

# NBA LIVE 08 [SONY PSP]

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Placeholder for cover art

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

### **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

#### **Use and handling of video games to reduce the likelihood of a seizure**

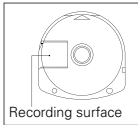
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

#### **Use and handling of UMD™**

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing).
- Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.

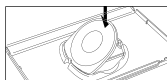
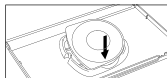


#### **Ejecting the disc**

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

#### **Storing the disc**

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.



## CONTENTS

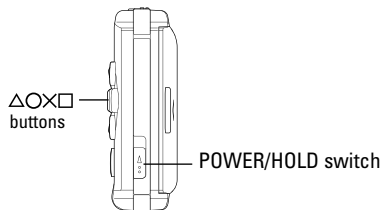
- 2** GETTING STARTED
- 3** STARTING THE GAME
- 3** COMPLETE CONTROLS
- 6** PLAYING THE GAME
- 9** GAME MODES
- 11** MINI-GAME MODES
- 11** MULTIPLAYER MODE
- 12** MY NBA LIVE
- 13** LIMITED 90-DAY WARRANTY



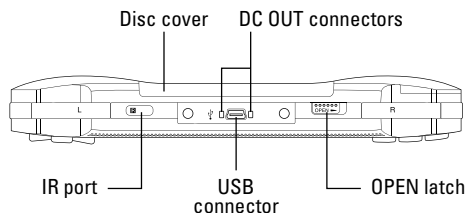
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## GETTING STARTED

### RIGHT SIDE VIEW



### FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *NBA LIVE 08* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the  $\times$  button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

### MEMORY STICK DUO™

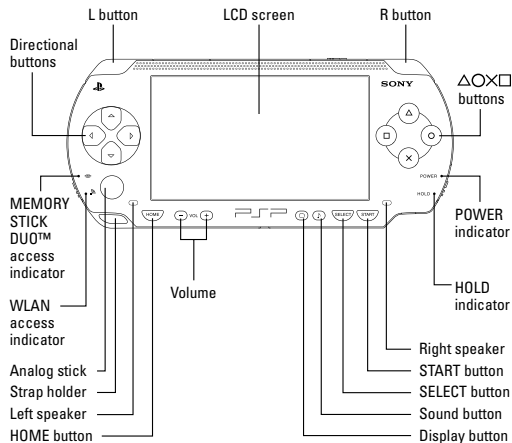
*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

**NOTE:** This title auto loads previously saved data on boot up. Please do not remove the Memory Stick Duo during the initial loading screen or when the Memory Stick Duo access indicator is flashing.

## STARTING THE GAME

### PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



## COMPLETE CONTROLS

Get ready to take your game to the highest level in *NBA LIVE 08*. Mystify defenders and wow the crowd with a Go-To Move (see p. 8) and become the envy of the NBA.

### GENERAL CONTROLS

Move player	Analog stick
Turbo	$\mathbf{R}$ button (hold)
Quick Play	D-button $\uparrow/\downarrow/\leftarrow/\rightarrow$

### OFFENSE

Shoot	$\odot$ button (press and hold to jump then release to shoot; tap to fake)
Pass (direction of the Analog stick chooses receiver)	$\times$ button
Direct pass	$\mathbf{L}$ button (twice) + $\odot$ button, $\times$ button, $\odot$ button, or $\triangle$ button
Dunk/Lay-up/Follow-in	$\odot$ button (double-tap to adjust your shot)
Freestyle dribble	$\square$ button (tap)
Pro-hop	$\square$ button (hold) + Analog stick towards basket

<b>Back down defender/Protect ball</b>	△ button (hold)
<b>Alley-oop pass</b> (when teammate has a clear lane to the basket)	⊗ button + ● button
<b>Pause game</b>	START button
<b>Call timeout</b>	SELECT button

## MID-AIR REBOUNDS, TIPS, AND DUNKS

Wipe the boards clean and take full control of a player while the ball is in mid-air.

<b>Mid-air rebounds</b>	△ button (hold when near basket)
<b>Tip-slam</b>	⊞ button (hold when near basket)
<b>Tip-in</b>	○ button (hold when near basket)

## CALL-FOR-PASS INBOUNDING

<b>Move pass receiver</b>	Analog stick
<b>Call for pass</b>	⊗ button
<b>Strategic player switch</b>	
—Best 3-point shooter	D-button ←
—Closest man to basket	D-button ↑
—Best free-throw shooter	D-button →
—Best ball-handler	D-button ↓

## ADDITIONAL LOW POST MOVES

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

<b>Slam dunk</b>	Analog stick (toward basket) + ● button (when close to the basket)
<b>Fade away jump shot</b>	Analog stick (away from basket) + ● button

## FREE THROWS

Use the help of the T-Meter™ when shooting free throws. For best accuracy, aim by pressing the ⊗ button, ⊞ button, or ○ button when the cursor is near the center of the blue meter. Next, press the ⊗ button, ⊞ button, or ○ button again to determine the distance.

