

# NBA2K1 FAQ/Tips Guide

by GJ

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NBA2K1: FAQ/TIPS GUIDE

by Greg Colombo (GJ)

7/14/01

v2.7

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AUTHOR'S NOTE: My all-purpose FAQ handling e-mail address is cubbies984@yahoo.com. Before you send mail to that address to ask a question about the game, please read section 9 so that I'm not answering the same question over and over again.

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TABLE OF CONTENTS  
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1. Introduction
2. Version History
3. Basic Gameplay
  - 3.1 Offensive Controls
  - 3.2 Defensive Controls
4. General Strategies
  - 4.1 Offensive Strategies
  - 4.2 Defensive Strategies
5. Teams
  - Table 5.1 - Team/Player Ratings
  - 5.2 Team-Specific Franchise Strategies
6. Modes
  - 6.1 Exhibition
  - 6.2 Season/Playoffs
  - 6.3 Franchise
  - 6.4 Tourney
  - 6.5 Street
  - 6.6 Network
7. Franchise Guide
8. Created Player Templates
9. Cheats
10. FAQs
11. Submissions
12. Credits & Copyright

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1. INTRODUCTION

This game was #13 on the GameFAQs request list and I got the game for Christmas, so I thought, "How about a nice chunky FAQ that everyone can enjoy?"

Have fun, kids.

a little info about the author: he currently takes up shack in Central Illinois and is currently in high school. he has both played basketball and coached basketball and has a strong background in video games.

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2. VERSION HISTORY

version 2.7 - getting there.

section update: the franchise teams are getting close to done, with the addition of 6 teams. however, the project is starting to lose its luster...I'll update once more on Tuesday before I leave and finish what I've started when I get back.

miscellanea: added a defense tip.

author's note: it's true - I'm going more for quantity than quality with the franchise teams section. so many people have requested that this section be completed that I feel obligated to do it and fix it all later. I'll try to put as much info in as I can, but right now my goal is to get that section done.

version 2.6 - the updates continue.

section update: 3 more teams in the franchise teams section. we're definitely getting there. tomorrow (Saturday, 7/14) I might be able to get a dozen teams done. Wouldn't that be great? that leaves ten for Sunday...

request for info: anyone else had a glitch in practice mode where players won't catch passes?

and keep watch: my WSB2K1 FAQ is in development. coming soon to GameFAQs.

version 2.5 - here we go...update extravanganza!

addition: table 5.1, the team ratings table, now is the updated table available in all other FAQs that includes a list of each team's players.

section update: added some (3) teams to the franchise teams section. it is my goal to have updated this section to the max before I leave on vacation next Wednesday. also added some tips from a fellow player.

miscellanea: added tips in the offensive strategies section.

in the future: a slightly easier task - the influence of stats on player performance.

update notes: as I said above, my major goal is to update as much as humanly possible before next Wednesday (7/18) when I go off on vacation and relax and enjoy myself. I will have an internet connection, so feel free to send e-mail (as long as it's not SPAM) but don't expect any updates during that time.

version 2.1 - expect slightly more frequent updates now.

Rearrangements: the Franchise mode tips have gotten so detailed that I've moved sections 5.2 and 6.3 into the new section 7 - the Franchise Guide.

Section update: added two more teams to this section.

In the future: I'm working on a more scientific study of exactly what makes player development tick. I should win some championships in the process...

Miscellanea: Added a few more tips in various places.

version 2.0 - once again, another update after much tardiness.

Major section update: Philadelphia's franchise strategy has been fleshed out and Portland's has been added. I also threw in some general tips for running a franchise.

Major NOTICE: A very high number of people e-mail me week to week and ask me to tell them how to alley-ooop. This is in two places: the game manual and the guide. Only one person asked me an intuitive question about it (why are my players running away from the ball, which is now in the FAQs section). READ THE FAQs (SECTION 9) BEFORE YOU SEND ME AN E-MAIL! It's annoying having to deal with it all. Thank you. A request onto that: if you have friends that use this FAQ, be sure they're reading the GameFAQs edition as it is always the most up-to-date. The other sites are lagging at 1.25.

Miscellanea: I added a few tips here and there. See what you can find.

version 1.5 - the e-mail quit coming and I thought, "Maybe I should update the FAQ?"

Duh.

Major section change: the college teams section has been removed because nobody was sending much of anything and I didn't have time to keep up the updates.

Besides I was getting sick of being force-fed the names of Duke's starting five

anyway. I replaced it with the created players section, with various ideas and notes on creating players.

Major section update: the teams section will slowly start to feature franchise mode guides for individual teams. It will take a while to complete them all. The 76ers are available in this update.

Major section addition: added the FAQs section. Please, BEFORE you e-mail me with a question, READ THAT SECTION! It might very well contain the answer before you waste time typing out an e-mail. (If my ploy works, I won't see very much e-mail asking how to get created players into franchise mode.)

Other updates: I threw in the idea of running plays into the offensive strategies. I might get listy soon and list out a team's "best" plays. More to come on this if I actually decide to do it.

version 1.26 - there won't be any updates for a while. I apologize for not sticking in those college teams, but I've been swamped lately with a handful of exams and an uncle in the ICU with all kinds of disorders. I'm fighting the tide as best I can and I'll get updates whenever I can.

In an unfortunate loss I accidentally deleted all of my e-mail :) a resend of college team submissions would be helpful. currently only one person has sent the stat numbers so I can put them right into the guide, and his team was NOT Duke. if any Dukie would like me to put that team in, send me the numbers, because this guy from UNC just raised my standards.

(OK, I lied. He wanted St. John's. But that might make you e-mail me!)

version 1.25 - added further information about my copyright given a near-legal-battle I had. see the bottom of the document if you'd like to know exactly how to get permission to use this file. I still need to work on the Duke and Connecticut college teams; nobody has sent me any basic numbers on Duke, so that'd be appreciated.

version 1.2 - added the college teams section.

version 1.15 - somebody from California wrote to inform me that my comments weren't particularly funny. so I took them out, but it wasn't worth the upgrade to 1.2, which should be out somewhat soon.

version 1.1 - allmost an update major enough to go straight to version 2 but I decided against it. threw in a table of contents and the Game Modes section.

version 1.0 - constructed the entire guide from scratch.

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### 3. BASIC GAMEPLAY

The goal of basketball is simple: score more points than your opponent does. You do this, obviously, by scoring points - and containing your opponent's scoring capability. Here, then, is an overview of the tools at your command to do this.

#### 3.1 - OFFENSIVE CONTROLS:

A button - Passes the ball. If you do it with no pressure on the analog pad, the ball is passed to the closest player. If you specify a direction on the analog pad, the ball is passed to the closest player in that direction. Of course, if you are looking for a specific player it is easier to use the direct passing system (see Y button).

When direct passing this passes to the point guard.

Without the ball this switches you to the player with it.

B button - Does a crossover dribbling move. This switches the hand that the ball is in and is most useful for getting a pesky defender off your back. Unfortunately, trying to take it right to the D with this move is costly as you

will see the ball stripped away and returned for a layup :) Instead, you must drive at an angle, almost laterally, and pass your opponent's outstretched arm. Try calling for a screen to help with this.

If you hold down the turbo button (R button) and do a dribble move, you will do a spin move instead. The spin move is very effective at burning defenders and getting an easy layup or dunk.

The skill of the player is taken into account with these moves; for example, a center will appear to have a much clumsier crossover than a point guard.

When direct passing this passes to the shooting guard.  
Without the ball this sets a screen.

X button - Shoots the ball. This is the most useful thing you can do on offense :) Shooting has all kinds of mechanics which I will overview here.

Tapping the X button produces a pump fake. Faking out a defender allows you to shoot over him (go up as he comes back down) or do a 'show and go' where you fake out a defender and run past him to get a better look. This doesn't work as well on computer players as it did in NBA2K; most of them won't be fazed by your mad X-button-tapping skills.

Holding the X button has your player (I originally wrote 'character', ha ha) go up for a shot. When you release the X button, the player releases the ball. You want to release the ball at the crest of the player's jump to get the best possible shot. Sometimes it is critical that you get the timing right; sometimes it is not. Factors that affect the need for timing are the player's shooting ability and the range from which he is shooting. You can figure out how you're doing in Practice mode - when you shoot in Practice you'll see a pop-up informing you of how well the shot was timed.

The analog pad tweaks your player's motion in the shot. If you are running towards the basket and shoot, your player will do a running shot. This isn't always a great idea because the game likes to call charging fouls if you bump into somebody, so be careful with its use. If you pull back away from the basket when you shoot, your player will do a fadeaway shot, which was formerly MJ's trademark. Fadeaways require better timing than normal shots, but they provide extra separation from the defender and seem to go in more often than other shots. Holding a direction parallel to the basket causes your player to lean left/right relative to the basket. These shots look kinda neat and also offer separation from the defense but the fadeaway is all-around a better deal.

You can pass out of a shot by holding X to go up for a shot and tapping A while in the jumping motion. Letting go of X to hit A causes a shot to go up, so watch it :)

When direct passing this passes to the small forward.  
Without the ball this jumps for a rebound.

Y button - Direct passing button. Hitting this button and then A, B, X, Y, or R passes to a specific position. A is for point guards, B for shooting guards, X for small forwards, Y for power forwards, and R to centers.

As was just mentioned, this button passes to power forwards when direct passing.

R button - Turbo button. Hold it down and get some extra speed. Holding it down and pressing B results in a spin move. You only get a certain amount of turbo - it refills when you're not using it.

L button - Back to basket. If you hold it down, your player (I keep writing 'character, #\*\$@ it) will back up slowly to the basket. He'll post up on his defender if his defender is nearby. The player will either back closer to the basket or be held off - this is determined by the skills and heights/weights of the players. Shooting while holding the L button results in a hookshot. Releasing the L button while still holding the direction of the basket has your player spin 180 degrees out of his position for a shot or layup or dunk.

