

NBA 2K2 FAQ

by Master Gamer

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NBA 2K2 Master's FAQ Version 2.6

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1. The Introduction 1000

You will learn why I took my time to write this FAQ, the updates and copyright info.

1a. The Purpose of this FAQ 1001

The main reason for this FAQ is to help gamers; both new and old to the 2K series get better.
Another reason is as a reference for gamers to find out player ratings without having to constantly search through teams and player cards.

1b. Update history 1002

Version 2.6 10/9/02 Added Network and streetball tips, plus some streetball teams. (And in half a year?)

Version 2.5 04/23/02 Added find system, 2 created teams, corrections and strategy.

Version 2.4 01/26/02 Added 5 team rosters, completed network guide, corrected questions and lyrics.

Version 2.2 01/20/02 Added 5 team rosters, top ten lists, credits section and 1 question

Version 2.0 01/13/02 Added 5 team rosters, created players and hookshot, and questions section

Version 1.8 01/10/02 Added more codes and descriptions.

Version 1.6 12/30/01 Added Codes section and 1 code.

Version 1.4 12/29/01 Completed Street ball Strategies and Description of rules. Fixed some Formatting problems. Added Cheat Code Central as a permitted site.

Version 1.2 12/28/01 Removed text logo, added controls, basic offense, basic defense and lyrics.

Version 1.0 10/28/01: Added text Logo, contents, sections 1 and 2

1c. Copyright Information 1003

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List of permitted sites:

Gamefaqs (www.gamefaqs.com)

The Gamemasterz Realm (<http://www.quia.com/pages/gaming.html>)

NBA 2K2 Zone (www.nba2k2zone.cjb.net)

Cheat Code Central (<http://www.cheatcc.com>)

Cheat Codes.com (<http://www.cheatcodes.com>)

Neoseeker (<https://www.neoseeker.com>)

1d. How to locate any section of this FAQ 1004

If you're wondering about the 4-digit number codes at the contents and headers, this is where they come into place. To locate any section of this FAQ (or teams in the roster listing), follow these steps:

1. Begin by pressing Control and F (the key) at the same time.
2. Check "match whole word only" and type in the 4-digit code listed by the section name on the table of contents (It's in parenthesis, DO NOT include the parenthesis in the code).
3. Ta-da! You're at the section with minimal scrolling!!! You should memorize the codes.
4. If you're still here, type in code (0000) to return to the table of contents.

2. About the Author 2000

I'm a teenage girl living in Indiana. I have been playing games for most my life. I like almost all game genres (except puzzle and strategy), but my favorite series is Sonic the Hedgehog. I'm not very athletic so I virtually get my taste of sports.

3. Basics 3000

This covers what the modes, controls and basics are, we always start small and end up big.

3a. Modes 3001

Exhibition- set up any two teams. You make the rules, time and any other options, or don't play it! Just set up and watch.

Quick start- can't decide on what to play for exhibition? Let the comp decide for you!

Practice- Pick a team and practice on your own or with a friend. You can also practice free throws.

Season- Play along with the actual 01-02 season, or if 82 games is too grueling, you've always got the option to play 56 28 or 14 games. You may even make the playoffs.

Playoffs- ARE YOU TOO LAZY TO PLAY 14 GAMES!?! If so, just start from the playoffs, and work your way to the finals.

Tourney- Who's da dawg? Find out set up 4, 8, or 16 teams and have a tourney, more fun with friends.

Franchise- You're the General Manager now! You make the trades and guide the teams to the playoffs and back for many years.

Network- that comp waaaaayyyyyy too easy? Let's duke it out with some real people here!!! Play over the Internet, described in a later section.

3b. Controls 3002

3B1.
Offense:

A= Pass This is your basic pass, bounce or chest, to your closest teammate.

Joystick + A= "Touch" Passing

Hold the "Stick" in the direction of the player you want to pass to. Then press "A" while the "Stick" is pointed in the direction of the player you wanna pass to, in order to pass to that player.

Y + A, B, X, Y or R= "Icon" Passing.

Any time on offense with the ball, press the "Y" button, then press either the "A", "B", "X", "Y" or "R trigger" buttons, depending on the player's position, to pass to that player. The positions and buttons are as follows, memorize them and do yourself a favor.

A= Point Guard

B= Shooting Guard

X= Small Forward

Y= Power Forward

R Trigger= Center

A timed= Alley-Oop Pass

If a player has a clear path to the hoop, and is waving his hand, pass to him and he will perform an Alley-Oop.

B= Crossover Dribble.

Last year this move was sooo useful, now it's more skill then automation. When close to your

"opponent" or the one guarding you, press "B" to attempt to fake him out and get by him.

Depending on your timing, this may work, and this may not.

X= Shoot

Press AND hold the "X" button to shoot (obviously the ball). Hold the button until the top of your jump, then release. Practice your shots in "practice" mode. Without the ball, X jumps up and rebounds.

L trigger= Post Up

Press and hold the L trigger to "Back Down" or post up against the defender. It is recommended

you hold the "Turbo" button to have more power. More useful if you are the bigger player in the post-up "war". Make sure to turn to face the basket every five seconds or be whistled for the

"Back to Basket" violation.

L trigger + Left or Right on Joystick= Drop Step

When posting up, press left or right on the stick to turn and run toward the basket. If the D

anticipates this and you are thrown off-balance, pass right away, to anyone, 'cuz the D goes

for easy steals. Also use the "D-S" to get a chance to shoot from a post up move.

R Trigger= Turbo Button

Hold this to activate a turbo boost and move faster. Watch your turbo bar and use it wisely!

R trigger (Held) + "B"= Spin (Juke)

Hold R trigger (Turbo) and press "B" to spin. If this does not work, it is because you are standing still, are extremely close to a defender, or do not have enough turbo left (not sure if that last part is true, it seems to be a reason though).

I have found a good distance to spin. When you start your spin, the distance

between you and your opponent should be about the distance from the free-throw line to the top of the key.

L Trigger + R Trigger (During Post) + X Button= Hookshot

To perform the hookshot

1. Post up to the defender using the L Trigger
2. Hold down the turbo
3. Being very careful not to touch the stick, press the X button and shoot like normal. You will not perform a jumper; instead, you will perform the hookshot. (I've also heard this called a "sky Hook" not sure though)

Directional (D) Pad + "A", "B", "X", or "Y"= Playcalling.

Call a play (from your playbooks) by pressing the D pad and then pressing "A", "B", "X" or "Y"

D Pad+ L Trigger= "Screen"

Almost positive that's what you call it. Press the D Pad in any direction, then press the L trigger to have a teammate come up in front of an opponent guarding you, use this to take advantage and drive, or get open for a shot.

D- Pad + R trigger= Regular pass.

What was once a manual alley-oop now has the effect of simply pressing "A".

3B2. Defensive Controls:

"A"= Switch Player Control

Press "A" to change to your teammate closest to the ball.

"B"= Steal Attempt

Press "B" to attempt to steal the ball. Be careful though not to get a piece of the guys arm, and be called for Reaching-in.

"X" = Block/Jump/Pass Stealing.

Press and hold "X" to jump up, release to attempt to block a shot.

Press to jump up and get the ball, also useful to give the shooter less accuracy.

Run towards a pass and press "X" to attempt to steal it. (Note that you must anticipate the

receiver of the pass) I'm not the world's greatest blocker, but I find it useful to Line your

arm up with the ball, and time your release of the X button with the balls release. Be careful

when you go up, not to touch anything but the ball, or you'll got called for a shooting foul

'less you're in street.

"Y" = Switch to the last defender.

Press "Y" to switch to your teammate closest to your opponent's basket, very useful.

L Trigger= "Face Up"

Press and hold the L Trigger to Face your opponent and spread your arms and Legs, making yourself harder to get around, this will make you slower, so it would be very helpful to use the turbo.