## DEFENSE

<b>Switch players</b> (direction of the Analog stick chooses receiver)	⊗ button
<b>Direct swap</b>	Ⓛ button (twice) + ⊞ button, ⊗ button, ○ button, or △ button
<b>Steal ball</b>	⊞ button
<b>Take a charge</b>	○ button (tap when in position)
<b>Defensive stance/Box out</b>	○ button (hold)
<b>Jump to block/Rebound</b>	△ button
<b>Intentional foul</b>	SELECT button
<b>Last Man Back</b>	⊗ button (hold)

**NOTE:** Use the Last Man Back feature to control your defender closest to your basket.

## NBA ALL-STAR WEEKEND

Emerge beyond your All-Star peers by using these moves during the All-Star events. For more information, see *All-Star Weekend* on p. 10.

3 POINT SHOOTOUT	
<b>Pick up ball</b>	Ⓡ button/D-button →
<b>Jump/Shoot</b>	⊞ button, ⊗ button, ○ button, or △ button (press to jump, release to shoot)

## SLAM DUNK CONTEST (WHILE DRIBBLING/ON GROUND)

Are you an elevation sensation? Use these controls and let your imagination run wild as you jam home thunderous dunks.

<b>Move player</b>	Analog stick
<b>Ball toss</b>	D-button
<b>Toss modifiers</b>	Ⓛ button/Ⓡ button
<b>1 Foot Gather</b>	⊞ button
<b>2 Foot Gather</b>	○ button
<b>1 Foot 180 Gather</b>	△ button
<b>2 Foot 180 Gather</b>	⊗ button
<b>Toss off the left Jumbotron</b>	SELECT button + Ⓛ button + D-button
<b>Toss off the right Jumbotron</b>	SELECT button + Ⓡ button + D-button
<b>Toss off the crane camera</b>	SELECT button + Ⓛ button + Ⓡ button + D-button

SLAM DUNK CONTEST (IN AIR)	
<b>Rotate player</b> (on 180 Gather)	Analog stick
<b>Dunk modifiers</b>	Ⓛ button/Ⓡ button

EA MEDIA CENTER	
<b>Navigate screen</b>	D-button
<b>Select option</b>	⊗ button
<b>Back out</b>	△ button
<b>Change song</b>	Ⓛ button/Ⓡ button

## PLAYING THE GAME

Elevate your game, electrify the crowd and soar to the throne of the NBA by earning jewels for The Crown (see p. 7). It's your time to leave your best effort on the court during a Play Now game.

### USER PROFILES

Keep track of your personal stats with a User Profile. An active User Profile saves Dynasty Mode statistics and other accomplishments and settings in various game modes to your Memory Stick Duo.

**NOTE:** When creating a User Profile unsupported characters will be replaced with the "?" symbol (when using the keyboard).

### TEAM SELECT SCREEN

Set up a Play Now exhibition by choosing any two NBA, All-Star, Team adidas, and FIBA teams for the upcoming game. Once the teams are set, you have the option to adjust the starting lineups.

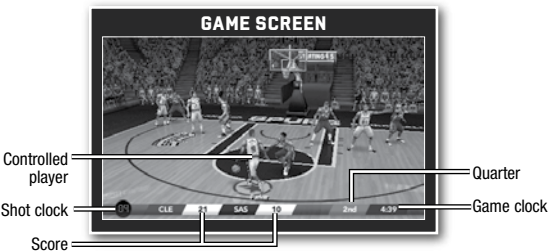
### JERSEY SELECT SCREEN

Take the court in style and choose a Home, Away, or Alternate jersey prior to tip-off.

**NOTE:** Classic All-Star teams and classic jerseys can be unlocked (and later are available in all game modes).

### SETTINGS

Select the skill level for the next game, along with quarter length, arena location, and camera view. You can also adjust the rules and preferences from the Options screen (via the Pause menu).



## ON THE HARDWOOD

### NEW THE CROWN

In *NBA LIVE 08*, transform into basketball royalty and earn rewards fit for a king with The Crown, an all-encompassing system that tallies your accomplishments and statistics in each of four game modes: 5-on-5, Manager Modes, All-Star, and Mini-Games. Ascend to the throne and become a Legend.