Directional pad - Playcalling screen. A, B, X, and Y select plays from this screen. Pressing R after the directional pad calls for an alley-oop; the player with the ball throws it up and someone will try his darndest to get to it. If no one's in the area, then the ball will dramatically sail out of bounds. Pressing L calls for a screen. One of your players will come and set a pick for the player with the ball; this is of some assistance when trying to drive on your man. If you lose the man effectively, you can do all kinds of stuff - drive for a layup, for example, or kick back out to the guy who set the pick. This is called the pick and roll, and it is why the Utah Jazz were so successful a few years back.

### 3.2 - DEFENSIVE CONTROLS:

A button - Switches players to the player nearest the ball. This does some pretty funky stuff when your defense isn't in order and the ball is being brought upcourt :) By default, an option is set that after a made basket, your player is automatically switched to the man covering the primary ballhandler for the upcourt play. Did you get all that? A helpful diagram:

	Z		X - inbounder
	Y		Y - primary ballhandler
			Z - secondary ballhandler, used in a press situation
-----			
X			

Thus, the auto-switch selects Y's man, unless you've turned it off.

B button - Tries to steal the ball. If you get a piece of the player's arm, a reaching foul is called. There are a number of factors that affect your player's success rate/foul rate: the dribbling skill of the player with the ball, the stealing skill of the defender, whether the player with the ball is dribbling (if they're not, it's easier to steal), and whether the player with the ball just got it off a rebound (a number of steals happen under the basket because of this.)

X button - Jump for a block or a rebound. If you hold turbo while jumping for a block, you do a swat block, which has a higher success rate but is also more likely to swat the offensive player instead. Swat blocking causes the ball to go out of bounds, yes, but this is advantageous as the shot clock isn't reset, so the offense has to set itself back up. (Sometimes the replay on a swat block will have the ball sailing into the camera[man], shaking the view and turning it at an angle - a very nice touch.)

Y button - Last man back. Selects the player closest to the opposing basket. This is useful when the opponent is breaking down the court as you can instantly take control of the defensive player who has to deal with him.

R button - Turbo again.

L button - Wing-spread defensive stance. If you hold this down and a player is

backing into the basket you will automatically try to defend him against posting up. This also changes your player's stealing motion and makes him harder to drive by.

Directional pad - Playcalling screen from which you can call a half-court standard, a half-court trap, a full-court trap, or a full-court press. Pressing R after the D-pad calls for an intentional foul to stop the clock.

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#### 4. GENERAL STRATEGIES

##### 4.1 - OFFENSIVE STRATEGIES:

1. Get the ball to the big men. If you feed the ball to a big man you have a number of options - go up for the score, get fouled, or kick the ball back out to a guard on the three-point line.
2. Alley-oops are your friends, but be careful when you use them. If the receiving player bowls someone over, it's a charging foul.
3. Sometimes a post player will call for the ball by putting his hand in the air. Usually, big men will do this only when they have a man at their back; it's a sign that they want the ball for a post play. The announcers will sometimes point this out for you, but don't count on it. If they are waving it's also a sign that they want an alley-oop pass.
4. If you're playing a season, your playbook stays with you the whole way through. Therefore, the first thing you should do in your first game is get into the Coaching menu and pick four effective plays. Playcalling leads to points.
5. But the game is intelligent, like NFL2K and 2K1. If it picks up on patterns in your offense and playcalling it will start to exploit the patterns.
6. A combination of #1 and #5 can lead to a great offense. Hammer inside until the defense starts to collapse on the big men, then let your shooters handle the scoring.
7. It's not a bad idea to use the two custom lineups in a season. I like two lineups: the #6 lineup, which is a group of players designed to hammer inside first and shoot second, and the anybody's-game lineup, which is a group of players who are good free throw shooters and passers, as well as a center who's decent on the inside. This combination allows me to score points if I'm ahead by 2 or 3 and intentionally fouled, and it allows me to score without fouling if I'm down by 1 or 2 and need a quick basket.

If you have any lineups that you like, send them to me at cubbies984@yahoo.com. Note that I don't want lineups for a specific team; I want general concept lineups (one player with these abilities, etc.)

8. Don't overdo the three-point shot! Pure shooters that aren't created players are hard to come by; don't jack up threes all the time, especially early on in a game. Later after you've established that you need to be guarded under the basket, you can kick the ball out to a capable shooter and get some serious points.
9. Drawing fouls is a great way to take command of the game. The easiest way to do this is to hammer inside (again!) and draw fouls on all your shots. On the other hand, if you're playing, say, the 76ers, you'll want to get their best player (Allen Iverson, in the hypothetical example) out of the game. To do that, you'll need to be creative. He plays shooting guard, so get a driving guard in there and start trying to drive on him. Also, you can kick to a shooter-type shooting guard and start immediately. If the defender is playing back away from the man, then he's likely to come leaping in and foul on the shot. Another good way to draw fouls is through screens. In many cases, calling for a screen (HINT: Read the Offensive Controls) and then driving off that screen will draw a foul from the original defender.
10. RUN PLAYS! Especially on the higher levels, running plays gives you the

kind of offensive structure you'll need to consistently put points on the board. Each team has its own individual playbook.

To CALL a play: Press a direction on the digital pad. A menu will appear with a list of 4 plays. Press the button corresponding to the play you want. A play listed in white is currently being executed; you can break out of a play if you picked the wrong one but it takes time off the shot clock.

To SELECT plays for the menu: From the pause menu, Coach.Playbook will let you pick the four selectable plays. Each play will be mapped out for you so that you can pick according to your needs. A position after a play's name represents who that play is designed for. Be sure that you watch the entire play when you are selecting; if something goes awry with the first part of the play, you'll still be set in a position to score, but what good does that do if you don't know what your players are doing?

Note that by default the computer will select a play for you as you run up the court. You can change this in the Coach menu to auto (default), auto w/display, manual, or manual w/display.

You'll only have time to successfully execute one play before the shot clock runs out (unless it gets reset during your possession, which happens on a foul or a rebound).

Be sure you mix your plays. The computer is bright enough to know what player you like, what play you'll call to use him, and on All-Star, it will identify situations where you use certain plays. Fear the computer, for it knows all...fortunately, the computer will not remember your habits in between games - there is no advanced scouting in NBA2K1.

If you deviate from a play, your teammates will notice and go into "street ball" mode, where they do whatever fits the situation.

11. An insatiable urge to shoot the three-pointer usually isn't a good thing. However, you can make it work. To shoot threes effectively, you need to call a lot of screens - being open is the first step to making the shot. A perfect release point helps a lot too, but you knew that, and you also knew the uses of Practice Mode to help you perfect it, didn't you?

One advantage of shooting the trey is that if you miss, the center or power forward will sometimes stuff the ball off the rebound. You can do this too - get the rebound close to the basket and it'll happen automatically.

#### 4.2 - DEFENSIVE STRATEGIES:

1. The full-court press can take a few precious seconds off the shot clock, and every so often you get a ten-second call. Use it often.

2. Even if you can't block a shot, get in the player's face! A hand in the face is quite valuable, especially against your shooting types (I play SG, so I know this too :) If a player can't see what he's doing it's rather hard to make baskets.

3. Never commit stupid fouls. The easiest way to avoid this is to steal only in favorable conditions - read about stealing in section 3 to learn just what "favorable conditions" are.

4. Switch players often to make sure that you're guarding the one with the ball. This keeps you from being tacked with illegal defense calls and is just generally a good policy.

5. Here's a nasty little trick you can try: the computer AI does not like being pressed one-on-one. If you don't call a full-court press, then all the players except the ballcarrier will drop back into the other half of the court after the inbounding. Pressurize the ball-handler and he will try to throw a long pass to one of his comrades on the other end of the floor. You now have two opportunities to steal. The first one is on the throwing end: jump in front of this pass, and you will either knock it out of bounds or knock it up/down where it is easily recovered. (This does not count as a steal; it's considered a turnover only.) You can also find the player who was targeted for the pass and jump up in front of him. He can't pass a jumping player and the pass will sail out of bounds, also for a turnover - a creative one at that.

6. Additionally, if you press the ballhandler with someone other than his regular defender, he won't throw a pass at all, giving you an easy ten-second violation and the ball.

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5. TEAMS

Here's an overview of all the teams and their team scores. I'll add stuff like plays and situational players in future updates.

Table 5.1: Team Ratings w/o Trades

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|TEAM          |OFF.|DEF.|OVERALL|  
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|76ers         | 74 | 83 | 80    |  
|Blazers       | 90 | 95 | 93    |  
|Bucks         | 83 | 72 | 80    |  
|Bulls         | 68 | 70 | 69    |  
|Cavaliers     | 65 | 60 | 62    |  
|Celtics       | 86 | 66 | 72    |  
|Clippers      | 61 | 63 | 62    |  
|Grizzlies     | 76 | 71 | 73    |  
|Hawks         | 68 | 70 | 69    |  
|Heat          | 89 | 90 | 90    |  
|Hornets       | 82 | 80 | 81    |  
|Jazz          | 82 | 82 | 82    |  
|Kings         | 88 | 66 | 75    |  
|Knicks        | 78 | 81 | 80    |  
|Lakers        | 95 | 89 | 91    |  
|Magic         | 93 | 76 | 83    |  
|Mavericks     | 84 | 68 | 74    |  
|Nets          | 78 | 75 | 76    |  
|Nuggets       | 83 | 73 | 77    |  
|Pacers        | 91 | 75 | 81    |  
|Pistons       | 80 | 67 | 72    |  
|Raptors       | 79 | 71 | 74    |  
|Rockets       | 83 | 67 | 73    |  
|Sonics        | 82 | 80 | 81    |  
|Spurs         | 90 | 87 | 88    |  
|Suns          | 85 | 84 | 84    |  
|Timberwolves | 80 | 76 | 78    |  
|Warriors      | 77 | 66 | 70    |  
|Wizards       | 60 | 60 | 60    |  
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Some notes on these overall ratings:

-The computer places more emphasis on defense when deciding on a team's overall rating.

