displayed. If you have a profile created already, select it to go to the Inside Stuff menu. If you don't have a profile, select CREATE NEW PROFILE. Use the D-pad to spell out the name of your profile, then select END. Select the new profile to go to the Inside Stuff menu.

Here's the rundown:

SIGN A BALLER

Got a lot of Credits burning a whole in your pocket? Use this option to unlock some of your favorite NBA players. They'll then be available for Versus, 1vs.1vs.1 and TV Tournament game modes. You'll notice that some players are unlocked by default.

CUSTOM BALLERS

This is your opportunity to create the kind of baller you'd like to use in the game. Once created, this Baller will be selectable in Versus, 1 vs. 1 vs. 1 and TV Tournament game modes. It takes 4 steps to customize your Baller:

Step 1: Fill in the Details

For both Name options, select your Baller's First or Last name, then press the Ⓐ button access the keyboard. Spell out the names you'd like for your Baller, then select END to return to the previous menu. Press the Ⓑ button to advance to the next screen.

For the rest of the options, press the D-pad ← or → to modify the setting.

**CUSTOM BALLER**

Step 2: Define Your Look

Highlight an option, then press the D-pad ← or → to modify the setting. As you define your Baller's look, you'll see the changes take place on the screen. Press the ◉ button to advance to the next screen.
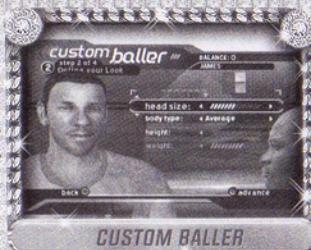
CUSTOM BALLER

Step 3: Develop Your Skills

This option allows you to distribute points to specific player skill attributes. You decide how strong or weak your created player's skills will be. Once you've acquired some Credits, you can come back to this option, and purchase more points to boost a player's attributes.
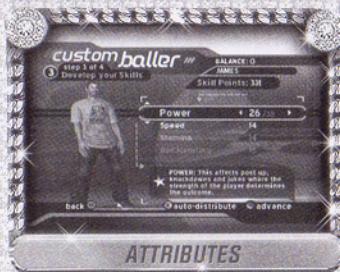
ATTRIBUTES

By default, you'll start out with <u>400</u> points to distribute to your created player. Highlight an attribute, then press the D-pad ← or → to increase or decrease the points given to an attribute. Repeat this process to distribute the points the way you want.

You can only distribute a maximum of 35 Attribute Points to each category during the creation phase. Once, your finished adjusting points, press the ◉ button to advance to the next screen.

<u>NOTE</u>: In Rags to Riches, the attributes must be earned on the court. You may not acquire them with credits.

Step 4: Review Your Work

Before you finish customizing your Baller, review your work. If you need to go back and change something, press the Ⓑ button to return to a previous menu.
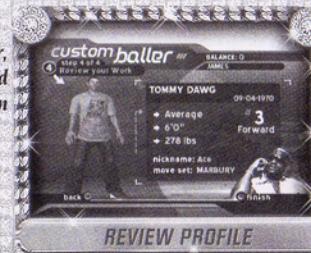
REVIEW PROFILE

MODIFY BALLER

Once you have created and saved your Baller, this menu will be displayed. It's also displayed if you select a previously saved Baller from the Custom Ballers option. Use this menu to make changes to your saved, customized Baller.

MODIFY BALLER

Attire, etc.

Keep your Baller looking sharp by changing his facial features, clothes and his bling. Select an item to view available (selectable) and unavailable items (in grey). Not all items are free, so the amount of Credits you'll need for a particular is displayed.

Skills

As you gain more Credits, you can use this option to add more Attribute Points to your Baller's skills. This will let you continue to make him a better player on the court. See <u>Step 3: Develop Your Skills</u>, pg. 10).

<u>NOTE</u>: In Rages 2 Riches, your skills will upgrade automatically based on how you play.

Rides, Friends, Etc.

Once you've acquired some Credits, come back and check out this option. You can turn in your Credits for an entourage, some cool rides or set up some <u>Specials</u> that will spice up your play on the court.