D-Pad + "A", "B", "X", or "Y"= Playcalling

Same as offense, Pressing the D pad then "A", "B", "X", or "Y" will call a defensive play.

D-pad + L Trigger= Call for Double-Team.

Press the D Pad, then the Left trigger to call for one of your teammates to help double-team.

Remember, the Illegal D rule is gone so feel free to Double-team anyone, watch out Shaq!

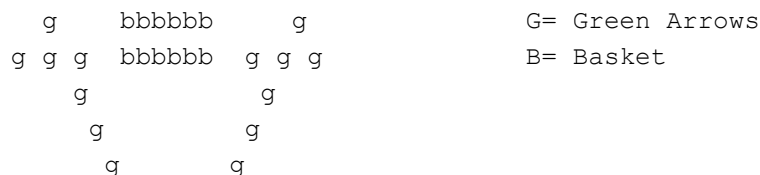
D-Pad + R Trigger= Intentional Foul

If you need to stop the clock or need to sub players, just hit the D pad, then the Right Trigger to call for all of your players to chase the ball handler and push him. Be careful not to have a high fouler (that even a word?), or in other words, a guy with 4 or 5 fouls foul the player (real obvious). Also, after two intentionals (first if there had been other fouls that quarter) a free throw is awarded.

Free Throws

OK, kind of tough to explain, but hang with me.

1. See those two green arrows? There off to the sides, so they won't fall like that, ever. They should look like this:



2. Squeeze the Left and Right Triggers so that the two arrows will align. Even though the Manual says you can't move one and then the other, this is the way I do it and I am able to make FT's in a moving semi (My dad's a trucker). Either way will work.

3. Once the arrows look like this (They are overlapping): Quickly press the "X" button to shoot. You must press it quickly (It could be a split second for some players such as Shaq on All-star difficulty) so the

arrows

bbbbbb DO NOT continue over.
bbbbbb
g
g g g
g
g
g

3B3. Menu Controls

Joystick= Highlight Menu Options (I don't care what the instructions say, you CANNOT use the D-Pad, also the joystick must be held in the direction of the option, unlike previous games in the series.

"A"= Select Highlighted Option
Use "A" to select the option you've highlighted.

"B"= Cancel Selection, Return to previous screen

Did you go to the wrong menu? Select something you didn't want? Press the "B" Button to go back.

"X"= NOTHING!!!!

I don't care what the menu says, "X" DOES NOT change menu focus. It may act as the "A" button at some screens.

"Y"= Access Help Menu

Press "Y" and that will give you a list of commands for what the buttons do on that menu screen.

3B4. Replay controls:

"A"= Play back at Real-Time speed

Press "A" to replay the play at normal speed.

"B"= Zoom Out

Press "B" to zoom out.

"X"= Zoom In

Press "X" to Zoom Out.

"Y" Replay Key On/OFF

Press "Y" to display the Replay Key which shows what buttons do what.

L Trigger=Rewind

Hold L to rewind, the farther held down, the faster the rewind speed.

R Trigger= Fast Forward (or Slow-Forward!)

Same as L Trigger but Fast Forward instead.

3c. Basic Offense 3003

I said BASIC. OK, obviously, try to move the ball as close to the basket as possible. (DUH!)

Don't think that the players are going to let you through. The players will start to block your path to the basket, but don't worry, there are plenty of ways to get to the basket, as I will list.

1. Crossover Dribble:

As I said earlier, in NBA 2K1, the crossover was broken. (Or way past too useful) In 2K2 you have to time it so your opponent can't block your path (almost always resulting in a steal). If the cross-over works, however, you'll likely get an open drive to the basket. If the Cross-over doesn't work, you'll likely be caught off balance. PASS OFF IMMEDIATELY!!!

2. Juke (spin):

Like the crossover, the juke was also way too useful in 2K1. Now, the Juke isn't nearly as easy to pull off, due to timing. If you manage to perfectly time the juke, you'll find two defenders scratching their heads wondering "Uh where'd that dude in the Pacer jersey go?" If the Juke doesn't work, you'll be caught off balance. PASS OFF IMMEDIATELY!!! I have found a good distance to spin. When you start your spin, the distance between you and your opponent should be about the distance from the free-throw line to the top of the key.

3. Post and Drop

POSTmark it, and drop it in the mail! (Really corny, I know) Anyways, with a good post-player, post up and then while posting, press left or right on the analog joystick to perform a drop-step. You'll either A. Shake the defender. Or B. Get caught off balance, if this happens IMMEDIATELY PASS!!! You'd be surprised how easily you can be stole from like this.

4. (The most obvious) pass the ball inside!!!

Passing is likely the easiest way to get the ball to the hoop. Just find the player, pass, and viola! You're that much closer to two points! But WAIT! Watch out because the other team will try to steal your pass. For this reason, DO NOT pass to a receiver you can't see, it's like asking for a turnover. Also, don't pass too far unless it's an absolute must. (ie: two seconds left to win) There is a greater chance of the ball being intercepted or flying outta bounds if you pass ffrom far away.

3d. Basic Defense 3004

Your Basic idea for D is to stop the ball from going into the basket. There's a few ways to do that:

1. Steal the ball

This is probably the hardest way to get the ball back, next to blocking (For me anyway). Don't steal unless

A. The defender is facing you or you are on the side of the opponent that has the ball.

B. The player is posting to another player and you're in front of him.

C. Other times I forgot to mention that you have a clean shot at the ball.

Be sure you only touch the ball, or you'll be called for the reach.

2. Steal a pass

This can be hard, but can be done. I try to intercept as often as possible, yes, it may go out of Bounds, but the opponent doesn't earn Free Throws, nor does it earn a star player a foul against them.

3. Blocking

This is probably the toughest part of defense. First remember the math: Arm + ball = Block.

In other words, Your arm must be lined up with the ball for a block. Once you're lined up (and your arm is in the air) Press "X" to smack that ball into outer space.

4. Rebounding

If the player gets his shot off, switch players to the one nearest basket ("Y" Button). If the shot doesn't fall, be ready to jump up and grab the ball.

4. Strategy with Ravenous SuperThug and MVP 4000

This section includes those little things from plays, to players. Ravenous Superthug provides the information in the first three sections, then MVP takes over in 4e. on the art of fast breaks.

I only write the intros (the section's first line) , the two before-mentioned people write the rest of the section.

4a. The positions and their jobs 4001

Before you can use strategy, it's important to know why there are positions.

PG (Point Guard)- This guy is usually the smallest guy on the floor for your team (unless your point guard is Magic Johnson or Larry Hughes). The PG runs the whole offense, he gets the ball where it needs to be in order for the plays to run. He controls how the team performs when you are on offense. Like if you need a quick basket, you can run down the court on a breakaway, maybe crossover or spin on somebody, then take it to the hole, or he can just give it to the big man (the center), and let him deal with it, or if you are down by three points or so, the PG can penetrate in the lane (the colored part in the middle of where everyone stands when the person is taking a foul shot.....a.k.a. the

key), and when he penetrates, he draws more defenders making a shooting guard, small forward, or possibly a power forward open to shoot a three pointer. But be careful what you do with what point guard you have.

If you have a point guard like Jason Kidd, you will not want to shoot all the time because he is mainly an "assist man". If you have a PG like Derek Fisher, he can shoot the three. If you have a PG like Gary Payton, you are in luck there because he has great defense with a very nice three pointer and a nice jump shot.

SG (Shooting Guard)- My favorite position. The shooting guard is mainly the key to the offense. He is usually the best player. Take for instance, Tracy McGrady, Allen Iverson, Ray Allen, Paul Pierce, Vince Carter, Jerry Stackhouse, Reggie Miller, Allan Houston, and Kobe Bryant can throw a toss-up with Shaquille O'neal for who is the best player. But the SG should be able to do everything (unless its AI a.k.a. Allen Iverson, who is a mere 6'1 who cannot possibly rebound). the SG should be used to penetrate and score using a variety of ways to score. Like dunking, posting, three pointers, and my personal favorite- the fade-a-way. the fade-a-way is basically unstoppable because you are going away from your defender.