-Teams all have a third rating, "Rebounding", which can be seen when selecting a team to play in Season mode but is not available in Exhibition (or anywhere else, for that matter).

The following is the extended list of teams with their player abilities. The starters are listed first. This list was extracted from guides by BCherone and DreThug. No original author was listed. Since both are identical, this list is assumed to be in the public domain, and since it is little more than a table, to say that it is anything more is silly. Further, I feel that my use of this list is protect under Title 17, Chapter 1, Section 107, governing Fair Use. A copy of the United States Code can be found at [www4.law.cornell.edu](http://www4.law.cornell.edu).

Without further ado:



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76ers

Stadium: First Union Center

City : Philadelphia, Pennsylvania

Offense: 74

Defense: 83

Overall: 80  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
20	E. Snow	PG	76	78	68	81	29
03	A. Iverson	SG	97	97	80	99	50
09	G. Lynch	SF	72	80	81	70	95
40	T. Hill	PF	75	76	82	57	5
42	T. Ratliff	C	82	88	78	53	5
07	T. Kukoc	SF	81	76	76	67	40
52	M. Geiger	C	76	77	76	40	5
50	T. MacCulloch	C	62	67	71	76	5
08	A. McKie	SG	74	70	67	74	37
14	N. Mohammed	C	59	62	68	40	5
12	C. Claxton	PG	79	73	60	86	40
33	J. Jones	SF	65	71	72	74	20

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Blazers

Stadium: Rose Garden

City : Portland, Oregon

Offense: 90

Defense: 95

Overall: 93  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
03	D. Stoudamire	PG	85	82	64	94	42
08	S. Smith	SG	86	82	86	77	43
33	S. Pippen	SF	90	100	81	83	45
30	R. Wallace	PF	89	94	79	78	10
11	A. Sabonis	C	71	75	77	16	10
40	S. Kemp	PF	81	83	82	64	20
02	S. Augmon	SF	66	81	75	63	5
34	D. Davis	PF	78	89	91	47	5
06	B. Wells	SG	78	85	89	80	38
55	W. Perdue	C	59	66	69	19	5
21	E. Barkley	PG	74	74	60	81	30
50	G. Anthony	PG	72	71	62	80	40

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Bucks

Stadium: Bradley Center

City : Milwaukee, Wisconsin

Offense: 93

Defense: 72

Overall: 80  
-----

##	Name	Pos	Off	Def	Reb	Spd	3pt
10	S. Cassel	PG	86	80	69	88	50
34	R. Allen	SG	97	81	70	85	62
13	G. Robinson	SF	87	80	83	71	55
35	J. Caffey	PF	83	74	76	74	5

40 E. Johnson	C	72	81	81	25	5
21 D. Ham	SF	72	82	83	75	5
05 T. Thomas	SF	82	77	75	77	42
42 S. Williams	C	68	66	75	25	5
06 J. Przybilla	C	67	73	68	85	5
11 L. Hunter	PG	82	81	61	89	63
24 R. Alston	PG	65	67	55	81	30
00 M. Turkcan	PF	62	55	67	32	5

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Bulls

Stadium: United Center

City : Chicago, Illinois

Offense: 68

Defense: 70

Overall: 69  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
01	J. Crawford	PG	74	73	81	80	40
05	R. Mercer	SG	84	79	82	81	45
21	M. Fizer	SF	75	80	81	70	5
42	E. Brand	PF	90	87	95	60	5
40	B. Miller	C	72	76	75	40	5
15	R. Artest	SF	75	79	71	75	35
02	K. El-Amin	PG	72	71	58	80	35
43	J. Voskuhl	C	64	69	70	45	5
51	M. Ruffin	SF	58	70	79	64	5
24	B. Drew	PG	73	59	61	72	45
25	C. Benjamin	SG	71	69	63	79	35
20	F. Hoiberg	SG	69	67	67	73	40

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Cavaliers

Stadium: Gund Arena

City : Cleveland

Offense: 65

Defense: 60

Overall: 62  
-----

##	Name	Pos	Off	Def	Reb	Spd	3pt
24	A. Miller	PG	83	83	74	85	35
01	W. Person	SG	74	64	74	70	52
30	L. Murray	SF	83	80	78	71	40
54	R. Traylor	PF	71	70	71	36	5
11	Z. Ilgauskas	C	79	76	79	21	5
32	C. Gatling	PF	77	69	72	53	50
12	B. Knight	PG	75	80	62	89	25
45	C. Henderson	SF	64	71	74	65	15
35	C. Weatherspoon	SF	71	78	82	68	5
15	M. Harpring	SF	77	70	77	69	35
04	C. Mihm	C	72	73	74	21	5
02	M. Bryant	C	64	63	71	35	5

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Celtics

Stadium: Celtic Arena

City : Boston, Massachusetts

Offense: 82  
Defense: 66  
Overall: 72

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## Name Pos Off Def Reb Spd 3pt  
07 K. Anderson PG 80 76 62 82 42  
34 P. Pierce SG 86 77 82 67 45  
44 A. Griffin SF 80 82 79 76 43  
08 A. Walker PF 91 80 86 73 40  
52 V. Potapenko C 76 72 78 35 5  
  
05 J. Moiso PF 69 73 72 52 5  
04 T. Battie PF 70 73 71 58 5  
24 C. Herren PG 71 65 61 78 40  
43 C. Carr SG 73 64 70 75 35  
00 W. McCarty PF 63 66 65 60 5  
23 B. Stith SG 68 66 62 74 40  
55 E. Williams SF 72 65 71 58 35

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Clippers

Stadium: Staples Center  
City : Los Angeles, California  
Offense: 61  
Defense: 63  
Overall: 62

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## Name Pos Off Def Reb Spd 3pt  
05 J. McInnis PG 69 66 62 80 33  
50 C. Maggette SG 75 75 90 84 25  
07 L. Odom SF 91 87 82 77 45  
30 D. Strong PF 73 71 71 44 5  
34 W. Olowokandi C 73 81 80 43 5  
  
03 Q. Richardson SG 77 70 90 73 35  
01 K. Dooling PG 73 68 65 77 30  
21 D. Miles SF 75 70 77 73 25  
33 K. Closs C 67 70 64 38 5  
08 T. Nesby SF 72 78 77 75 35  
32 B. Skinner C 77 75 72 50 5  
52 E. Piatkowski SG 74 64 61 76 45

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Grizzlies

Stadium: General Motors Place  
City : Vancouver, British Columbia  
Offense: 76  
Defense: 71  
Overall: 73

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## Name Pos Off Def Reb Spd 3pt  
10 M. Bibby PG 85 81 62 90 45  
08 M. Dickerson SG 81 82 64 84 40  
03 S. Abdur-Rahim SF 86 87 92 74 35  
24 O. Harrington PF 77 75 76 50 5  
50 B. Reeves C 72 71 70 19 5  
  
04 S. Swift PF 79 85 78 70 5  
09 I. Austin C 71 74 68 35 5  
44 T. Massenburg PF 70 72 68 55 5

11 D. Jones	PG	69	72	71	84	40
01 M. Abdul-Rauf	PG	78	76	74	81	45
20 B. Price	PG	73	65	61	75	48

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Hawks

Stadium: Philips Arena  
City : Atlanta, Georgia  
Offense: 68  
Defense: 70  
Overall: 69  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
31	J. Terry	PG	77	77	60	87	50
01	D. Johnson	SG	77	75	80	79	35
22	J. Jackson	SG	83	74	83	79	45
44	A. Henderson	PF	76	79	84	51	15
55	D. Mutombo	C	83	93	100	25	5
04	C. Crawford	SF	73	63	71	65	38
05	D. Glover	SG	67	67	60	79	25
42	L. Wright	C	72	77	78	45	5
07	R. McLeod	SF	59	61	70	62	10
13	H. Mottola	PF	62	62	55	68	15
34	A. Miller	C	75	76	70	57	5
10	A. Johnson	PG	68	69	62	81	30

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Heat

Stadium: American Airlines Arena  
City : Miami, Florida  
Offense: 89  
Defense: 90  
Overall: 90  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
10	T. Hardaway	PG	84	75	59	80	52
06	E. Jones	SG	92	100	79	85	52
14	A. Mason	SF	75	74	85	49	5
44	B. Grant	PF	79	90	85	70	5
33	A. Mourning	C	96	98	91	69	5
25	A. Carter	PG	71	75	64	84	5
09	D. Majerle	SF	77	76	70	70	52
04	D. Causwell	C	61	67	75	19	5
21	R. Davis	SG	70	77	79	81	5
12	B. Bowen	SF	71	70	68	74	40
25	T. Fuller	C	65	57	66	25	5
52	E. Brown	C	65	67	69	37	5

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Hornets

Stadium: Charlotte Coliseum  
City : Charlotte, North Carolina  
Offense: 82  
Defense: 80  
Overall: 81  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
04	D. Wesley	PG	76	78	61	84	44

24	J. Mashburn	SG	86	77	73	72	54
42	P. Brown	PF	80	88	80	65	5
44	D. Coleman	PF	85	85	83	58	46
05	C. Campbell	C	85	86	80	60	5
01	B. Davis	PG	79	67	67	85	40
32	E. Robinson	SF	73	87	75	79	5
21	J. Magloire	C	69	76	68	51	5
25	T. James	SF	66	63	68	58	5
52	O. Thorpe	PF	64	70	68	43	5
33	H. Hawkins	SG	68	67	62	72	46