<u>SPECIALS</u>

Highlight an ability, then press the Ⓐ button to activate it. Press the D-pad ← or → to turn a Special On or Off. Here are the Specials:

<u>Hot Spot</u>	- Pick a spot on the floor where your scoring chances increase
<u>Fire Mode</u>	- Make it possible for a player to catch fire
<u>Back-In Mode</u>	- This mode allows you to post up your opponent
<u>Legal Goaltending</u>	- You're allowed to goaltend any shot (only one legal goaltend is allowed per round)
<u>Extra Moves</u>	- Pull off moves not available in the default moves list
<u>Put Back Dunks</u>	- Allows you to dunk your missed shots
<u>Stunt Dunks</u>	- Perform some inhuman dunks
<u>Pass to Friend</u>	- Pass to a friend standing off-court then get it back
<u>2x Juke Replenish</u>	- Your Juke replenishes twice as fast
<u>Super Blocks</u>	- Get way up there to block shots
<u>Ally-Oop</u>	- Perform amazing ally-oops

<u>NOTES</u>:
- These moves much be purchased before you can use them.
- A good way to experiment with Specials is to pick any NBA player that has the Special you want to try.
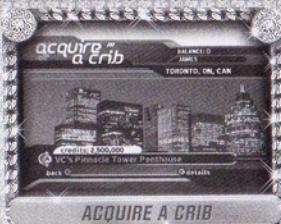
ACQUIRE A CRIB

ACQUIRE A CRIB

Use your growing Credits to acquire a home. Press the D-pad ⬆ or ⬇ to change homes and the background will change, giving you a nice look at your new crib. You'll notice that some cribs are already unlocked by default.

GARAGE

It's time for a new ride. Use your accumulated Credits to select a new car. Press the 🄛 trigger or 🅁 trigger to cycle the cars, then select a color. Colors will only be selectable if you have enough Credits to select the car.

COLLECTIBLES

NBA Ballers includes a gallery of images you can unlock and view. Choose MAGAZINES, FRIENDS, BIG SHOTS or MIDWAY, then work toward unlocking the collectibles. To find out what is required for unlocking an image, highlight the blank image and press the Ⓐ button. Text will describe what is required to unlock the image. Completing image sets unlocks certain players.

BALLER'S CINEMA

The Baller's Cinema includes the OPENING MOVIE, PLAYER MOVIES, CREDITS listing the names of the people who worked toward creating Ballers, as well as some DVD EXTRAS.

PHRASE-OLOGY

Codes, Codes, Codes! NBA Baller's Phrase-ology option allows you to select up to four words to unlock special features in the game. Highlight a word, then press the Ⓐ button to select it. Select up to four words to create a phrase. In some cases, one or two or three words will work.

Ballers Phrase-ology can be found in Strategy Guides, Magazines, the internet or with a little experimentation on your part.

PHRASE-OLOGY
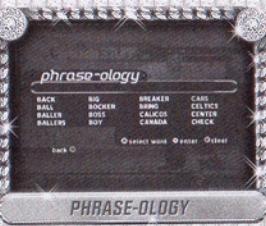
AUDIO OPTIONS

Highlight an option, then press the D-pad ⬅ or ➡ to increase or decrease the Game FX, Player Chatter, In-Game Music, Announcer, Crowd, Menu Music or Pause Music. You can also change the output of the audio to Stereo or Mono.
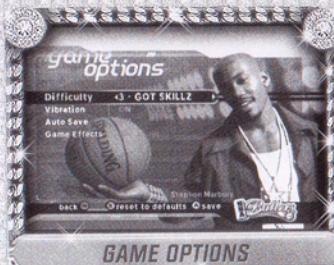
GAME OPTIONS

GAME OPTIONS

Make adjustments to the game's default settings.

Difficulty

Select from 5 difficulty settings, ranging from Pretender to NBA Baller .Level 3, GOT SKILLZ, is the default difficulty setting).

Vibration

Turn the controller vibration On or Off.

Auto Save

Turn the game's Autosave feature On or Off. When On is selected, the game will automatically save your game settings.

Effects

Select OLD SKOOL to play with all visual special effects turned on. For a more "simulation" style play experience, select NEW SKOOL. This will turn off most of the special visual effects.

This is where you'll unlock NBA players by winning tournaments. The opponent at the top of each ladder is unlocked to your roster once you defeat him. First, you'll need to select an episode. Each episode has a different set of tournament opponents and a prize.