SF (Small Forward)- The small forward is not that important to the offense because there are no really good small forwards out there (except Michael Jordan, who is only the best basketball player ever, Larry Bird, only the best three point shooter ever, and Irk Nowitzski who has a dangerous shot for man of his size). The small forward is usually a bigger, slower, version of the SG who cannot penetrate as easily but does have a better outside shot. The SF can rebound pretty good depending on who you have.

PF (Power Forward)- This to me is the absolute worst position. The greatest power forwards in the league are Rasheed Wallace, Kevin Garnett, Tim Duncan, Chris Webber, and Antoine Walker. BUT ALL OF THESE GUYS DON'T KNOW WHAT THEY ARE!! Some try to be like shooting guards, but they are to big and get the ball stripped (stolen). Some try to be like centers by having a post-up game but they are almost every time outsized. For me, any team I play with, that teams PF only gets about 6-12 points a game. Unless there is a big miss-match like Tim Duncan getting defended by Christian Laettner.

C (Center)- The center controls the boards (rebounds), and is the most dominant player on the court because of his size. IF YOU WANT TO WIN, MAKE SURE YOUR TEAM HAS A GREAT CENTER. Like a Shaquille O'neal. The C can dominate like no one else. He controls who gets the important rebounds, he controls who to pass to when he gets double teamed in the paint (another name for the lane, or key).

4b. Breakdown of Key players 4002

Every team has it's center player (I'm not talking about positions) in which it's strategy is based upon, these are the players.

Breakdown of Key Players-

Allen Iverson- He just plain out sucks. He is so overrated. He is so short and cannot play great defense although it says his defense is 100. His defense only consists of great stealing. His offense is OK. But the 76ers need more scorers. The weight is to much for Iverson to bare.

Derek Anderson- This guy is sooooo underrated. His ratings might not be the best but every time I play with him I shoot like 50-70% from the field and like 60% from the three point line.

Rafer Alston- Any one that knows anything about basketball knows that Rafer Alston is the best basketball player. You might be saying "What??, This guy is crazy!". But in New York City, on the Rucker Park court, (as you have seen in the game), there are leagues there and any one that knows anything about basketball would have heard about "Skip to My Lou". One of the greatest Rucker Park players of all time. That is Rafer Alston. He does not do good in the NBA only because of the playground moves you cannot perform in the NBA. He does not have the nicest shot, but he is quick and creative.

Antoine Walker- Plain out sucks. Yeah he will score 20-25pts a game but only like 35% from the field.

Shaquille O'neal- THE most dominant player in the game. Have him on your team and you cannot lose if you use him effectively.

Tracy McGrady (T-Mac)- I think he is the best SG in the real NBA right now but in the game he shoots pretty good. He will miss his first 2-4 three pointers but then will make his next 6 or so.

Dirk Nowitzski- This big man can do basically anything. I believe he is one of or the best overall player in the NBA.

Vince Carter- Without his dunk, he is a bum. He is very inconsistent.

Gary Payton- This guy can defend great, and his offense is very, very sharp.

Michael Jordan- I swear this guy has a hidden rating or something because his offense says that he is not that great but I always shoot 70-80% with him. His three pointer is bad though. Me and my friend were playing 2-on-2 and I had Jordan and Jahidi White and he had Larry Bird and Moses Malone. We said that we would not score with the centers at all and that we would just shoot with Jordan and Bird. And you could not dunk or lay-up. I had 87pts with Jordan and he had 76pts with Bird. And Bird has a 50 rating for three pointers. Jordan is THE best in the game.

Earvin "Magic" Johnson- Best overall player ever. A 6'9 PG who in real life has played center in a game and I believed grabbed 14rebounds in the NBA. And he can pass with the best of them and still do a variety of many other things.

Michael Ray Richardson- In real life he was a great slasher who played for the New Jersey Nets. He could just get the ball into the lane no matter who was guarding him. Use him to penetrate a lot.

4c. Breakdown of Key Teams 4003

Nothing to say here.

KEY TEAM BREAKDOWNS-

76ers- All they have is A.I. Guard him and you will win.*(FAQ Author's Note: Dikembe Mutombo is another sixer threat but just guard those two to win)*

Blazers- Wallace, Anderson, and Stoudamire is a nice combination.

Bucks- Allen, Cassel, Robinson, Thomas, and Alston is one of the nastiest combinations in the game.

Mavericks- The absolute best offensive team in the game. They have so many weapons it is not funny.

Clippers- This young team is pretty good. None of them can really shoot, but they sure can penetrate and pass!

Lakers- What can I say? Defending 2 time Champions with the dominant Shaq and the tricky Kobe Bryant with some nice 3 point shooters. I smell another title. If you want to beat them, shut down Shaq.

Minnesota- Just stop Kevin Garnett because that is all they have.

Orlando- Great three point shooters with a great offensive/defensive player in T-Mac.

Phoenix- There just is no teamwork there. No player can shoot 50%.

Sacramento- THEY CANNOT RUN! They are too big and not agile enough. But they can shoot great.

Toronto- Just give it to Vince.

Washington- MJ, MJ, MJ. The team should be renamed the Washington Jordan's. Because Jordan is the only one who can play.

4d. The Strategy 4004

Now we get to the real strategy :)

Moves-

Crossover- Use this move when you need to penetrate, pick one side of the defender and when you get close hit the button.

Spin- same way as crossover

MY FAVORITE MOVE-----FADE-A-WAY.....the fade-a-way is UNSTOPPABLE. You can use the fade-a-way in many situations. You can penetrate towards the baseline using a crossover, and pull a fade-a-way which is what I mainly do, or you can do this move that I pulled from the real life Jordan. You can post up, TAP the shoot button for a fake, then pull a fade-a-way right when the defender comes back to the ground from jumping up. This post-fade even works on the all-star or all-pro level.

Game strategy- during the in game options....I put tempo up and crash boards all the way up for both. Then I go and I match up the players with the players on the other team to see if there is a mismatch. I put the defense on tight and always double team. that really helps. I just penetrate, fade-a-way. Penetrate, dunk. Penetrate, pass outside for a three pointer. then ill give it to the center, back down, spin around the opponent (by holding the back down button then pressing left or right) and dunk. On defense after I score, I take a PG or SG and I hold down the L button and I try to stop the inbound by stealing the ball by picking it off in the air like a beautiful interception by Charles Woodson.

Picking off passes is an important part in this game. You should NOT play your opponent tight if he does not have the ball. You should have "court vision" like I like to call it. Where I can see one part of the court while paying attention to the other part. You have to anticipate where your opponent will pass the ball. If you play on all-star or all-pro level, you have to get a hand in your opponents face when he shoots. Or else the computer will make everything.

4e. The Art of Fast Breaks (by MVP) 4005

Follow these steps to fast break more often.

First, you need a fast PG, SG, and SF ideally in 90's preferably high 90's. Next, setup a Man to Man Defense. Now hopefully you can get the opponent to miss and you can grab the rebound. When this happens, look for one of your fast players to be heading down court. You then press D-Pad and R-Trigger. This

sends the ball to the guy closest to the hoop. You may have to experiment with how long you wait taking into account the defense getting back and your players running down court. After you D-Pad pass you should hopefully have one or no guys in front of you. Then, just put it in. You can also experiment with the fast break setting found in the coach screen.