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Jazz

Stadium: Delta Center

City : Salt Lake City, Utah

Offense: 82

Defense: 82

Overall: 82  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
12	J. Stockton	PG	84	78	65	76	42
09	J. Starks	SG	81	84	84	80	43
03	B. Russell	SF	85	82	76	80	50
32	K. Malone	PF	95	94	99	69	15
00	O. Polynice	C	67	78	76	30	5
42	D. Marshall	SF	73	79	91	69	25
15	D. Manning	PF	74	74	68	52	25
20	Q. Lewis	SF	68	65	67	70	30
39	G. Ostertag	C	63	78	73	25	5
11	J. Vaughn	PG	72	69	60	83	43
02	D. Stevenson	SG	74	70	57	80	38
22	J. Crotty	PG	72	57	61	73	44

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Kings

Stadium: Arco Arena

City : Sacramento, California

Offense: 88

Defense: 66

Overall: 75  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
55	J. Williams	PG	86	77	60	90	40
13	D. Christie	SG	81	76	76	79	48
16	P. Stojakovic	SF	75	67	70	71	53
04	C. Webber	PF	98	89	93	74	33
21	V. Divac	C	82	78	79	45	15
31	S. Pollard	C	70	75	75	37	5
51	L. Funderburke	PF	70	68	68	51	5
25	N. Anderson	SG	75	70	76	70	47
52	J. Smith	C	65	67	61	35	5
20	J. Barry	SG	75	75	63	77	50
24	B. Jackson	PG	75	73	71	81	40
15	D. Martin	PG	74	70	59	81	38

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Knicks

Stadium: Madison Square Garden

City : New York, New York

Offense: 78

Defense: 81

Overall: 80

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##	Name	Pos	Off	Def	Reb	Spd	3pt
21	C. Ward	PG	80	79	65	85	40
20	A. Houston	SG	90	75	67	84	57
08	L. Sprewell	SF	92	94	70	88	42
23	M. Camby	PF	77	93	85	75	5
13	L. Longley	C	66	75	75	23	5
41	G. Rice	SF	82	71	70	70	50
02	L. Johnson	PF	82	72	71	57	35
40	K. Thomas	PF	69	76	75	57	5
25	E. Strickland	SG	77	79	80	80	43
00	T. Knight	C	66	69	68	35	5
07	L. Postell	SG	68	62	75	70	30
01	C. Childs	PG	75	64	61	80	40

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Lakers

Stadium: Staples Center

City : Los Angeles, California

Offense: 95

Defense: 89

Overall: 91

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##	Name	Pos	Off	Def	Reb	Spd	3pt
04	R. Harper	PG	73	73	78	77	43
08	K. Bryant	SG	100	98	87	88	40
17	R. Fox	SF	77	78	70	75	43
54	H. Grant	PF	79	87	81	65	5
34	S. O'Neal	C	100	98	95	67	5
07	I. Rider	SG	89	70	65	80	44
05	R. Horry	PF	75	78	65	67	40
40	G. Foster	C	59	68	62	38	5
35	M. Madsen	PF	61	60	63	51	5
20	B. Shaw	SG	75	64	79	70	42
10	T. Lue	PG	68	62	70	74	30
03	D. George	SG	68	62	70	74	30

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Magic

Stadium: Waterhouse Center

City : Orlando, Florida

Offense: 93

Defense: 76

Overall: 83

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##	Name	Pos	Off	Def	Reb	Spd	3pt
10	D. Armstrong	PG	84	82	58	90	50
01	T. McGrady	SG	91	81	88	83	40
33	G. Hill	SF	97	85	71	86	47
45	C. Outlaw	PF	78	85	78	78	5
13	J. Amaechi	C	73	70	57	64	5
50	M. Miller	SF	77	71	72	70	40

55	A. DeClencq	PF	70	76	71	58	5
08	P. Garrity	SF	77	76	73	69	49
03	M. Williams	SF	76	75	74	80	30
07	D. Brown	SG	77	71	56	80	42
51	M. Doleac	C	68	73	69	38	30
11	T. Hudson	PG	72	71	64	81	25

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Mavericks

Stadium: Reunion Arena

City : Dallas, Texas

Offense: 84

Defense: 68

Overall: 74  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
13	S. Nash	PG	79	65	61	78	45
04	M. Finley	SG	99	91	87	85	52
41	D. Nowitzki	SF	89	78	81	69	52
33	G. Trent	PF	80	81	82	68	5
44	S. Bradley	C	66	77	67	21	5
09	H. Easley	PG	76	68	62	80	42
08	C. Alexander	SG	77	66	55	78	25
36	E. Thomas	PF	70	77	71	55	5
01	D. Harvey	PF	72	67	63	75	5
32	C. Laettner	PF	74	73	76	45	20
24	H. Davis	SG	75	57	55	73	57
11	D. Barros	PG	78	69	60	84	48

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Nets

Stadium: Continental Airlines Arena

City : East Rutherford, New Jersey

Offense: 78

Defense: 75

Overall: 76  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
33	S. Marbury	PG	92	86	65	94	44
13	K. Gill	SG	85	85	85	80	40
44	K. Van Horn	SF	86	81	86	71	30
06	K. Martin	PF	82	88	87	69	5
22	J. McIlvaine	C	65	70	69	25	5
34	A. Williams	PF	72	75	74	56	5
14	J. Feick	PF	69	67	86	35	5
20	J. Newman	SF	69	61	62	58	38
01	E. Perry	PG	71	63	61	77	40
42	E. Eshmeier	C	63	67	68	28	5
12	L. Harris	SG	59	64	67	72	5
02	K. Ollie	SG	68	61	73	75	5

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Nuggets

Stadium: Denver Arena

City : Denver, Colorado

Offense: 83

Defense: 73

Overall: 77

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## Name                Pos Off Def Reb Spd 3pt
31 N. Van Exel        PG  87  75  61  88  46
09 T. Abdul-Wahad    SG  77  78  90  73  36
41 J. Posey           SF  82  79  72  75  30
24 A. McDyess         PF  87  87  82  73   5
45 R. LaFrentz        C   82  85  79  58  10

15 K. Clark           C   79  76  75  44   5
21 G. McCloud         SF  60  58  70  53  42
14 R. Pack            PG  71  71  61  80  37
30 M. Strickland     PF  71  66  68  53   5
40 C. Cheaney         SG  67  68  74  73  38
3 T. Murray          SF  72  60  68  60  50
5 V. Lenard           SG  68  65  59  74  47

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Pacers

Stadium: Conseco Fieldhouse  
City : Indianapolis, Indiana  
Offense: 91  
Defense: 75  
Overall: 81

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## Name                Pos Off Def Reb Spd 3pt
05 J. Rose            PG  91  88  77  88  50
31 R. Miller          SG  95  80  64  84  60
44 A. Croshere        SF  89  85  82  74  40
07 J. O'Neal          PF  80  85  80  69   5
14 S. Perkins         C   71  69  65  32  45

24 J. Bender          SF  68  70  75  74   5
3 A. Harrington       SF  68  69  73  70   5
9 D. McKey            SF  70  71  68  59  40
10 J. Foster          C   63  55  62  23   5
4 T. Best             PG  79  75  60  87  37
23 R. Walters         PG  74  57  61  73  37
6 T. Mills            PF  70  69  57  40  40

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Pistons

Stadium: Palace Of Auburn Hills  
City : Auburn Hills, Michigan  
Offense: 80  
Defense: 67  
Overall: 72

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## Name                Pos Off Def Reb Spd 3pt
07 C. Atkins          PG  78  78  64  88  40
42 J. Stackhouse      SG  93  81  77  85  44
23 C. Ceballos        SF  83  73  82  70  42
13 J. Williams        PF  80  75  86  54   5
03 B. Wallace         PF  78  85  80  70   5

31 M. Moore           C   78  71  65  56   5
44 J. Wallace         SF  66  74  74  68   5
05 B. Owens           SF  74  66  77  63  35
30 J. Buechler        SG  59  60  62  68  36
00 E. Montross        C   56  67  65  21   5
24 M. Cleaves         PG  77  73  60  85  35

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12 M. Curry SF 69 64 67 61 34

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Raptors

Stadium: Raptors Arena

City : Toronto, Ontario

Offense: 79

Defense: 71

Overall: 74  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
13	M. Jackson	PG	82	74	74	75	41
15	V. Carter	SG	99	92	84	88	50
35	C. Williamson	SF	72	70	78	63	5
34	C. Oakley	PF	73	79	74	52	10
33	A. Davis	C	83	83	82	59	5
24	M. Peterson	SF	73	67	55	75	30
42	K. Willis	C	73	73	76	44	5
04	M. Stewart	C	68	76	72	49	5
14	M. Bogues	PG	76	72	60	85	33
30	D. Curry	SG	67	58	56	70	50
20	A. Williams	SG	72	69	59	78	31
10	A. Radojevic	C	56	67	64	28	5

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Rockets

Stadium: Rockets Arena

City : Houston, Texas

Offense: 83

Defense: 67

Overall: 73  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
03	S. Francis	PG	91	88	77	94	46
40	S. Anderson	SG	83	77	83	77	45
42	W. Williams	SF	72	68	69	67	40
02	M. Taylor	PF	81	76	68	72	5
34	H. Olajuwon	C	83	79	75	35	5
21	K. Thomas	PF	76	69	74	55	5
13	K. Cato	C	73	78	70	51	5
05	C. Mobley	SG	86	81	67	89	40
52	J. Collier	C	73	68	69	60	5
50	M. Bullard	SF	75	74	69	67	53
12	M. Norris	PG	68	63	61	79	25
6	C. Rogers	PF	66	64	69	65	5

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Sonics

Stadium: Key Arena

City : Seattle, Washington

Offense: 72

Defense: 80

Overall: 81  
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##	Name	Pos	Off	Def	Reb	Spd	3pt
20	G. Payton	PG	96	98	89	89	50
24	D. Mason	SG	77	72	84	80	30
07	R. Lewis	SF	71	77	77	77	20