Enter Profile

Before entering the tournament, the Load Profile screen will be displayed. If you have a profile created already, select it to go to the Tournament screen. If you don't have a profile, select CREATE NEW PROFILE. Use the D-pad to spell out the name of your profile, then select END. Select the new profile to the Tournament screen.

The Tournament

TV TOURNAMENT

TV TOURNAMENT
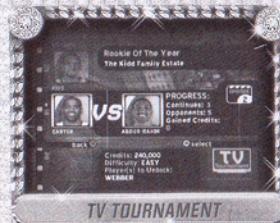
TV TOURNAMENT

The Tournament screen displays three NBA players who represent your final opponent. Each final opponent represents an episode of the tournament.

Press the D-pad ← or → to select an episode. Details on the episode are displayed. Press the Ⓐ button to make a selection.

At the Baller Selection screen, press the D-pad ↑ or ↓ scroll through available NBA Ballers, then press the Ⓐ button to select. Press the Ⓧ button to preview your opponents.

At the Match-Up screen, you can enter codes for power ups or special abilities. See ENTERING CODES, pg. 17.

As you win matches, you'll continue to play until you've either lost a match or won the tournament. As you collect prizes, remember to use the Inside Stuff option to use your winnings (see INSIDE STUFF, pg. 11-12).

today's episode
ENTERING CODES
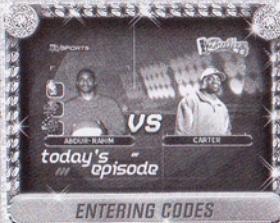
This game mode is NBA Ballers' career mode where you can create a baller, then play games to earn Credits and prizes. You'll then spend those earnings to live the good life with mansions, cars, jewels and even an entourage, but you'll need to earn it on the court!

Before you can get started, you'll need to Create or Load a profile. If you have a profile created already, select it to go to the Rags to Riches screen. If you don't have a profile, select CREATE NEW PROFILE. Use the D-pad to spell out the name of your profile, then select END. Select the new profile to go to the Rags to Riches screen.

RAGS TO RICHES

REVIEW EPISODE

This option will give you an opportunity to review your progress in Rags to Riches. It includes selectable movies that you've unlocked during the progression of your Rags to Riches story.

CUSTOMIZE BALLER

This option allows you to spend your riches to shed those rags. As you win matches and progress through the story, your earned Credits will be displayed at the bottom of the screen. See CUSTOMIZE BALLER, pg. 9, for details on customizing your baller.

PLAY-PER-VIEW

Play-Per-View

The Play-Per-View screen is used to get an overview of your progression through the Rags to Riches story. It displays the current Tournament you're playing in, as well as past and upcoming tournaments. Press the D-pad ← or → to highlight each tournament. Information about each tour is displayed below.

NOTES:
• You can only select the current tournament you're involved in. You can't select previous or future tournaments. The Play-Per-View screen is a nice map of the tournaments you can use to check your progression.

• In Rags to Riches mode, your Ballers attributes automatically upgrade, based on the way you play after the initial attribute assignment. For example, to be a better 3 pt. shooter, you must attempt and make a lot of 3 pointers.

Prior to a VERSUS or 1 VS 1 VS 1 game, you'll need to select a Baller and a Crib for your match. Once you've done that, you can enter special codes just before the match begins. Here's how to do it all:

BALLER SELECT

Press the D-pad ⬆ or ⬇ to scroll through the available NBA Ballers. Press the Ⓨ button to cycle between the divisions, then press the Ⓐ button to make a selection. Do the same for your opponent if you're playing the CPU. If you're playing a friend, let him do it. The Select a Crib screen will appear.
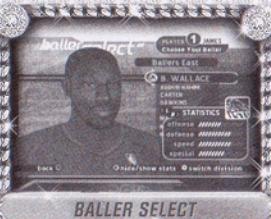
BALLER SELECT

SELECT A CRIB

NBA Ballers includes some great venues for playing your matches. You'll select one of many home courts. Press the D-pad ⬆ or ⬇ to scroll through the available cribs. Feel free to press the Ⓧ button for details on the crib.

Custom Rules

After you select a crib, you'll select from a list of custom rules for your match:

FREE FOR ALL	-	No clearing and no ball checks
DO OR DIE	-	One round wins all.
BREAK THIS!	-	While "On Fire", any shots scored will subtract the same amount from your opponent's score. Remember to select a player that has the "On Fire" Special, or this rule won't work.
GOALIE MATCH	-	Goaltending is allowed.
CLEARLY CLEAN	-	No ball clears
NO FOULS	-	Play a game without fouls. This means no free throws.
CHANGE EVERYTHING	-	Allows you to customize everything

Press the Ⓑ button to back out and return to the Select a Crib screen. When you're ready, press the Ⓐ button to go to the final Pre-Game screen to enter any codes.