#### Accomplishments

The more accomplishments you complete, the more you unlock. Rise through the ranks even faster by taking on higher level accomplishments, such as gold and platinum, as they elevate your rank more swiftly than lower level accomplishments. Accumulate accomplishments in each of the game modes and watch your crown become adorned with regal gems.

#### Unique Challenges

If you are looking for perks, Unique Challenges give you plenty of opportunity to unlock enticing incentives as well as bolstering your rank. Complete these special objectives and earn Hardwood Classics game jerseys, gain access to illustrious All-Star team rosters of decades gone by, and seemingly countless other bonuses that will compliment your rising status in the basketball hierarchy.

#### Go-To Player/Team

Some players fill roles on the court while others establish themselves as the one who wants the game in his hands. See who your Go-To Player is by maximizing his performance over a minimum of five games. You're not limited to individual players, either. Dominate with one team and turn a franchise into an upper echelon squad by becoming a Go-To Team.

## **NEW** DOMINATE WITH YOUR GO-TO MOVE

Sometimes you have to create your own opportunities on the court, and nothing will get you to the hole with more showmanship than a Go-To Move. Your favorite signature ballhandling and shooting techniques have been re-created, including familiar fadeaways, step-backs, dunks, put-backs, and more. Take further command of the game by mastering the signature moves of the NBA's elite. If you're in the right spot, a superstar like Kobe Bryant will uncork his deadly accurate fadeaway shot. See what your star players can do and unveil your most dominating Go-To Move when you need it most in *NBA LIVE 08*.

### ROLE ICONS

Every player assumes a team's need with his style of play. Some players simply play the game while others own it. See what a player's specialty is with on-court role icons. Roles such as Generic, Star, and Superstar are there to choose for the appropriate scenario in a game.



Generic



Star



Superstar

### QUICK PLAYS

Direct traffic on both ends of the court by calling a Quick Play. On offense, you can run Isolation, Post Up, Pick-and-Roll, or Basket Cut plays. On defense, the 2-3 Zone, Double Team, Full Court Man-to-Man, and Half Court Man-to-Man defensive options are available.

Double tap the D-button on offense or defense to bring up a whole set of plays that can be customized via the Pause menu.

### PLAYER LOCKED

Control players on the floor with or without the ball—call for passes, have a teammate shoot, or call a screen with the push of a button.

### SAVING AND LOADING

When playing *NBA LIVE 08*, the all-new Autosave feature is ON. When ON, game information is automatically saved to your Memory Stick Duo™. You can disable/enable this feature on the Preferences screen.

When Autosave is ON, you must still manually save game progress before exiting Season, Playoffs, and Dynasty modes.

- To save or load a file, select the file you wish to save or load. Once the file is selected, the game data is either loaded or saved.
- You have the option to create more than one User Profile.

**NOTE:** Deleting a Profile will cause any associated Dynasty, Season, or Playoffs save files to become inaccessible.

**NOTE:** The maximum file sizes for the following game modes are as follows: Profile: 896KB; Dynasty: 960KB; Season: 864KB; Playoffs: 864KB.

### EA™ MEDIA CENTER

Play your own songs and customize your playlist by putting MP3 tracks in the MUSIC folder on your Memory Stick Duo™. They will appear in the EA™ TRAX section of the EA™ Media Center menu as long as your Memory Stick Duo™ is inserted.

- Press the button to accept selection or to select/de-select an option within the EA TRAX playlist menu.
- Press the D-button to scroll through playlist options or press the D-button to scroll through music tracks within the EA TRAX playlist menu.
- Press the button to back out of any menu within the EA Media Center.

**NOTE:** The EA Media Center does not automatically update new content when inserting or changing a Memory Stick. You must exit and re-enter EA Media Center before your songs appear.

## GAME MODES

### DYNASTY MODE™

Dynasty Mode operates on a year-round NBA calendar so be prepared to handle the duties on and off the court for multiple seasons. After choosing a team and selecting your settings, season one begins. Build your team from the ground up by hiring your coaching staff and conducting the draft. Before you start making key decisions, be sure to check your PDA (press the **SELECT** button) for messages from the league, team owner, and more that can help determine the success of your franchise.