42	V. Baker	PF	82	82	82	59	5
33	P. Ewing	C	86	85	88	29	5
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21	R. Patterson	SF	76	78	82	72	40
31	B. Barry	SG	82	74	78	77	45
34	J. McCoy	C	62	69	67	47	5
0	O. Oyedeji	C	69	74	74	30	5
26	P. Ellison	C	62	64	66	30	5
1	S. Williams	PG	74	78	58	87	38
8	D. Simpkins	PF	67	64	71	40	5

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Spurs

Stadium: Alamodome

City : San Antonio, Texas

Offense: 80

Defense: 87

Overall: 88

##	Name	Pos	Off	Def	Reb	Spd	3pt
06	A. Johnson	PG	77	77	60	85	35
01	D. Anderson	SG	83	81	63	85	37
32	S. Elliott	SF	78	78	71	73	42
21	T. Duncan	PF	97	99	96	70	5
50	D. Robinson	C	87	96	89	69	5
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33	A. Daniels	PG	72	71	63	80	38
31	M. Rose	PF	70	74	74	55	25
52	S. Walker	PF	72	74	68	58	5
02	J. Jackson	SF	71	65	62	68	36
30	T. Porter	PG	77	64	63	75	47
35	D. Ferry	SF	66	55	65	50	33
04	S. Kerr	SG	70	57	55	70	50

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Suns

Stadium: America West Arena

City : Phoenix, Arizona

Offense: 85

Defense: 84

Overall: 84

##	Name	Pos	Off	Def	Reb	Spd	3pt
32	J. Kidd	PG	93	100	91	92	40
01	A. Hardaway	SG	93	88	76	84	42
30	C. Robinson	SF	83	83	74	77	45
24	T. Gugliotta	PF	83	79	74	73	39
14	C. Dudley	C	60	71	72	25	5
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31	S. Marion	SF	77	83	82	80	5
40	C. Blount	PF	71	65	71	45	5
54	R. Rogers	SF	85	79	77	72	55
17	M. Elie	SG	74	70	83	70	40
00	T. Delk	PG	75	72	68	83	40
12	I. Tsakalidis	C	62	64	63	25	5
03	R. Chapman	SG	79	64	56	72	45

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TimberWolves

Stadium: Target Center

City : Minneapolis, Minnesota

Offense: 80

Defense: 76

Overall: 78

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##	Name	Pos	Off	Def	Reb	Spd	3pt
07	T. Brandon	PG	88	86	63	90	43
04	C. Billups	SG	69	75	67	83	36
10	W. Szczerbiak	SF	85	74	78	72	46
21	K. Garnett	PF	100	100	95	75	30
08	R. Nesterovc	C	68	73	69	25	5
31	J. Smith	PF	81	79	76	74	38
44	A. Peeler	SG	77	68	58	79	40
22	D. Garrett	C	68	74	68	42	5
20	L. Ellis	SF	71	71	79	61	20
33	A. Patterson	SF	56	57	70	57	5
05	W. Avery	PG	70	66	59	79	40
11	T. Day	SG	75	75	81	74	38

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Warriors

Stadium: Oakland Arena

City : Oakland, California

Offense: 77

Defense: 66

Overall: 70

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##	Name	Pos	Off	Def	Reb	Spd	3pt
10	M. Blaylock	PG	78	76	73	80	47
20	L. Hughes	SG	90	83	85	87	44
33	A. Jamison	SF	79	79	87	75	5
21	D. Fortson	PF	79	69	84	53	5
25	E. Dampier	C	76	79	80	48	5
31	A. Foyle	C	72	81	77	50	5
34	C. Mills	SF	81	74	84	66	40
05	W. Cummings	PG	77	76	68	84	41
03	B. Sura	SG	83	77	78	82	47
32	A. Keefe	PF	62	56	61	30	10
17	C. Mullin	SF	68	60	66	50	45
15	V. Del Negro	SG	71	58	55	70	44

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Wizards

Stadium: Wizards Arena

City : Washington, DC

Offense: 60

Defense: 60

Overall: 60

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##	Name	Pos	Off	Def	Reb	Spd	3pt
01	R. Strickland	PG	81	78	76	80	50
02	M. Richmond	SG	78	73	65	74	52
34	M. Smith	SF	61	69	83	53	5
05	J. Howard	PF	82	81	76	70	30
55	J. White	C	79	78	80	40	5
32	R. Hamilton	SG	79	65	67	80	45
03	L. Profit	SG	69	58	63	72	35

12 C. Whitney	PG	71	71	60	84	45
13 F. Lopez	SG	72	77	67	86	30
51 G. King	PF	69	72	70	54	5
50 P. Jones	PF	70	59	73	35	30
44 C. Parks	C	67	70	67	25	5

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East All-Stars

Stadium: Wizards Arena  
City : Washington, DC  
Offense: 100  
Defense: 100  
Overall: 100  
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Roster

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| ## | Name          | Pos | Off | Def | Reb | Spd | 3pt |
|----|---------------|-----|-----|-----|-----|-----|-----|
| 03 | A. Iverson    | SG  | 97  | 97  | 80  | 99  | 50  |
| 06 | E. Jones      | SG  | 92  | 100 | 79  | 85  | 52  |
| 15 | V. Carter     | SG  | 99  | 92  | 84  | 88  | 50  |
| 33 | G. Hill       | SF  | 97  | 85  | 71  | 86  | 47  |
| 33 | A. Mourning   | C   | 96  | 98  | 91  | 69  | 5   |
| 34 | R. Allen      | SG  | 97  | 81  | 70  | 85  | 62  |
| 20 | A. Houston    | SG  | 90  | 75  | 67  | 84  | 57  |
| 31 | R. Miller     | SG  | 95  | 80  | 64  | 84  | 60  |
| 55 | D. Mutombo    | C   | 83  | 93  | 100 | 25  | 5   |
| 13 | G. Robinson   | SF  | 87  | 80  | 83  | 71  | 55  |
| 42 | J. Stackhouse | SG  | 93  | 81  | 77  | 85  | 44  |
| 34 | D. Davis      | PF  | 78  | 89  | 91  | 47  | 5   |

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West All-Stars

Stadium: Wizards Arena  
City : Washington, DC  
Offense: 100  
Defense: 100  
Overall: 100  
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| ## | Name        | Pos | Off | Def | Reb | Spd | 3pt |
|----|-------------|-----|-----|-----|-----|-----|-----|
| 32 | J. Kidd     | PG  | 93  | 100 | 91  | 92  | 40  |
| 08 | K. Bryant   | SG  | 100 | 98  | 87  | 88  | 40  |
| 21 | K. Garnett  | PF  | 100 | 100 | 95  | 75  | 30  |
| 21 | T. Duncan   | PF  | 97  | 99  | 96  | 70  | 5   |
| 34 | S. O'Neal   | C   | 100 | 98  | 95  | 67  | 5   |
| 04 | M. Finley   | SG  | 99  | 91  | 87  | 85  | 52  |
| 20 | G. Payton   | PG  | 96  | 98  | 89  | 89  | 50  |
| 50 | D. Robinson | C   | 87  | 96  | 89  | 69  | 5   |
| 12 | J. Stockton | PG  | 84  | 78  | 65  | 76  | 42  |
| 30 | R. Wallace  | PF  | 89  | 94  | 79  | 78  | 10  |
| 04 | C. Webber   | PF  | 98  | 89  | 93  | 74  | 33  |
| 32 | K. Malone   | PF  | 95  | 94  | 99  | 69  | 15  |

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80s East

Stadium: Legends Arena  
City : Springfield, Massachusetts  
Offense: 100

Defense: 100

Overall: 100

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| ## | Name       | Pos | Off | Def | Reb | Spd | 3pt |
|----|------------|-----|-----|-----|-----|-----|-----|
| 11 | I. Thomas  | PG  | 94  | 93  | 80  | 92  | 45  |
| 06 | J. Erving  | SG  | 98  | 99  | 100 | 87  | 43  |
| 33 | L. Bird    | SF  | 97  | 94  | 92  | 75  | 70  |
| 32 | K. McHale  | PF  | 94  | 95  | 94  | 70  | 5   |
| 02 | M. Malone  | C   | 91  | 94  | 97  | 70  | 5   |
|    |            |     |     |     |     |     |     |
| 34 | C. Barkley | PF  | 98  | 94  | 95  | 77  | 40  |
| 00 | R. Parish  | C   | 89  | 91  | 88  | 60  | 5   |
| 21 | D. Wilkins | SF  | 100 | 95  | 84  | 84  | 50  |
| 30 | B. King    | SF  | 89  | 83  | 80  | 80  | 15  |
| 10 | M. Cheeks  | PG  | 91  | 92  | 73  | 90  | 43  |
| 04 | J. Dumars  | SG  | 83  | 85  | 76  | 88  | 55  |
| 44 | D. Ainge   | SG  | 82  | 85  | 92  | 82  | 58  |

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80s West

Stadium: Legends Arena

City : Springfield, Massachusetts

Offense: 100

Defense: 100

Overall: 100

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| ## | Name        | Pos | Off | Def | Reb | Spd | 3pt |
|----|-------------|-----|-----|-----|-----|-----|-----|
| 32 | E. Johnson  | PG  | 97  | 96  | 94  | 85  | 45  |
| 22 | C. Drexler  | SG  | 98  | 94  | 95  | 88  | 49  |
| 42 | J. Worthy   | SF  | 93  | 87  | 77  | 75  | 50  |
| 24 | T. Chambers | PF  | 83  | 88  | 75  | 72  | 40  |
| 43 | J. Sikma    | C   | 88  | 92  | 91  | 70  | 5   |
|    |             |     |     |     |     |     |     |
| 11 | B. McAdoo   | PF  | 89  | 90  | 91  | 80  | 50  |
| 02 | A. English  | SF  | 78  | 75  | 72  | 75  | 50  |
| 04 | A. Dantley  | SF  | 77  | 71  | 72  | 75  | 45  |
| 10 | N. Nixon    | PG  | 91  | 97  | 78  | 90  | 46  |
| 24 | M. Aguirre  | SF  | 84  | 74  | 72  | 75  | 48  |
| 24 | R. Theus    | SG  | 90  | 80  | 83  | 85  | 40  |
| 06 | W. Davis    | SG  | 93  | 79  | 94  | 80  | 54  |