ENTERING CODES

Just before the game begins, you'll have a brief opportunity to enter special codes. Codes can be entered by displaying three specific icons, along with pressing the D-pad ⬆, ⬇, ⬅ or ➡ .

Press the Ⓧ button (bottom), Ⓨ button (top) and Ⓑ button (middle) to cycle the three code icons. When the icons you want are displayed, press the D-pad ⬆, ⬇, ⬅ or ➡ . If you have the correct combination of icons and the correct direction on the D-pad, a code will be displayed and entered. If you enter wrong, the icons will reset and no code will be entered. You can enter as many codes as you have time for. Remember, there isn't much time, so be quick.

ENTERING CODES

NOTE: Special codes can be found in strategy guides, magazines, the internet or with a bit of experimentation on your part.

ON THE COURT

Labels: Game Time, Jackpot, Juice (Turbo Boost), Shot Clock, Rounds Won, Rounds Won, Score, Score, Fouls, Fouls, Current Match Earnings, Bring Down The House Meter
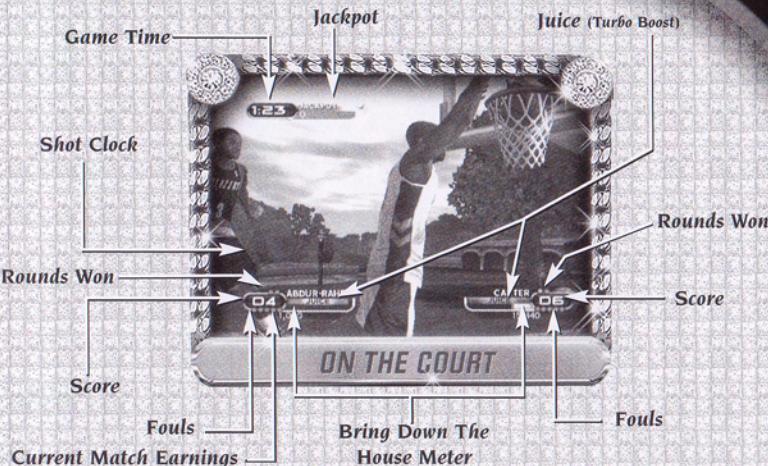
The Display has a lot of information that may or may not need explanation. Nonetheless, here's the rundown:

Fouls

You have 5 fouls to give. After the 5th foul, your opponent will go to the Free Throw line.

Game Time

This displays the game time remaining.

House Meter

The House Meter builds as you make moves and shots. When the House Meter fills completely, you can "Bring Down the House". This requires a special button combination you'll need to discover on your own.

Jackpot

As you and your opponent make moves, you'll accumulate credit that will be awarded to the player that makes the shot. If you build the Jackpot and miss the shot, the Jackpot will remain until someone does hit the shot. The winner of the match walks away with all of the credits in his match earnings.

Juice

This is your turbo boost meter. As you use your Juice, the meter will diminish. It will recharge when you're not activating your Juice.

Rounds Won

Blue circles appear when you win a match round.

Shot Clock

This meter will be displayed once you've gotten down to 10 seconds.
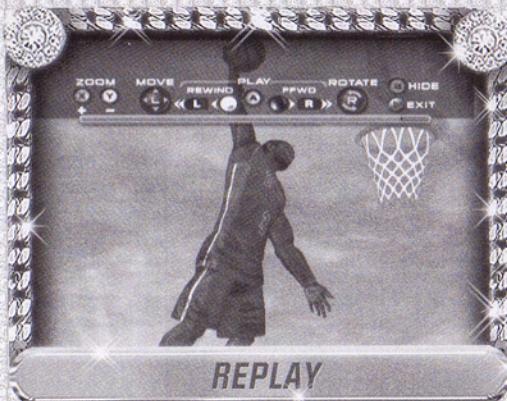
At any time during a game, press the ◯ button to view the Pause Options screen. Use it to make adjustments to your game or view a replay of the most recent game action or make changes to the game's options. You can also use it to see your players in detail.