I have found that setting the fastbreak to full hurts my team more. They run out of energy quicker and usually run too far for me to pass without being stolen. I like to have my setting around half or just above half way for the fastbreaks. To solve your stopping to catch, I also experience that. One possible solution is to wait for them to run a little farther down court before you pass to them. Another is solution involves the play you are running. For example, if you run a Iso Lo Post with your SG, he will setup up closer to the hoop and will run there to start the play. As opposed to a BURN CLOCK play where he is setup at the perimeter. I recommend finding a play where at least a SF or SG is near the hoop at the start of the play, then when you run a fastbreak, wait and dish it to them when they are near or just inside the 3 Point Line.

5. Street ball Time!!! 5000

Here you will find out how to play one of the games coolest modes, street ball. Although some have an attitude that "Street players have no skill". You will find out that you need to learn how to adjust to having little or no rules.

5a. The stratigical Difference 5001

Most Players play with the cheapest fouls on, such as Shot Clock, Goaltending and Pushing (Probably the cheapest of all) (See section 8B for descriptions of these rules.). These Strategies were designed with these rules on. These strategies were also designed with either 2on2 or 3on3 players.

1. Dunking is cool, unless you're blocked...
Keep in mine that it's easier to block dunk's due to the fact that there are no shooting, blocking, or charging fouls. But if your Shaq Or J'O, you can just plow over AI, 'less he tries to block (that doesn't mean it's going to work though.).

2. The crossover, is a bit easier.
The crossover is a bit easier now due to the fact that there are less players. In exhibition there were players to block you even if you got past the guy you pulled it on. In 2on2, unless the guy's REALLY stupid, he's gonna be guarding the lone player, so generally, you'll need to worry about getting past one guy. OR if the guy tries to block you, one player should be open, pass to him (unless he's like really far back and is not good at threes, or your going for a dunk.). In 3 on 3, if you got two guys blocking you, it's better to pass.

Knowing when, and when
not to crossover can be a big success factor.

3. Don't be afraid to steal!!!

You cannot be called for the reach, so try to steal whenever you think you have
a good shot.

4. Stats tell all!!!

Check the stats of your last street ball game.

Fast Breaks: FB's are a CRUCIAL part of winning street games, especially on
Network.

Blocks: To score you need the ball, blocks are easiER so go for them more
often.

Dunks: Dunk as much as you can and don't take many three pointers. Cross, spin
do whatever you have to do to get to the hoop.

6. The Teams and their rosters 6000

COMPLETE ROSTER LISTINGS AND RATINGS to come of every player on every team.
Also, top tens
in rating and
opinion will be included, along with trades.

6a. Default 6001

Philadelphia 76er's

Coach: Larry Brown

Arena: First Union Center

Street Setups:

3pt. Team

Allen Iverson
Aaron McKie
Matt Harpring

Main Team

Allen Iverson
Dikembe Mutombo
Aaron Mckie

Starters:

```

-----|RTG|Off.|Def.|Reb.|Spd|3pt|
PG: Eric Snow #20                75 72 78 70 80 25
SG: Allen "The Answer" Iverson #3 94 90 100 76 95 35
SF: George Lynch #9              75 70 80 81 70 20
PF: Robert "Tractor" Traylor #54 73 74 72 71 55 5
C: Dikembe "Mount" Mutombo #55   89 85 92 93 55 5

```

Reserves:

```

-----|RTG|Off. |Def.|Reb.|Spd|3pt|
SG: Aaron McKie #8                79 78 81 70 80 30
SF: Matt Harpring # 21            75 77 74 75 75 30
SF: Raja Bell #11                 73 69 78 75 80 5
C: Matt Geiger #52                72 70 75 69 60 5
SF: Cedric Henderson #45          69 63 74 74 65 15
PF: Jerome Moiso #5               72 71 74 72 60 5
C: Samuel Dalemburt #1            60 64 77 62 60 5
PG: Craig "Speedy" Claxton #12    70 68 72 60 85 25

```

Portland Trailblazers

Coach:

Arena: Rose Garden

Street Setups:

3pt. Team

Steve Kerr
Derek Anderson
Damon Stoudamire

Main Team

Rasheed Wallace
Dale Davis
Shawn Kemp

Starters:

```

-----|RTG|Off. |Def.|Reb.|Spd|3pt|
PG: Damon "Mighty Mouse" Stoudamire #3 77 77 79 64 90 35
SG: Derek Anderson #1              78 78 80 62 85 40
SF: Scottie Pippen #33             76 75 77 77 75 30
PF: Rasheed "Sheed" Wallace #30    92 93 93 79 70 25
PF: Dale Davis #34                 83 79 86 82 65 5

```

Reserves:

```

-----|RTG|Off. |Def.|Reb.|Spd|3pt|
SG: Bonzi Wells #6                 80 75 86 84 80 30
SF: Ruben Patterson #21            74 68 80 82 75 5
SF: Rod Strickland #10             76 71 81 76 80 25
PF: Zach Randolph #50              75 77 75 67 60 5
C: Will Perdue #55                 67 62 71 70 50 5
PG: Erick Barkley #12              70 64 77 60 80 25

```


C: Arvydas Sabonis #11	78	74	82	77	50	10
SG: Steve Kerr #4	66	71	62	55	75	45
PF: Shawn Kemp #40	83	86	82	82	60	10

Milwaukee Bucks

Coach:

Arena:

Street Setups:

3pt. Team

Ray Allen

Tim Thomas

Glenn Robinson

Main Team

Glenn Robinson

Ray Allen

Sam Cassell

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Sam Cassell #10	83	85	83	69	90	30
SG: Ray Allen #34	87	92	84	68	85	45
SF: Glenn "Big Dog" Robinson #13	91	92	89	88	75	35
C: Scott Williams #42	71	69	70	76	60	5
C: Ervin Johnson #40	74	68	80	70	60	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
PF: Jason Caffey #35	76	77	77	69	75	5
SF: Darvin Ham #21	74	65	82	83	75	5
SF: Tim Thomas #5	79	79	80	75	80	40
C: Joel Pryzbilla #6	74	71	78	68	55	5
PG: Rafer Alston #24	61	55	68	55	80	25
C: Greg Foster #44	69	63	75	62	60	5
SG: Michael Redd #22	64	60	69	62	80	25

Chicago Bulls

Coach:

Arena: United Center

Street Setups:

3pt. Team

Fred Hoiberg

Greg Anthony
Ron Mercer

Main Team

Charles Oakley
Ron Mercer
Ron Artest

Starters:

-----|RTG|Off. |Def.|Reb.|Spd|3pt|
PG: Greg Anthony #50 69 66 73 62 80 35
SG: Ron Mercer #5 79 79 79 78 80 35
SF: Ron Artest #15 76 71 82 71 75 30
PF: Charles Oakley #34 81 77 85 82 60 10
C: Brad Miller #40 77 74 79 75 60 5

Reserves:

-----|RTG|Off. |Def.|Reb.|Spd|3pt|
SF: Eddie Robinson #32 78 71 86 75 75 5
C: Eddie Curry #2 75 74 76 69 65 5
SF: Tyson Chandler #3 66 68 64 73 65 5
SF: Marcus Fizer #21 74 70 78 81 70 5
SF: Michael Ruffin #51 65 55 75 79 65 5
SG: Fred "The Mayor" Hoiberg #20 72 71 74 66 75 40
SG: Kevin Ollie #12 63 63 62 70 80 5
PG: Jamal Crawford #1 72 68 75 81 80 30
C: Jake Vokuhl #43 71 66 76 71 60 5

Cleveland Cavaliers

Coach:

Arena: Gund Arena

Street Setups:

3pt. Team

Bryant Stith
Lamond Murray
Wesley Person

Main Team

Chris Gatling
Andre Miller
Lamond Murray

Starter:

-----|RTG|Off. |Def.|Reb.|Spd|3pt|
PG: Andre Miller #24 81 79 85 74 90 25
SG: Jim Jackson #2 74 73 75 79 80 25