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70s East

Stadium: Legends Arena

City : Springfield, Massachusetts

Offense: 100

Defense: 89

Overall: 93

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| ## | Name          | Pos | Off | Def | Reb | Spd | 3pt |
|----|---------------|-----|-----|-----|-----|-----|-----|
| 10 | W. Frazier    | PG  | 89  | 94  | 79  | 82  | 48  |
| 44 | G. Gervin     | SG  | 96  | 80  | 94  | 80  | 50  |
| 32 | B. Cunningham | SF  | 80  | 82  | 94  | 72  | 20  |
| 11 | E. Hayes      | PF  | 91  | 91  | 98  | 60  | 5   |
| 18 | D. Cowens     | C   | 84  | 76  | 90  | 64  | 5   |
|    |               |     |     |     |     |     |     |
| 44 | P. Maravich   | PG  | 100 | 77  | 60  | 87  | 62  |
| 15 | E. Monroe     | SG  | 84  | 77  | 56  | 85  | 40  |
| 16 | B. Lanier     | C   | 83  | 80  | 89  | 25  | 5   |
| 19 | W. Reed       | C   | 84  | 74  | 93  | 40  | 5   |

|                 |    |    |    |    |    |    |
|-----------------|----|----|----|----|----|----|
| 07 N. Archibald | PG | 92 | 83 | 64 | 97 | 38 |
| 21 D. Bing      | SG | 77 | 72 | 65 | 80 | 38 |
| 41 W. Unseld    | C  | 85 | 78 | 96 | 53 | 5  |

-----  
70s West

Stadium: Legends Arena  
City : Springfield, Massachusetts  
Offense: 100  
Defense: 97  
Overall: 98

| ## | Name           | Pos | Off | Def | Reb | Spd | 3pt |
|----|----------------|-----|-----|-----|-----|-----|-----|
| 44 | J. West        | PG  | 93  | 97  | 79  | 85  | 53  |
| 22 | D. Thompson    | SG  | 96  | 84  | 87  | 85  | 45  |
| 24 | R. Barry       | SF  | 89  | 76  | 76  | 67  | 54  |
| 32 | B. Walton      | PF  | 72  | 78  | 72  | 35  | 5   |
| 13 | W. Chamberlain | C   | 97  | 96  | 95  | 60  | 5   |
| 25 | G. Goodrich    | SG  | 81  | 71  | 60  | 76  | 47  |
| 42 | C. Hawkins     | SF  | 92  | 90  | 73  | 87  | 20  |
| 24 | S. Haywood     | PF  | 92  | 91  | 91  | 70  | 5   |
| 32 | L. Wilkens     | PG  | 86  | 77  | 63  | 76  | 34  |
| 44 | P. Westphal    | SG  | 88  | 82  | 84  | 80  | 38  |
| 23 | C. Murphy      | PG  | 98  | 89  | 77  | 99  | 45  |
| 20 | M. Lucas       | PF  | 90  | 89  | 92  | 65  | 5   |

-----  
50s/70s

Stadium: Legends Arena  
City : Springfield, Massachusetts  
Offense: 100  
Defense: 100  
Overall: 100

| ## | Name         | Pos | Off | Def | Reb | Spd | 3pt |
|----|--------------|-----|-----|-----|-----|-----|-----|
| 14 | B. Cousy     | PG  | 94  | 79  | 63  | 82  | 47  |
| 14 | O. Robertson | PG  | 94  | 86  | 100 | 85  | 45  |
| 22 | E. Baylor    | SF  | 98  | 88  | 100 | 80  | 49  |
| 42 | N. Thurmond  | C   | 98  | 97  | 91  | 70  | 5   |
| 06 | B. Russell   | C   | 93  | 100 | 99  | 69  | 5   |
| 17 | J. Havlicek  | PG  | 89  | 91  | 78  | 79  | 44  |
| 09 | B. Petit     | PF  | 89  | 90  | 100 | 69  | 39  |
| 04 | D. Schayes   | SF  | 78  | 76  | 89  | 67  | 42  |
| 16 | J. Lucas     | PF  | 89  | 86  | 96  | 60  | 49  |
| 15 | H. Greer     | SG  | 83  | 75  | 57  | 84  | 50  |
| 99 | G. Mikan     | C   | 89  | 86  | 94  | 53  | 5   |
| 21 | B. Sharan    | SG  | 83  | 75  | 60  | 78  | 50  |

-----  
Sega Sports

Stadium: Playground  
City : San Rafael, California  
Offense: 100  
Defense: 100  
Overall: 100

| ## | Name         | Pos | Off | Def | Reb | Spd | 3pt |
|----|--------------|-----|-----|-----|-----|-----|-----|
| 39 | A. Marrinson | PG  | 95  | 80  | 60  | 85  | 70  |
| 69 | W. Dobson    | SG  | 99  | 94  | 84  | 88  | 59  |

|    |              |    |     |     |     |    |    |
|----|--------------|----|-----|-----|-----|----|----|
| 21 | K. Lai-Fatt  | SF | 100 | 100 | 99  | 95 | 99 |
| 11 | J. Yang      | PF | 88  | 89  | 96  | 50 | 24 |
| 05 | T. Stricker  | C  | 89  | 80  | 60  | 80 | 74 |
|    |              |    |     |     |     |    |    |
| 10 | M. Stribling | C  | 100 | 100 | 98  | 80 | 80 |
| 23 | D. Aynaga    | PG | 90  | 98  | 68  | 95 | 75 |
| 33 | B. Luzietti  | SG | 93  | 83  | 50  | 81 | 90 |
| 42 | J. Tiner     | PF | 100 | 100 | 100 | 70 | 10 |
| 16 | C. Fogel     | SG | 100 | 96  | 100 | 85 | 80 |
| 53 | E. Apel      | SF | 84  | 77  | 19  | 88 | 52 |
| 20 | D. Dame      | PF | 97  | 90  | 99  | 80 | 49 |

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SegaNet

Stadium: Playground

City : San Rafael, California

Offense: 100

Defense: 100

Overall: 100  
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| ## | Name          | Pos | Off | Def | Reb | Spd | 3pt |
|----|---------------|-----|-----|-----|-----|-----|-----|
| 13 | M. Horsley    | PG  | 94  | 100 | 76  | 95  | 68  |
| 10 | G. Arnold     | SG  | 83  | 89  | 49  | 89  | 77  |
| 34 | D. Chanhudara | SF  | 100 | 88  | 66  | 80  | 69  |
| 43 | M. Crysedale  | PF  | 100 | 100 | 93  | 95  | 85  |
| 12 | R. Wong       | C   | 100 | 91  | 98  | 75  | 50  |
|    |               |     |     |     |     |     |     |
| 19 | M. Hamre      | SF  | 88  | 76  | 76  | 66  | 84  |
| 42 | C. Larson     | PF  | 80  | 90  | 98  | 54  | 39  |
| 91 | C. Batson     | PG  | 92  | 77  | 55  | 76  | 55  |
| 23 | T. Walter     | PF  | 88  | 85  | 98  | 54  | 40  |
| 33 | N. Jones      | SF  | 100 | 95  | 58  | 97  | 71  |
| 10 | L. Peacock    | SG  | 94  | 86  | 60  | 81  | 86  |
| 03 | D. Northcutt  | PG  | 100 | 100 | 92  | 95  | 90  |

-----  
MoCap

Stadium: Playground

City : San Rafael, California

Offense: 100

Defense: 100

Overall: 100  
-----

| ## | Name        | Pos | Off | Def | Reb | Spd | 3pt |
|----|-------------|-----|-----|-----|-----|-----|-----|
| 12 | S. Fuller   | PG  | 100 | 100 | 98  | 95  | 99  |
| 31 | R. Byrd     | SG  | 100 | 100 | 100 | 95  | 99  |
| 45 | B. Outlaw   | SF  | 81  | 96  | 86  | 79  | 15  |
| 44 | B. Grant    | PF  | 82  | 87  | 80  | 70  | 50  |
| 55 | T. Young    | C   | 57  | 57  | 55  | 35  | 32  |
|    |             |     |     |     |     |     |     |
| 01 | Redman      | PG  | 100 | 100 | 95  | 92  | 90  |
| 15 | M. Karnes   | C   | 32  | 53  | 30  | 50  | 10  |
| 03 | D. Williams | SG  | 100 | 100 | 100 | 99  | 90  |
| 44 | K. Swift    | SF  | 95  | 88  | 39  | 98  | 78  |
| 02 | S. Lewis    | PG  | 100 | 100 | 98  | 95  | 90  |
| 44 | J. Gora     | SF  | 100 | 100 | 100 | 99  | 99  |
| 13 | M. Smith    | SG  | 100 | 100 | 100 | 90  | 99  |

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## 6. GAME MODES

### 6.1 - EXHIBITION:

Just a standard game of basketball between two teams of your choosing. On the team select screen, the team on the left is the away team, and the team on the right is the home team. "With Trade" changes the ratings and rosters to reflect any trades or customizations you might have made. The Options menu takes you to the regular options screen.

The Quick Start option plays an exhibition game with two randomly selected teams.

### 6.2 - SEASON:

Play a season with your favorite team, game by game. You don't have any GM functions in this mode; instead you must use the Customize menu to edit rosters/players/teams/etc. You can pick a season length and quarter length and do a fantasy draft.

Also available from the season menu is a playoffs function. You can pick the number of games in each round and the game will simulate a season to determine the playoff teams. Then you can pick as many teams as you want and go at it on the road to the championship.

### 6.3 - FRANCHISE:

And we now move this section to #7, because it was getting so massive.