Replay

If you'd like to take another, more detailed look at an incredible play, select this replay option. On-screen controls show you how to replay the action, zoom in, zoom out and also move 360 degrees around the action.

Game Options

See OPTIONS, pg. 13.

Audio Settings

See OPTIONS, pg. 13.

Quit

Quits a match and returns you to the Main Menu.

Production

Creative Director	Mark Turmell
Lead Designer	George Gomez
Technical Lead	Patrick Lynn
Art Director	Ricardo Boronat
Game Design	John Vignocchi & Pete Actipis
Production	Lee A. Helmer, Mike Bilder & Tracy Johnson
Programmers	Pete Actipis, Voltaire Castro, Shekhar Dhupelia, Dave Horachek, Brian McGroarty, Kazuki Murakami, Rick Naegele, Jamie Rivett, Matt Rubin, J.R. Scally, Dan Thompson & Graham West
Environment Art Lead	Danny Gutierrez
Environment Artists	Matt Taylor, Eric Peterson & Manny Vega
Assistant Art Director/Lead Player Head Artist	Jeff Troutman
Character Art Lead	Gary Oliverio
Player Head Artist	Trevor Hennington
Interface Art Lead	William Fox
Interface Artists	Chad Bailey, Stewart Fritz, Ernie Perez & Martin Ryan
Technical Artist	Mike Hovland
Motion Capture Specialist	Jim Gentile
Motion Capture & Animation	Steve Bowler, Elias Figueroa & Freddy Palma
Commentary Design	Dan Forden
Music and Sound	Vince Pontarelli
Commentary Talent	MC Supernatural & Terry Abler
Additional Audio	Chase Ashbaker, Richard Carle, Brian Chard & DJ Rocky Rock
Additional Programming	Jay Biondo, Jim Bulvan, Jeff Campen, Vinh Chu, Erdem Erdenen Otto Schurr, Dan Coleman, Jim Terdina, Josh Williams, Darryl Wisner & Michael Weilbacher
Additional Art Support	Everardo Acosta, Fred Calhoun, Ed Ingle, Cari Oberstar, Mary Qian, Ryan Rosenburg, Martin Ryan, Brian Schultz, Taaron Silverstein & Rhett Torgoley
VP Sports Business Unit	Jon Dean
VP Product Development	Matt Booty
Dir. of Sports Engineering	Michael Weilbacher

Quality Assurance (Chicago)

QA Supervisor	Loren Gold
Lead QA Analyst	Francisco Aldana
QA Product Analysts	Reggie Banks, Francis Brooke, John Cruz, Dave Casso, Marco Escobar, Andy Hernandez, Robert Lathan, Chris McFadden, Greg Ranz, Robert Reyes, Richard Vrtis, Warren Wilkes & Ki Wolf-Smith

Quality Assurance (San Diego)

QA Director	Paul Sterngold
QA Supervisor	Malcolm Scott
Senior QA Analyst	Curtis Barnes, Adam Jones
Assistant QA Analyst	Steven Scott, Erik Spoor
QA Analysts	Virgilio Abad, Rommel Abalos, Rick Blair, David Branscom, Travis Butler, Leroy Butler, Ryan Castiglia, Saleem Crawford, Tony Drake, Jared Hamiter, Myong Hong, Andrew Nguyen, Richard Phim, Jason Richman, Josh Stacy, Elfin Whitehead, Tommy Woo & Travis Zander
Technical Standards Analysts	Jason Jorgensen, Chris Berg, Jim Sanders, Daniel Kit, Ron Salleza, Joshua Palmer, Ray Mitchell, Courtland Jones & Jimmy Storey

Marketing

Chief Marketing Officer	Steve Allison
VP, Marketing	Mona Hamilton
Dir., Sports Marketing	Tim Granich
Product Manager	Phil Marineau
Marketing Coordinator	Katie Ahrenhoersterbaumer
Dir., Channel Marketing	Greg Mucha
Channel Marketing Manager	Echo Storch
VP, Licensing	Steve Booth
Dir., Public Relations	Reilly Brennan
Sports PR Manager	Tim DaRosa

Creative Services

VP, Creative Services	Debbie Austin
Dir., Creative Services / Manual	Jon Mongelluzzo
Project Managers	Sally Nichols & Yvonne White
Creative Designer	Dave Young
Assets Manager	Rare Macapayag