SF: Lamond Murray #30	80	77	83	78	70	35
PF: Tyrone Hill #32	80	77	83	82	65	5
C: Chris Mihm #4	77	76	79	74	60	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
SF: Jumaine Jones #33	68	61	75	72	80	25
C: Dasagana Diop #52	71	68	75	63	60	5
C: Michael Doleac #51	73	69	77	69	60	10
SG: Bryant Stith #20	66	67	65	61	70	40
SG: Jeff Trepagnier #3	71	71	73	62	80	20
SG: Wesley Person #1	71	74	67	71	75	35
PF: Chris Gatling #31	82	83	82	80	65	30
SG: Trajan Langdon #21	72	73	72	56	80	35
PG: Anthony Johnson #10	64	60	69	62	80	30

Boston Celtics

Coach: Jim O'Brien

Arena: FleetCenter

Street Setups:

3pt. Team

Paul Pierce
 Antoine Walker
 Eric Williams

Main Team

Paul Pierce
 Antoine Walker
 Tony Battie

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Kenny Anderson #7	73	69	79	62	80	30
SG: Paul Pierce #34	86	85	88	82	80	40
PF: Antoine Walker #8	85	92	81	82	70	40
PF: Tony Battie #4	78	73	82	77	65	5
C: Vitaly Patapenko #52	77	75	78	76	55	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Milt Palacio #9	76	75	77	68	80	25
C: Mark Blount #30	74	67	80	75	60	5
SG: Joe Johnson #31	72	72	72	73	80	25
SF: Kedrick Brown #42	75	73	77	83	75	25
SF: Roshown McLeod #7	61	56	64	70	60	10
SG: Joseph Forte #40	73	73	74	68	80	25
SG: Chris Carr #43	65	67	64	68	75	35
PF: Walter McCarty #0	66	61	71	65	60	5

SF: Eric Williams #55 71 69 72 71 70 35
PG: Chris Herren #12 64 61 67 61 80 30

Los Angeles Clippers

Coach:

Arena: Staples Center

Street Setups:

3pt. Team

Eric Platkowski

Jeff McGinis

Lamar Odom

Main Team

Elon Brand

Lamar Odom

Jeff McGinis

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Jeff McGinis #5	78	81	76	62	85	35
SG: Corey Maggette #50	71	69	71	81	80	25
SF: Lamar "The Goods" Odom #7	86	86	86	81	75	35
PF: Elton Brand #42	90	93	88	94	65	5
C: Michael Olowokandi #34	77	74	81	76	60	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
SF: Darius Miles #21	78	74	81	86	75	5
SG: Quentin "Q" Richardson #3	75	74	75	85	80	30
PF: Derek Strong #30	75	76	76	71	65	5
PG: Keyon Dooling #1	68	66	70	65	80	30
SG: Eric Platkowski #52	69	76	63	60	75	40
C: Sean Rooks #45	71	71	71	70	55	5
C: Keith Closs #33	69	69	70	64	55	5

Memphis Grizzlies

Coach: Jerry West

Arena: The Pyramid (Note in Memphis, not the Luxor Hotel in Las Vegas, they both look alike in the day)

Street Setups:

3pt. Team

Michael Dickersonb

Jason Williams

Pau Gasol

Main Team

Shane Battier

Michael Dickerson

Lorenzen Wright

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Jason "J Will" Williams #2	74	74	76	60	90	30
SG: Michael Dickerson #8	79	78	82	63	85	40
SF: Shane Battier #31	81	76	87	78	70	25
PF: Lorenzen Wright #42	78	77	79	77	65	5
C: Bryant "Big Country" Reeves #50	76	73	79	71	50	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
SF: Pau Gasol #3	77	80	73	77	70	30
PG: Brevin Knight #22	73	65	82	62	90	10
PF: Stromile Swift #4	77	76	79	72	65	5
PF: Grant Long #43	71	68	73	70	60	5
SG: Nick Anderson #25	75	72	79	73	80	30
C: Isaac Austin #9	76	76	77	68	55	5
PF: Tony Massenburg #44	71	71	72	68	55	5
PG: Mahmoud Abdul-Rauf #1	73	70	76	74	80	30
SG: Erick Strickland #25	75	69	82	76	80	25

Atlanta Hawks

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Jacque Vaughn #11	68	68	70	60	80	35
SG: Jason Terry #31	80	84	77	56	90	40
SF: Toni Kukoc #7	76	79	72	76	70	40
PF: Shareef Abdul-Rahim #3	87	91	83	88	70	25
C: Theo Ratliff #32	85	80	90	78	65	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Emanuel "E-Mail" Davis #15	73	71	77	61	85	35
SG: Dermarr Johnson #1	71	69	72	76	80	25
C: Nazr Mohammed #2	79	76	82	76	65	5
SF: Chris Crawford #4	67	68	65	71	70	25
SG: Dion Glover #5	62	60	65	59	75	20
PF: Alan Henderson #44	79	78	79	78	65	5
PF: Hanno Motalla #13	63	62	65	55	65	5
C: Cal Bowdler #2	67	67	67	65	60	5

Miami Heat

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
--	-----	------	------	------	-----	-----

PG: Anthony "A.C" Carter #25	70	66	75	64	80	15
SG: Eddie Jones #6	85	81	91	81	80	40
SG: Kendall Gill #13	73	69	76	75	80	30
PF: Brian Grant #44	81	79	83	82	65	5
C: Alonzo "Zo" Mourning #33	91	89	93	90	65	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
SF: Laphonso Ellis #3	73	69	78	79	70	20
SG: Eddie House #5	71	73	69	59	85	30
PF: A.C Green #45	76	74	78	71	65	5
SG: Rodney Buford #23	67	73	62	65	80	25
SF: Cedric Ceballos #23	74	74	74	75	70	30
C: Duane Causwell #4	69	63	73	75	55	5
PF: Anthony "Mase" Mason #14	88	86	90	89	70	5
C: Todd Fuller #35	68	68	69	66	60	5
C: Ernest Brown #52	70	66	74	69	60	5
SG: Ricky Davis #21	71	64	78	76	80	15

Charlotte Hornets

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Baron Davis #1	89	83	95	92	90	30
PG: David Wesley #4	79	80	81	61	85	35
SF: Jamal "Monster Mash" Mashburn #24	81	86	76	73	70	35
PF: P.J Brown #42	80	74	86	81	65	5
C: Elden Campbell #5	82	78	86	78	65	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
C: Jamaal Magloire #21	74	69	79	69	60	5
PG: Bryce Drew #17	65	67	64	61	75	35
SF: Matt Bullard #50	72	75	70	69	60	40
PF: Kirk Haston #35	73	75	72	70	60	25
SF: Tim James #25	67	63	72	68	70	5
SG: Hersey Hawkins #33	70	68	73	61	75	35
SF: Stacey "Plastic Man" Augmon #2	73	62	84	75	70	5
PG: Eldridge Recasner #3	61	61	61	61	75	30
PF: Derrick Coleman #44	76	78	76	68	60	30
PF: Otis Thorpe #52	74	68	80	68	65	5

Utah Jazz

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: John Stockton #12	84	84	86	70	80	45
SF: Bryon Russell #3	81	81	83	71	80	40
SF: Donyell Marshall #42	79	76	82	91	70	25
PF: Karl "The Mailman" Malone #32	89	94	86	89	65	15
C: John Amaechi #13	76	76	78	65	65	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
SG: John Starks #9	75	71	78	80	80	35

SF: Quincy Lewis #20	67	65	69	67	80	30
C: Greg Ostertag #39	74	64	82	73	55	5
C: Olden Polynice #0	78	73	82	76	55	5
PG: John Crotty #25	64	65	62	61	80	35
SF: Scott Padgett #34	64	60	68	71	65	30
SG: Deshawn Stevenson #2	68	66	71	56	80	15