### DURING THE SEASON

#### SCHEDULE/GM'S DESK/ROSTER MANAGEMENT

Play or simulate games by selecting your next opponent via the Schedule screen. From the Dynasty Central menu you will find the GM's Desk, Roster Management screen, and more. For off the court news, view the list of free agents, and more from the GM's desk. From the Roster Management screen you can reorder rosters, sign, release, and trade players.

#### TEAM CHEMISTRY

It's more important than ever to keep every player on your roster happy. To do so, make sure you balance playing time and get the ball in your superstar's hands when the game is on the line. Each player's happiness affects his overall performance and willingness to re-sign with your team after his contract expires.

## OFF-SEASON

After the playoffs, it's time for all GMs to evaluate their respective teams for the upcoming season. Be sure to use valuable information from your team scouts to help evaluate talent. Listen to their advice and study up on the incoming class before draft day. Making a wrong pick could set your franchise back a few years.

After the Rookie Draft is complete, you have the chance to bid on and offer contracts to free agents. Financial security is the main selling point to many of the players, but don't break the bank to sign them. Be sure to keep enough money in the budget in order to sign the key role players as well. To manage your roster, you can also re-sign and release players from the lineup. After the free agent period ends and your roster is set, the new season begins.

## SEASON

Play a 29-, 58-, or 82-game season and make your run for the championship. Select any team using current NBA rosters, or assemble your squad through a Fantasy Draft. You can even randomize your schedule or customize your league by switching up the teams in your division.

## PLAYOFFS

It's the time of year where winning isn't everything—it's the only thing. The NBA Playoffs are here and your team is one of the few left standing. Take part in the most grueling and exciting point of the season as your opponent tries to send you home with nothing but next season to look forward to. Participate in a traditional format or customize a tournament. Advance all the way to the Finals and hoist the championship trophy. Participate in a traditional format or customize a tournament—with or without a Fantasy Draft.

## NBA ALL-STAR WEEKEND

It's the NBA All-Star Weekend Big Easy style as the league's elite convene in New Orleans, Louisiana. Pit rising stars against each other with the rookies taking on sophomore players in the Rookie Challenge. See who can hit from downtown the most in 60 seconds during the 3-Point Shootout. Slam and jam your way to winning the Slam Dunk Contest. Finally, run alongside the best players in the league by taking part in the NBA All-Star Game. It's East vs. West in this action-packed, winner-take-all game set in New Orleans Arena.

## MINI-GAME MODES

Put on a clinic in these competitive mini-games and demonstrate who's got game.

### 2 Ball

Lay claim to having the purest jumper in the land in this pulse pounding shooting game. Shoot from designated point areas around the floor and collect bonuses such as 4x and 2x multipliers to rack up points in a hurry. As a default, the first player to score 50 points wins, but that number can be changed to 25 or 75, as well.

Move player	Analog stick
Shoot	⊙ button
Turbo	Ⓜ button (hold)
Change music track	Ⓛ button

### Handles

Complete combos to keep your dribble alive in this 10-level mini-game and astound with your hand-eye prowess as the difficulty increases.

Complete combos	D-button
Time shift	Ⓜ button
Change music track	Ⓛ button

## MULTIPLAYER MODE

**REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [WWW.EA.COM](http://WWW.EA.COM). YOU MUST BE 13+ TO REGISTER ONLINE.**

**EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [WWW.EA.COM](http://WWW.EA.COM) OR 30 DAYS AFTER THE LAST DAY OF THE NBA SEASON.**

## WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

**NOTE:** The player is responsible for any Wi-Fi fees.

## AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two individual PSP® systems to communicate directly with each other.



You Played the Game. Now Play the Music.  
**EA Soundtracks and Ringtone**  
Available at [www.ea.com/eatrx/](http://www.ea.com/eatrx/)

## INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP® system's Instruction Manual.

## PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **4444** (peer-to-peer connection).

**Hint:** A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

## MULTIPLAYER GAME MODE

Challenge your biggest rivals online instantly and keep track of your hoops buddies.

### EA Messenger

Instant message and maintain a buddy list with friends and opponents online.

**NOTE:** Get news and score updates from around the world of sports while playing in Infrastructure Mode with the ESPN Sports Ticker and ESPN Radio.

## MY NBA LIVE

Manage the way you see, play, and hear the game with My NBA LIVE. Roster management, individual and team awards in the Hall of Fame, EA Media Center, and options are accessible and ready to be adjusted to your style of play.

## LIMITED 90-DAY WARRANTY

### Electronic Arts Limited Warranty

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

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

### RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

### EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

### EA Warranty Mailing Address

Electronic Arts Customer Warranty  
P.O. Box 9025  
Redwood City, CA 94063-9025

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