### 6.4 - TOURNEY:

Set up your own little tournament. The Help menu will explain how to do it. You can have four, eight, or sixteen teams.

### 6.5 - STREET:

"No rules" basketball. You can play 2v2, 3v3, 4v4, or 5v5 on any of four courts on this mode. The only rule is out-of-bounds - there are no fouls to be had. The best strategy in this mode is to pound inside like the devil. Drive with spin moves for guards, post up for big men. The more dunks and layups you get, the better. Of course the comp will be doing this too, so you'll have to steal the ball from him or get the occasional three-pointer to take a lead for any significant amount of time.

### 6.6 - NETWORK:

I don't have enough experience with this mode to tell you much... but you should be able to set it up for yourself just fine.

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## 7. FRANCHISE MODE IN DEPTH

Beginning with the basics: Franchise mode is a special mode of play that allows you to assume the role of General Manager (GM) for one of the regular NBA teams. You can still play your games, but you also have to run team operations, signing, cutting, drafting, and trading players to try to build a perennial contender.

The rules of Franchise Mode are a little different from those of Season Mode. Here're some of the key points:

- 1) You may only use one of the regular NBA teams. No created teams are allowed.
- 2) You may only use the players currently on the NBA rosters, plus a certain number of free agents that are generated at the beginning of the season, plus any draft picks that enter the league after the first year. Created players are



not allowed.

3) The maximum roster size is 15 players. Only 12 of them may be active at any time. The other three can be activated after one of the active 12 is deactivated (due to poor performance or injury). You can have no fewer than 12 players on the roster at any time during the season. (You may have fewer than 12 during signing/drafting periods, but most functions will be disabled until you have 12 players, by free agency or the draft.)

4) Instead of offering money deals, you offer points. A team has a maximum of 950 points to spend on all of its players. This limit may not be exceeded; no exceptions.

5) Players may be signed for up to 7 years. At the end of their contract, they must be resigned during the subsequent signing period, or they will become free agents. You can still trade a player whose contract has expired, however.

6) Negotiations start with a player offering a certain price and contract length. You can make a counter-offer, at which point the player will do any of the following: accept and praise your generosity, accept normally, make a counter-offer of his own, or declare your offer to be too low and remove himself from the signings list. Normally you may only tender one offer a week to a player, but removing him from the signings list in any way (manually or through making a bad offer) allows you to tender a second offer to the same player.

7) Trades may be made between any two teams, but only two teams can partake in one trade. Any player can be traded for any other player, regardless of position; however, after the trade, both teams must have the minimum 12 players and be below the salary cap of 950 points. Draft picks may also be traded. Each team has six draft picks to offer: a first-round and second-round pick, each in one of three years (this year's draft, the next year's draft, or the year after next's draft.) If a team has multiple picks in one round, then the pick they are offering is the one that they acquire 'naturally' (i.e. the one they would have had they not traded for any other picks.)

8) A player may be cut from the roster at any time provided that the roster has more than 12 players both before and after the cut. Cutting a player removes him from your roster. You no longer have to pay his salary, and he enters the free agent pool.

9) A player may retire at the end of the season. Players usually do this after 14-18 years of play in the league. You will be alerted through a notice window of who has retired at the end of every year. Retired players are exactly like cut players, except that they do not reenter the free agent pool.

10) Players will develop as the season progresses. Those who play well will rise in ability; those who do not play often or play poorly when they do play will fall in ability. If you are simulating most of a season, be sure to track your players' development. Young players tend to develop upwards instead of downwards and will usually do so more quickly. Each player will tend to plateau at a certain rating depending on his ability. After that, he will decline until he feels it is time for him to retire (see rule 9).

With the basic rules of Franchise mode covered, here is my guide to team-specific franchises. Playing with regular rosters, these mini-guides will explain how to make the best possible contender out of a certain team.

Suppose you want to take your favorite team to the championship. How are you going to go about doing it? Some teams need rebuilding right away; other teams will be ready to go with just a couple more pieces. This part of the guide will feature step-by-step team breakdowns to make a three-peatable dynasty.

Take note! I usually didn't play through most of these strategies; they're just off the top of my head. Any and all feedback (minus flames, people) to cubbies984@yahoo.com would be GREATLY appreciated. If I haven't gotten to your team yet, just hang tight. I have time to do this now :)





Center is the team's glaring weakness. Mr. Johnson has only lukewarm skills; however, Eric Campbell of the Hornets would be a good trade target with the trick described above. For an 85 player, he's also overpaid at 105 for 3 years; give him a small cut and resign him for 4 or 5 years.

Jason Caffey is better than he looks. Give him time.

On the young side you've got Joel Pryzbilla, who should either be kept to develop or packaged in a trade for Campbell with some free agents. If you trade him, draft a center; if you don't, get a small forward instead.

FRANCHISE PLAYER: Ray Allen

BEST YOUNG TALENT: Tim Thomas. So he's been in the league three years. He's still better than Pryzbilla - who, as I've said, is not a keeper - and FAR better than the first-year Alston at the bottom of the roster.

```
\\|Chicago Bulls|  
//
```

The Bulls are awful, if only at first glance. They have Elton Brand, the co-rookie of the year, who should be resigned for the same amount of money for seven years. So should the rest of the lineup - except Brad Miller, who should improve enough to be tradable after the first year.

Obvious draft priority is a center. Strength at C (I found it with this team once upon a time) means won championships.

Marcus Fizer, while only a 78 now, will become phenomenal, and should be signed to an extended deal. Jamal Crawford will be above average; Ron Mercer tends to be high 80's, which may not be good enough for a championship bid. Packaging him in a deal after he develops a bit for a Kobe Bryant (!) with a couple free agents would be great strategy.

Keep Brand, Fizer, and Crawford, then save Ron Artest and Khalid El-Amin. Draft to fill the rest. Another small forward to replace the god-awful Michael Ruffin is a good second-round plan. Renegotiate as if your life depended on it and sign your young talented players to extended deals. That's what wins championships.