Sacramento Kings

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Mike Bibby #10	82	82	83	62	90	40
SG: Doug Christie #13	82	75	90	73	80	40
SF: Predrag "Peja" Stojakovic #16	83	88	77	84	75	45
PF: Chris "C Webb" Webber #4	94	97	91	90	70	10
C: Vlade Divac #21	81	81	82	78	60	20

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
PF: Lawrence Funderburke #51	74	72	77	68	65	5
C: Scot Pollard #31	77	73	81	75	65	5
PG: Bobby Jackson #24	71	66	76	71	85	35
SF: Hidayet "Hedo" Turkoglu #5	71	73	70	66	75	35
PG: Mateen Cleaves #23	68	65	72	60	80	25
SF: Gerald Wallace #00	69	69	68	77	75	5
C: Jubari Smith #52	69	68	71	61	60	5
PG: Brent Price #20	67	65	70	61	80	35

New York Knicks

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Mark "Action" Jackson #13	73	74	72	74	80	30
SG: Allen Houston #20	84	87	82	79	85	40
SG: Latrell "Spree" Sprewell #8	85	83	86	83	85	30
SF: Clarence Weatherspoon #35	79	71	87	87	70	5
PF: Marcus Camby #23	88	79	93	93	65	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Howard Eisley #9	69	68	69	62	80	40
SG: Shandon Anderson #41	77	75	78	74	65	5
PF: Larry "L.J" Johnson #2	80	84	78	79	75	30
PG: Charlie Ward #21	73	73	74	71	65	30
PF: Othella Harrington #32	79	82	78	76	60	5
C: Travis Knight #44	70	68	72	68	55	5
SG: Lavar Postell #7	64	61	66	72	75	20
PG: Rick Brunson #6	60	60	60	60	65	20
C: Felton Spencer #50	68	62	73	67	50	5
PF: Kurt Thomas #40	77	71	82	74	65	5

Los Angeles Lakers

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
--	-----	------	------	------	-----	-----

PG: Derek Fisher #2	78	78	79	61	90	35
SG: Kobe Bryant #8	93	92	95	88	85	30
SF: Rick Fox #17	74	73	76	70	75	40
PF: Robert Horry #5	75	74	77	65	65	35
C: Shaquille "The Diesel" O'Neal #34	98	100	98	96	65	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
SG: Mitch "The Rock" Richmond #23	77	76	79	64	75	35
PG: Ron Harper #4	66	64	67	78	75	25
SG: Brian Shaw #20	70	71	67	76	75	30
PF: Mark "Mad Dog" Madsen #35	65	62	68	63	65	5
PG: Lindsey Hunter #11	75	72	80	61	85	40
PF: Samaki Walker #52	73	72	75	68	60	5
SG: Devean George #3	64	62	66	68	80	20
SG: Isaiah Rider #7	75	81	69	64	80	35

Orlando Magic

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Darrell "Flash" Armstrong #10	81	78	88	58	90	35
SG: Tracy "T-Mac" McGrady #1	90	91	88	96	85	35
SF: Grant Hill #33	89	89	90	76	85	30
PF: Charles "BO" Outlaw #45	78	69	86	80	75	5
C: Patrick Ewing #6	80	80	79	79	50	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
SF: Mike Miller #50	79	82	77	72	75	40
PF: Horace Grant #54	80	77	83	77	65	5
C: Steven Hunter #34	76	73	81	69	60	5
PF: Andrew DeClercq #55	74	72	76	71	55	5
SF: Pat Garrity #8	76	78	74	73	65	40
PG: Troy Hudson #11	67	62	73	64	80	20
SG: Jeryl Sasser #5	67	65	68	76	80	5
PF: Don Reid #52	69	66	72	67	60	5
SF: Laron Profit #2	61	63	60	57	75	20
SF: Monty Williams #3	70	69	72	74	80	10

Dallas Mavericks

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Steve Nash #13	82	88	79	61	85	40
SG: Michael Finley #4	90	89	92	82	85	35
SF: Dirk Nowitzki #41	89	91	87	86	75	40
PF: Juwan Howard #5	83	84	85	76	70	5
C: Shawn Bradley #44	76	68	83	69	50	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Tim Hardaway #10	69	71	68	59	75	35
PF: Danny Manning #6	76	78	76	68	65	20
SF: Adrian Griffin #7	74	72	76	72	75	30

C: Evan Eschmeyer #42	69	64	72	68	50	5
PG: Darrick Martin #2	69	66	74	59	85	35
SF: Eduardo Najera	66	60	70	83	70	5
SF: Greg Buckner #21	66	58	74	73	75	30
PF: Gary Trent #33	72	70	74	67	65	5
C: Zhi Zhi Wang #16	76	79	75	69	55	25

Newerk (New Jersey) Nets

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Jason Kidd #5	91	84	100	91	95	30
SG: Kerry Kittles #30	70	73	68	61	80	35
SF: Keith Van Horn #44	76	80	70	80	65	35
PF: "Grand" Kenyon Martin #6	84	78	89	87	70	5
C: Todd Macculloch #11	69	65	72	71	55	5

Reserves:

	RTG	Off.	Def.	Reb.	Spd	3pt
PF: Aaron "A Train" Williams #34	76	73	78	74	65	5
PF: Jamie Feick #14	74	68	77	86	65	5
SF: Richard Jefferson #24	70	72	69	62	75	25
C: Jason Collins #40	79	81	79	73	60	20
SG: Lucious Harris #12	63	59	69	65	75	5
C: Jim McIlvaine #22	71	69	73	69	50	5
PF: Mark Strickland #31	70	70	71	68	75	5
PG: Sherman "The General" Douglas #10	65	62	69	65	72	20

Denver Nuggets

Starters:

	RTG	Off.	Def.	Reb.	Spd	3pt
PG: Nick "The Quick" Van Exel #31	78	85	72	61	90	40
SG: Voshon Lenard #5	68	76	60	58	80	40
SF: James Posey #41						

6b. Trades 6002

Bulls/ Pacers Trade:

Bulls Get- Jalen Rose, Travis Best

Pacers Get- Ron Artest, Brad Miller, Kevin Ollie (Pacers also recieved Ron Mercer. you may have to waive him from Bulls and sign him to Pacers because of you can only trade three at a time)

Celtics/Suns Trade

Celtics Get- Rodney Rogers, Tony Delk

Suns Get- Milt Palacio, Joe Johnson

Celtics Starting Lineup

Kenny Anderson
Paul Pierce
Antoine Walker
Tony Battie
Vitaly Potopenko

Suns Starting Lineup

Stephon Marbury
Anfernee Hardaway
Shawn Marion
Tom Gugliotta
Jake Tsakalidis

Celtics: Waive Chris Herren (released)

Grizzlies: Waive Bryant Reeves (retired)

Knicks: Waive Larry Johnson (retired)

6c. Top 10's 6003

Top 10 teams by Overall Rating:

10. Miami Heat (Kinda funny considering their real life record)

Overall: 80
Offense: 76
Defense: 86

9. Indiana Pacers (Woohoo!)

Overall: 81
Offense: 84
Defense: 77

8. Toronto Raptors (Boo! Just Kidding! :P)

Overall: 82
Offense: 84
Defense: 76

7. Milwaukee Bucks (I'm not gonna make fun of this like I usually do cuz CJayC would fry me)

Overall: 84
Offense: 86
Defense: 78

6. Portland Trailblazers (Darn Good team, shame Pippen isn't as good as he used to be)

Overall: 84
Offense: 83
Defense: 86

5. Orlando Magic (I still like Grant and T-Mac)

Overall: 86
Offense: 85
Defense: 87

4. Dallas Mavericks (Nowitzki's something'' else isn't he?)

Overall: 87
Offense: 88
Defense: 86

3. Philadelphia 76er's (Darn that Answer!)

Overall: 88
Offense: 79
Defense: 92

2. San Antonio Spurs (Ride 'em Duncan!)

Overall: 91
Offense: 89
Defense: 92

1. Los Angeles Lakers (I'm sick of seeing them on top)

Overall: 95
Offense: 95
Defense: 95

Top 10 Teams by Offensive Rating:

10. Minnesota Timberwolves (Ah, my old home team)

Offense: 83
Defense: 77
Overall: 79

9. Portland Trailblazers

Offense: 83
Defense: 86
Overall: 84

8. Toronto Raptors

Offense: 84
Defense: 76
Overall: 82

7. Indiana Pacers (Yeah!)

Offense: 84
Defense: 77
Overall: 81

6. Los Angeles Clippers

Offense: 85
Defense: 74
Overall: 79

5. Orlando Magic

Offense: 85
Defense: 87
Overall: 86

4. Milwaukee Bucks

Offense: 86
Defense: 78
Overall: 84

3. Dallas Mavericks

Offense: 88
Defense: 86
Overall: 87

2. San Antonio Spurs

Offense: 89
Defense: 92
Overall: 91

1. Los Angeles Lakers

Offense: 95
Defense: 95
Overall: 95

7. Network Play guide 7000

In my opinion, the most fun mode, online play lets you rock against real people around the country. This section contains information on how to play your best online despite the lag you may experience.

7a. Basic Network info. 7001

To get online you need:

- A. A dream cast compatible ISP (I prefer MSN)
- B. A SegaSports Account (now free untill the end of the year)

Before you actually go online, go online with your regular web browser disc to see if the net actually works.

Then, sign on, go to existing user and log in. After that choose a region and a lobby. To challenge a player to a

Game, highlight that player's user name and press "A". A box displaying challenge options will appear, the other player can then choose to accept or decline the match.

7b. How the game differs 7002

The game differs a whole lot due to lag and play styles. Against the computer (even on All-Star) you can easily win, not so true online. The players online make the computer look very, very stupid.

Another thing to keep in mind is shot timing. Due to the incredible amount of lag, you will have to time your shots differently then when playing off-line. A good way to learn shot timing is to go to practice mode and give the ball to a good shooter. Now shoot the ball a few times. Notice how a caption appears at the top. That caption is known as a shot rater.

Here are all possible ratings:

Bad Release

Good Release (Slightly Early)

Excellent release (what you should aim for off-line)

Good release (slightly late)

Your aim online is for the Good Release (slightly early) shot rating. Practice the timing for this shot until you have it down, or you'll find yourself missing shots like no tomorrow.

7c. What the heck's a scrimmage game? 7003

A scrimmage game is a game that doesn't count for or against your online rating.

7d. Tips for online play 7004

Timeout ref! Timeout!

When you get into an online game, there can be a lot of pressure. This is especially true in the last minute of that 4th quarter. When you feel a lot of pressure it's harder to concentrate, when you can't concentrate you get scored on like crazy. When you get scored on like crazy, TAKE A TIMEOUT!!! Timeouts, will slow the pace and let you regain your concentration. Just take a couple deep breaths and commit your focus `100% on the game.

7e. Now you're good, what's next? 7005

If you're good (or just want to compete) you may want to join a ladder or tournament.

Here's what I recommend:

Ladder: www.dricasgaming.com

Tournament: www.dricasgaming.com OR www.segasports.com

8. Create-o-ramma! 8000

Created players and teams, feel free to send in your own, you'll get full credit.

8a. Created players 8001

Note that these players are not based on any real life person, place, or thing. Although Master Gamer is modeled somewhat after me. If you want to use my characters, please E-mail me first asking permission.

1.

First Name: Master (nickname)
Last Name: Gamer (nickname)
Nickname: Shadow (after the black hedgehog)
Position: Shooting Guard (SG) (I'm a Reggie Miller fan)
Graduated: 1999
Years Pro: 3
Height: 6'5" (Weight: 205 lb.)
Best Hand: Left (after me)
Jersey Number: #64 (My fav number)
Skin Color: 6
Face: Face 1
Body Type: Muscles
Muscle Tone: Ripped
No Tatoos
Hair Style: 2
Hair Color: Black
No Facial Hair
Headband: Black
Shades: 1
No body tweaks
Left and Right Elbows: Black Pad
Left and Right armbands: Blue wristbands
Left and Right Knees: Black Pad
Shorts Length: Medium
Socks Length: Short
Socks color: Black
Sneakers: 14

Stats:

Ballhandling:	10.0
Passing:	10.0
Free Throws:	9.5
Shooting:	10.0
Three-Point Shooting	6.5
Dunking:	5.0
Offensive Rebounding	7.5
Defensive Rebounding	7.5
Shot Blocking:	4.0

Stealing: 10.0
Speed: 10.0
Stamina: 10.0

2.

First Name: Josh
Last Name: Wallace
Nickname: Little Man
Position: Point Guard (PG)
Graduated: 1999
Years Pro: 3
Height: 5'0" (Weight: 90 lb.)
Best Hand: Left (after me)
Jersey Number: #10
Skin Color: 4
Face: Face 12
Body Type: Muscles
Muscle Tone: Buff
No Tatoos
Hair Style: 2
Hair Color: Black
No Facial Hair
Headband: Black
Shades: 8
No body tweaks
Left and Right Elbows: Black Pad
Left and Right armbands: Blue wristbands
Left and Right Knees: Black Pad
Shorts Length: Medium
Socks Length: Short
Socks color: Black
Sneakers: 14

Stats:
Ballhandling: 10.0
Passing: 10.0
Free Throws: 0.5
Shooting: 10.0
Three-Point Shooting 10.0
Dunking: 10.0
Offensive Rebounding 5.0
Defensive Rebounding 5.5
Shot Blocking: 0.5
Stealing: 10.0
Speed: 10.0
Stamina: 10.0

8b. Created teams 8002

Ravenous Superthug's 2002 All Star Team (not the real life all star team)

Starters-

PG-Gary Payton
SG-Tracy McGrady
SF-Dirk Nowitzski

PF-Tim Duncan
C-Shaquille O'neal

Bench-
Kevin Garnett
Rasheed Wallace
Chris Webber
Vince Carter
Allen Iverson
Michael Jordan
Derek Anderson

Ravenous Superthug's All-Time All Star team:

Starters-

PG- Michael Jordan
SG- Earvin "Magic" Johnson
SF- Larry Bird
PF- Hakeem Olajuwon
C- Wilt Chamberlain

Bench-
Bill Russel
Pete Maravich
Julius Erving
Walt Frazier
Nate Thurmond
Moses Malone
Dominique Wilkins

9. Other stuff 9000

Stuff that didn't fit anywhere else as good as here.

9a. Lyrics to intro song 9001

Sega's always bringin' you the best in the game

You a lost soulja, when I hit you with the crossover
Take the Baseline, stop,
pull up and I makes mine
Cause when I stick you, the stakes high, I'm takin'
the rock
C'mon* ain't nobody makin' me stop, it's pressure
Got the stadium locked
It's excitin'
When you watchin' NBA style "Clash of
the Titans"
The handles is quicker then the eyes like lightnin'
And when you
getting dunked on
It's frightening, believe that
But you need that
If you came to get your ball on
Sweatin' body fluids till
they all gone
Got you hurtin' when I'm seein' ya breathe

Mad at me
Cause' I
locked you down with the best D in the league
You couldn't score and if I gave you a three
Wide-open, take you straight to
the hoop, and leave the baseline smokin'
And I'm open cause none of y'all could
get with me
On a solo fast break I might bust a 360
Move quickly cause sweat is better than fame
You might catch me at the 3 point,
testin' my aim
I'm yelling "And 1!" every time I step in the lane
That's why
Sega's always bringin' you da best in the game!