Midway Sales

Melanie Windham, Brad Wildes, Doris Lynch, Paul Flynn & Christa Wittenberg

Creative Media

Christa Woss, BethAnn Smukowski, Larry Wotman, Max Crawford, Christ Skrundz & Rigo Cortes

Midway FMV

Marty Murphy, Ty Primosch, Pav Kovacic, Won Jun Cho, Rick O'Meara, Tony Lewellen, Dave Mueller & Roger Berrones

Midway Legal

Debbie Fulton, Rob Gustafson, Nancy Fuller, Corey Halpren & Mike Burke

Music Supervision

John Vignocchi

Friends Photos

by Markese Photography - www.MarkesePhotograpy.com

Appearing as himself

MC Supernatural

Appearing as Bob Benson

Terry Abler

Special Thanks

Neil Nicastro, David Zucker, Ken Fedesna, Miguel Iribarren, Mark Beaumont, David Nichols, Natalie Salzman, Greg Lassen, Shari Wolford, Adam Silver, Peter Farnsworth, Stephon Marbury, Magic Johnson, Tracy Jones, Marty Stoltz, Chip Sineni, Sal Divita, Martin Murphy, Cary Mednick, Ed Keenan, Steve Anichini, Samuel Peterson, The Ayzenberg Group, Horizon Media, Pod9, Fail+Safe, The Basketball Hall of Fame, Jamie Allen, MTV, 228 Management & Consulting, LLC -Nastasha T. Brison, Esq, Bells, Jason B. McPhee & Michael Westbrook of In-R-Circle Records

Ballers Music

"Shake The Glass"
Written by Adam Cherrington and Kenny Knox
Performed by Kenny Knox
Produced by Wyshmaster

"You A Baller Right"
Written by Adam Cherrington and Brandon Ranard Burris
Performed by Point Game
Produced by Wyshmaster

"Floss Out"
Written by Adam Cherrington and Joe Young
Performed by Jelly Joe
Produced by Wyshmaster

"Ballin' Outta Control"
Written by Adam Cherrington and Nick Furlong
Performed by Raskal
Produced by Wyshmaster

"Where You At"
Written by Adam Cherrington and Jason Cavaliere
Performed by Jsin Sinatra
Produced by Wyshmaster

"B-Ball"
Written by Antoine Rogers and Ernest Franklin
Performed by Bobby Creekwater of Jatis
Produced by Sol Messiah for Sol Messiah Entertainment

"Skillz Like This"
Written by Antoine Rogers, Antonio L. Sawyer and Tracy Ogilvie
Performed by Bobby Creekwater and Charlie Jangles of Jatis
Produced by International Postman for Sunday Delivery/4th Generation
Recorded by/Mixed by Tracy Ogilvie

"Gameface"
Written by Eric Hairston, Doug Hairston
Performed by 5ifth and Semi of Iron Fist
Composed and Produced by Khalifani
Mixed by Jarvis Blackshear for Meta Music
Co-Produced by Khalifani for Meta Music
©2003 Meta Music, Inc.

"Rags to Riches"
Written by La Vaughn Finley
Performed by Big Gov
Courtesy of In R Circle Records

"Inside the Game"
Lyrics by Theartis Jeron Thomas
Performed by Ness Lee

"My House"
Lyrics by Theartis Jeron Thomas
Performed by Ness Lee

"Holla at Me"
Written by Nicole Marie Whitehead and Webster White
Performed by Nikki and CI
Produced by CI
Engineer: Jarvis Blackshear
Additional Music: Benny Demus

"NBA Ballout"
Written by Malik Taylor and Dion Liverpool
Performed by Phife Dawg
Produced by DJ Rasta Root
Engineer: Morgan Garcia
Courtesy of Smokin' Needles Records ©2003

"We Can Do This"
Written by Christopher Thurston and Dion Liverpool
Performed by Jax
Produced by DJ Rasta Root
Engineer: Morgan Garcia
Courtesy of Smokin' Needles Records ©2003

"Itz On Now"
Written by Ernest Gibbs, Leon Griffin, Brelyn Griffin and Brian Hood
Performed by 4Pound
Produced by B. Hood

"We Will Not Lose"
Written by Taboo and Lexo
Performed by Rouge
Courtesy RAH Music