(Lyrics submitted by Kevin aiewanaluvya4eva@hotmail.com)

* It could be C'mon now IMO, but it's too hard for me to tell so I'm leaving it
Kevin's way at just C'mon

9b. Description of Rules 9002

1. Shot Clock- You will get called for this foul if you don't shoot for
twenty-four seconds, the
ball must touch the rim in order to not be called for this violation. (I mean
it must touch the
rim before the buzzer goes off)

Correction by Ravenous Superthug: the ball does not have to hit the rim before
the buzzer goes off, it must leave the players hand before the buzzer goes off.

Penalty: Other team gets the ball

2. Out of Bounds- The Ball goes out of one of the outermost lines on the court.
(If you're the
ballhandler, it's if your foot goes of this boundary marking.)

Penalty: Other Team gets the ball

3. Backcourt Violation- Once you enter your half of the court, you can't pass
nor, run back to
the other half. If you do, you will be called for this violation.

Penalty: Other Team gets ball

4. 8 second half-court clock- Once you inbound the ball in the backcourt, you
have 8 seconds to
get the ball into your half, otherwise you'll be called for this violation.

Penalty: Other Team gets ball

5. 5 second inbound clock- you have 5 seconds to inbound the ball. If you don't
inbound the ball
in this time, you will be called for this violation.

Penalty: Other Team gets ball

6. 3 Seconds in the key- If you stay in the "key" (The usually colored part) for more than three seconds without shooting, the ref will blow his whistle.

7. Defensive 3 second violation- On defense, you can't stay in the "key" more than 3 seconds without actively guarding them, or else you'll be called for this violation.

Penalty: Other Team gets automatic free throw and ball afterward.

8. 5 seconds back to Basket- On offense, if you have your back to the basket for more than 5 seconds, you'll be called for this.

Penalty: Other Team gets ball

9. Foul Out- If any single player accumulates a certain number of fouls (Default or "on" is 6, can be set to any lower number).

Penalty: The player that is fouled out cannot play the rest of the game.

10. Charging/Blocking- Charging: Charging is if you knock over another player during a dunk, lay-up, etc. You must be standing totally still for a charge.

Correction by Ravenous Superthug: a player may go for a dunk, lay-up, lean-in shot, etc. as you said but there is a big difference between a charge and a block. A charge is where your player has to be standing completely still in a set position (holding L) OUTSIDE of the half circle that is in the key, a players foot may not be on that line if you want a charge.

Blocking: A blocking foul is the same, except that the player who was knocked over was moving.

Penalties: Penalties are decided by type. A CHARGING FOUL IS AGAINST THE OFFENSE, while a BLOCKING FOUL IS AGAINST THE DEFENSE. A foul is called against the player who committed the foul, plus the opposing team gets an automatic two free throws.

11. Pushing- Pushing is a different name for "Intentional foul". If on an Intentional Foul will be called. No call will be made and the ball will come out of the ballhandelers hands. (Cheap to the infinite power)

Penalties: A. Foul will be called against a player. B. Other team gets ball. C. Possibility of a Free Throw shot.

12. Reaching In Foul- When a player is attempting to steal the ball he can only touch the ball. If the player touches any other part of the opponent, then, you'll be called for reaching in.

Penalty: Player who committed the foul receives a foul against them. Other team gets ball.

13. Shooting Foul- If a player who's attempting a block touches anything but the ball, he is called for this foul.

Penalties: Foul against the person who committed it. Other Team automatically gets two Free Throws.

14. Goaltending- After a shot is released you can't touch it before it touches the rim. If you do you will be called for this foul.

Correction by Ravenous Superthug: A player can touch the ball before it hits the rim after the shot BUT he can not touch it when the ball is on a downward motion towards the rim. You can still block a high-arching shot that way or a high-arching lay-up Also, if a person shoots the ball and the shot is NOWHERE near the hoop, then you can snatch it out of the air. Example, if Shaq takes a 3 pointer to try to make a buzzer beater or something else, then most likely it will not get close to the rim, enabling you to snatch that ball out of the air.

Penalty: The shot counts.

15. Traveling- If you attempt a shot, you have to release it before you land, otherwise you'll be called for traveling.

Penalty: Other Team gets ball.

9c. Codes 9003

ALMOST all the codes from NBA 2K1 work in 2K2 but not all of them. Note that codes are case-sensitive and are EXACTLY as written.

All codes are pre-tested by ME.

vc- Unlocks the NBA 2K2, SEGA Sports and Dreamcast secret teams.

heliumbrain- Giant Heads

alienbrain- Monster Players (I can't see much of a difference, I'll re-test it later)

whatamisaying- Really messed up commentary (Doesn't work in Street or practice)

betheball- The camera view is from the ball, and that can get REALLY crazy.

radical- It's supposed to "Enable Cool Looks", but as of now, nobody knows how or even if this code really works, even though the game says it's enabled.

the70'slive- Same as above except I believe it's supposed to give you 70's style clothes (I'll get back to this sometime...)

sohappy- players are really happy (more than normal), when they score.

9d. Questions 9004

On the boards, there has been some controversy about the game, and I wanted to clear some things

up. Correct me if I'm wrong about any of these.

Q: What is a fast break?

A: As best to my knowledge (I'm not a die-hard b-ball fan), a fast break is when a player grabs a rebound, passes to another player, and that player scores before the other team can get back on defense.

Answer Correction by Jason pura: the defense doesn't necessarily have to be back. The game doesn't measure the stats correctly in this department.

Q: What does it mean to "crash the boards"?

A: I believe "crash the boards" is a term referring to going up for a rebound.

Answer Correction by Ravenous Superthug: When basically every player on your team goes for the rebounds. If crash the boards was lowered it meant that there was more fast break opportunity's and your players getting back on defense quicker. If highered it means less chance of fast break and your players not getting back on defense as quickly but makes you have a greater advantage of getting the ball in your possession. You should rather have a great 1/2 court game (meaning not running the ball down the court a lot and just setting plays and passing the ball and working it in), instead of a run and shoot game, where everything is mixed up by your players looking like chickens with their heads cut off.

Q: What is game tempo?

A: (Corrected by Jason Pura): Game tempo is the speed you play at. A high tempo game involves lots of fast breaks and going for the basket any time possible. A low tempo game means lots of passing, looking for open shots/men, being patient and waiting for the best possible shot. An example of a low tempo possession is when the computer passes the ball around for most of the duration of shot clock and puts up a shot late in the 24 seconds.

Q: (From: NeAwOnEr) How do u get the blue sixers jersey?

A: The 76ers (or any other team's for that matter) third jerseys are not available in the game. I believe it was originally planned for the game (as it was on the back of the box), but was taken out close to release and the box was not corrected.

Correction by Ravenous Superthug: I have seen them in the game it's just that the 76ers have three jerseys and I believe the blue is for away games. So every time Philadelphia plays an away game they can either have a black or blue jersey. It's just randomly selected what color jersey they get. it just depends if the computer wants to give it to you or not. I mean its not rare because

I've seen it like 10times. Same with the Minnesota Timberwolves and their black and blue away jerseys.

10. Contact information 001

If you have questions, corrections, suggestions, or contributions, my E-mail is mastergamer@email.pokemonparadise.com OR you can visit my site and use my forms at www.thegmr.cjb.net put "FAQ Submission" in the subject line. Please give a name, real or fake So I can credit you.

11. Credits 002

Ravenous SuperThug (Ravenousuperthug@aol.com)- He has done incredible work for this FAQ, submitting strategy, answer corrections, trades, and created teams.

MVP (DKneisler@new.rr.com)- He submitted the fast break section.

NeAwOnEr (NeAwOnEr@aol.com)- submitted a question.

Jason Pura (jayp_101@hotmail.com)
Corrected all of my questions that needed correcting.

Kevin (aiewanaluvya4eva@hotmail.com)- Corrected NBA 2K2 Opening Theme Lyrics

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