"So You Want To Be A Baller"
Written by Shaun Damore and Shawn McCullough
Performed by Buck
Courtesy of Breakthrough Recording Studio

"NBA Ballers Theme"
Performed by MC Supernatural
Lyrics by R. Price
Produced by Ominus B. Lurkin and Chewbaca
Additional Audio Support by DJ Rocky Rock

"N.B.A."
Performed by Tony Gunz-n-Swiff
Written by Anthony Dash and Aaron Jenkins
Produced by Psique Music Concepts
Color commentated by Craig "Soopafri" Frierson

"NBA Ballers"
Written by: D. Givens, C. Henderson, C. Stewart, C. Stuart
©2002 Jurassic 5
Jurassic 5 appears courtesy of Interscope Records

All rights reserved. Used by permission.

FREE KIDS ADMISSION*

1 **1**

BASKETBALL HALL · OF · FAME
SPRINGFIELD · MASS.
™
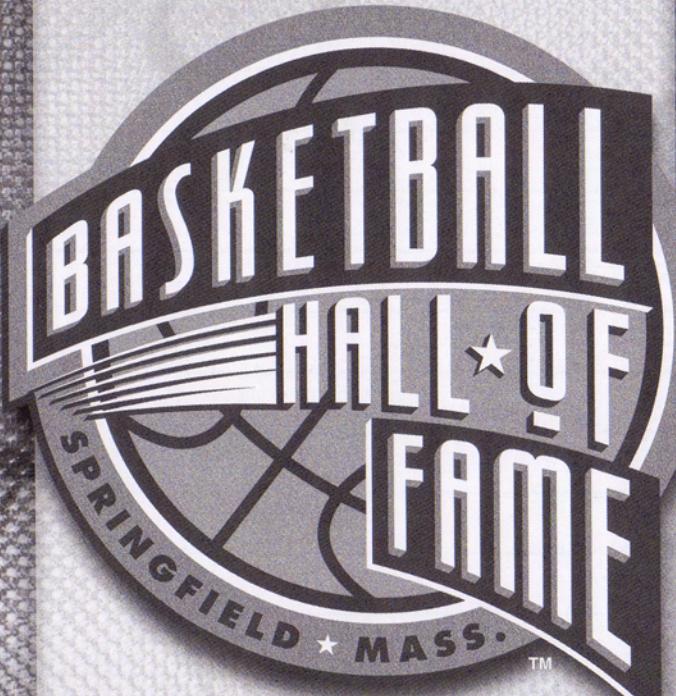
*Get one (1) FREE admission (up to age 15) when you purchase one (1) adult admission at regular price.

Present coupon offer to the admission area at Naismith Memorial Basketball Hall of Fame; 1000 West Columbus Ave, Springfield, MA.

Offer Expires December 31, 2004

www.hoophall.com

1 **1**

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

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

Midway Home Entertainment Inc.
Attn: Tech/Customer Support
PO Box 360839
Milpitas, Ca 95036-0839
www.midway.com

Midway Customer Support
(408) 473-9499
10:00am - 6:30pm / Pacific Time
Monday – Friday
Email: support@midway.com

Hints and Tips

For the hottest tips and codes for Midway games, call 1-900-448-HINT (4468). Automated tips and codes are available 24 hours a day, 7 days a week. The cost for automated hints is $1.50 per minute. Live operator support is available Monday through Friday from 10 am to 6:30 pm Pacific Time. You must be 18 years of age or older or have parental consent to call this number. A touchtone phone is required. Messages are subject to change without notice.

Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

NBA Ballers

In-Game Soundtrack

Point Game - You A Baller Right
Raskal - Ballin' Out Of Control
Nikki F. CI - Holla At Me
Jatis - Skillz Like This
Ness Lee - Inside The Game
Kenny Knox - Shake The Glass
Big Gov - Rags To Riches
Phife Dawg - NBA Ballout
Jelly Joe - Floss Out
Jatis - B-Ball
4Pound - Itz On Now
Buck - So You Wanna Be A Baller
Jsin Sinatra - Where You At
Jax - We Can Do This
Ness Lee - My House
Tony Gunz -n- Swiff - N.B.A.
MC Supernatural - NBA Ballers Theme
Rogue - We Will Not Lose
Sith and Semi - Gameface

NBA.COM

MIDWAY SPORTS