FRANCHISE PLAYER: Elton Brand

BEST YOUNG TALENT: Marcus Fizer will be high 90's. Jamal Crawford will be low 90's. 'Nuff said.

```
\\|Cleveland Cavaliers|  
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Start crying now, folks. This team is bad. Very, very bad.

First of all, you start with a nice 69-rated shooting guard, with no improvement to be found in his backup. There is almost CERTAINLY a free agent point who has a better rating - and he's probably young, too. Sign him, then cut Trajan Langdon.

Lamond Murray is worth a quick resign, as is Andre Miller. Robert Traylor, however, is near worthless - a free agent might be better - and Zydrunas Ilgauskas is not much of an improvement at center. Draft a PF/SG in round one of year one, then draft the other in round two. Sign these picks to 7 year

deals and play them immediately.

That leaves center, where you have Chris Mihm, who should play immediately to beef that rating up.

By the end of Year 1, I had improved to:

- PG - 96
- SG - 78 - rookie
- SF - 83
- PF - 71 - rookie
- C - 83

That's a marked improvement. Stick to that kind of play, and sign more draft picks to fill holes. You'll win a championship eventually.

FRANCHISE PLAYER: Andre Miller

BEST YOUNG TALENT: Andre Miller. He'll be a 96-rated PG before you know it.

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\|Boston Celtics|
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For the uninitiated, Celtics is pronounced sell-ticks, but the Celtic civilization is pronounced kell-tick. Remember: Celts in kilts. Anyway...

As we all know, the game is won on the inside, and the Celtics begin the franchise with Antoine Walker. Walker, while a little weak on the defensive side of the ball, is a dominant offensive player (not too bad from medium range if he gets shots there) who will be your first offensive option.

Unfortunately, we also know that the computer has a nasty habit of double-teaming big men on the inside. Walker will instantly become a victim of this. More importantly, his cohort is Vitaly Potapenko, who simply needs help on the inside. He's a mere 6'10", can't hit layups worth crap, and is an AWFUL defender. He's also not particularly fast. Jettisoning Potapenko for a draft pick would be a good idea.

In the backcourt, you have Paul Pierce. The Pierce/Walker duo defines an era in Celtics basketball, so it's only fair to discuss Pierce's performance here. He's quite young (2 years in the NBA! Woo!) and is already quite talented, if slightly weak in straight-up defense. He's very good at stealing. Unfortunately, he might be a little slow for the two-guard position, and he's definitely not a point guard.

Thus, you might want to try a little experiment. The starting small forward is Adrian Griffin. He's smaller and faster than Pierce. Try making Pierce the SF, and Griffin the SG. You'll go far with Griffin's stronger defensive skills and better quickness on the outside.

At the point the Celtics have Kenny Anderson. Anderson is not as woeful as his rating of 78 might originally suggest. In fact, his only real weaknesses are rebounding ability (which, for a point guard, is unimportant) and his lack of size (he's a mere 6'1"). But he's played nine years, which means his attributes won't change as much, and he's a steal at 75 points for 5 years. My advice? Keep him. He can play the game.

So Griffin and Pierce will develop, Walker's already good and will get better. Potapenko is awful, and Anderson is slightly above average. Since Potapenko is a center who should be a power forward, you have no center to speak of on the squad, which means you need to trade for one quickly as the season begins.

The backup Tony Battie would be a suitable replacement at the beginning, because he's an inch taller and more suited to the position. He's also a year younger, which is nice since he'll develop a little more (for the better, we'd hope!)

The rest of the bench is nobodies hanging around 70 in the ratings. Nobodies don't cost very much, so the sign-and-trade trick would probably work to your advantage here, since you have plenty of cap room. Chris Mihm is a very good player for this situation, since he's a rookie who will develop naturally, and already has good skills. He's also (again) bigger than Potapenko, and his rating is low enough at season's beginning that you can send away for him and not have to give much up in return. This will foil the Cavs' development while bolstering yours, as well. Trading shooting guards helps in this situation because that's the Cavaliers' weakest area.

FRANCHISE PLAYER: Antoine Walker

BEST YOUNG TALENT: Paul Pierce

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\\|Los Angeles Clippers|  
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The Clips are touted as a team that is young, but will become strong and talented as the years progress. Looking at their lineup, they might do just that, but point guard is their primary weakness.

Begin by resigning Lamar Odom to a 7-year deal. You should be able to do this for exactly the same amount of money you were paying him before - 130 - and keep him for much longer.

Then put Keyon Dooling in as the starting point guard. He has a far larger offensive upside to Jeff McInnis, and he'll develop into a stronger player. Be sure you sign him to a long-term deal first so you don't have to worry about it later.

The real dark horse of this team is Darius Miles, who can't play SF while Odom is around, but could almost certainly play power forward instead.

Michael Olowokandi's stock is questionable. I've seen him go both ways. Keep him; if he doesn't bother to pan out by the end of year one, get a draft pick - your record will be awful.

Just let the team develop, replacing the players who don't work out in trades, using draft picks to get the fresh young talent in the league. Who knows - you might be .500 in a year, and that's good enough for the playoffs.

FRANCHISE PLAYER: Lamar Odom

BEST YOUNG TALENT: Darius Miles

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\\|Vancouver [Memphis] Grizzlies|  
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Prepare for the move to Memphis! Get some big men! Enjoy the glamour of the playoffs!

Or don't. The choice is yours.

The Grizzlies start off notably weak at center and power forward. Bryant "Big

Country" Reeves is only a 71, and Othella Harrington is not likely to improve significantly above 80 from his 76. Immediately switch Stromile Swift in for Othella Harrington. Rookie. Will develop. See how you win championships? A little luck, and a watchful eye will take you many places.

One intangible weakness of the Grizz is that all of their players (except a few at the bottom of the roster) are all signed for short periods of time. Fortunately, their salaries are pretty accurate for their ability level, and you might even be able to give a player or two a pay cut AND sign them for a longer deal.

Retirement might cut your roster size very quickly. Draft in the positions that are highlighted on the needs menu. The Grizzlies are a classic case of develop now, trade later - only if they don't work out - and start improving that record with the help of long-term deals.

Unfortunately, that means there's very little to say. At least I said it, huh?

FRANCHISE PLAYER: Shareef Abdur-Rahim  
BEST YOUNG TALENT: Mike Bibby

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\\|Atlanta Hawks|  
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Atlanta's big Starting Asset is Dikembe Mutombo. He's rated 89 and was instrumental in the Sixers' run to the NBA Finals this past year. He's a keeper, but he might retire after his three years are up. Fortunately this means that center is low on your list of draft priorities (at least in the very beginning.)

In the backcourt, Jason Terry and Dermarr Johnson are young players who could probably stand to have some high-quality development time. If they don't pan out, you can trade them before their ratings get too low.

The real reason the Hawks' overall rating is dismal is because their bench is awful. Cut Roshown McLeod and Cal Bowdler at the beginning. That brings your roster down to twelve players, so you can sign and trade. If you don't feel like it, be prepared to have a pretty bad team.

Fortunately there's always the draft to bring ratings up. Since the Hawks are so young, you can't really tell how their players are going to develop (up or down). Thus, draft logically. If you have no definite starter in a position (nobody above at least 75 - 80 is probably a better cutoff), draft in that position. If your players develop well, then definitely get a small forward (as the Hawks lack a natural SF), then draft in the next logical position.

An example of a good sign-and-trade after the cuts suggested above is two small forwards plus Crawford to the Hornets for Jamal Mashburn. Start Mashburn and note the immediate improvement.

FRANCHISE PLAYER: Dikembe Mutombo  
BEST YOUNG TALENT: Dermarr Johnson

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\\|Miami Heat|  
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The Heat begin with Eddie Jones and Alonzo Mourning, a nice inside-outside combination. Both are signed to short-term deals; while Mourning will ask for a

large raise, Eddie Jones might actually take a pay cut to continue playing for seven years. Do the deed if you can. You won't regret it later.

A good trade to make at the beginning is Mason and Majerle for Marcus Fizer. Sign Fizer to a long-term deal and watch him grow. This will also cut your roster size and total salary, useful for signing and trading people later.

That leaves Tim Hardaway to work on at the point guard position. Try trading Ellis and Bronson for Mike Miller (backup SG) of the Magic. Miller, like Fizer, will develop very quickly, and can be signed early to a seven-year deal. He makes a good point guard as well as shooting guard.

If Hardaway weakens, draft a point guard. You might also need a power forward; fulfill what's on the Needs screen. Again, keep careful watch over your lineups, making sure the best players are playing, and you'll do quite well quickly.

FRANCHISE PLAYER: Alonzo Mourning  
BEST YOUNG TALENT: Eddie House

```
\\|Charlotte Hornets|  
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The Hornets begin the franchise above average in every position but point guard. Their weak rating, like so many other teams, is due to a weak pench, with four players below 70. However, there are two second-years (Baron Davis and Eddie Robinson) who should work out quite nicely as they grow and develop.

Another problem the Hornets face is that they have no shooting guard in their lineup. Instead, they use two power forwards. Jamal Mashburn won't last forever in the off-guard spot. Ship him off with a free agent for Tracy McGrady. T-Mac alone, combined with Baron Davis' development, should be good enough to get you to the playoffs (I was in the Finals first-year).

After that, deal with Eddie Campbell having one year left on his contract by signing a free agent center and trading him for the best available young center. This should be another playoff year.

Subsequent years will depend on smart drafting and a watchful eye. Most franchises can be reduced to that. How do you win a championship, then? Get the right players at the right times, then play your games in the Finals. That's the best advice I can give.

FRANCHISE PLAYER: P.J. Brown (in the absence of any real superstars, which is one identifiable weakness of the Hornets)  
BEST YOUNG TALENT: Baron Davis

```
\\|Utah Jazz|  
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The Jazz are the retirement home of the NBA (apologies in advance to Jazz fans) because of their old players, most of whom will retire after the first season. Have an immediate fire sale to get younger fast. And believe me, fire sale is the way to go. Dumping these players will allow you to get far better players, as I will detail below.

Stockton and Malone will retire in a year's time. Ship Stockton and Jacque Vaughn to the Rockets for Steve Francis, then renegotiate with Francis to make



it worthwhile.

Now trade Malone for Shaq. See how much better you've gotten? :)

This leaves you with one power forward, three centers, and four small forwards. You can now cut a deal with a small forward. Try trading Bryon Russell and Olden Polynice for Latrell Sprewell.

Take a remaining extra small forward (the 77-rated one, perhaps - his name slips my mind) and sign Greg Carter, a free agent. Now trade for Kenyon Martin.

...and with that starting five, either trade for a shooting guard, or live with mediocrity in John Starks, hoping to draft one.

There you go. 4 90-rated players. Quick championship.

Not too bad, is it?

One thing to remember is that player ratings are constantly in flux. If you see a player go down, don't sack him - instead, renegotiate with him, and add years to his contract for cheap. This is why I have 99/84/97/99/98 as my starters and only 806/950 points spent!

FRANCHISE PLAYER: Shaquille O'Neal, after you get him. :)

BEST YOUNG TALENT: Steve Francis, after you get him. :) again.

```
\\|Sacramento Kings|
//
```

The Kings have Chris Webber at the beginning of the franchise, but not much else. They do have Jayson Williams, but for a second-year player, an 81 could stand to be much better. Unfortunately, the Kings lack trading material, which can prove to be a problem in the early going.

First order of business is to extend Webber's deal to 7 years at the same price. You can do the same to Jayson Williams (even with a pay cut :) and trade him later if he doesn't pan out.

Lawrence Funderburke and Nick Anderson are going nowhere fast. Trade the two of them for Tracy McGrady.

That leaves small forward as the position to shore up. Draft there, or look for a trade; then replace Vlade Divac when you get the chance.

This is the end of this strategy. It seems short, but it's definitive...the Kings will rely on the draft in their first year, after Divac and Stojakovic trail off into the sunset and become players rated less than 70. Replace them, then just shore up the bench...kinda simple.

If Williams doesn't pan out, draft a point guard in two years.

FRANCHISE PLAYER: Chris Webber

BEST YOUNG TALENT: Jayson Williams

```
\\|New York Knicks|
//
```

I feel the Knicks' overall rating, assigned by the game, is just a tad bit low.

However, it can be brought up rather quickly.

You'll start with Latrell Sprewell. I don't like renegotiating with him at the beginning of the year, because you'll have to raise his salary 30 points. Instead, wait for him to hit a cold streak (should happen once in four years :) and resign him then.

Marcus Camby, on the other hand, is a keeper who will take a pay cut and still sign a seven-year deal. I don't have to tell you what to do with him. Likewise, Allan Houston will sign for 7 years and the same number of points, so do that deed too.

Now trade Luc Longley and two backup centers to the Sixers for Theo Ratliff, and fill holes with the draft after reaching the playoffs.

FRANCHISE PLAYER: Latrell Sprewell

BEST YOUNG TALENT: Vladimir Stepania is the only person who even qualifies for this position (maximum 2 years pro)

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## 8. CREATED PLAYERS

The college teams section is no more. I'm sick of seeing Duke's names. :)

Instead I've put in this section. It will feature various ideas, concepts, tips, and the like for creating players and using them on a team.

-A note on height: while it's certainly possible to make a 7'2" point guard, it's impractical. No matter what your player's speed rating is, his speed is also directly affected by his weight, which is in turn directly affected by his height. Keep your players' heights within the practical ranges for their position (or maybe a couple inches taller.) Good heights to use are:

PG - 6'5"

SG - 6'7"

SF - 6'9"

PF - 6'11"

C - 7'2"

-Created players in franchise mode: IT'S NOT POSSIBLE. End story. There was a glitch in NFL2K1 that made it possible to insert created players with a fantasy draft, but no such feature can be found in NBA2K1.

-More to follow as things are submitted.

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## 9. CHEATS

-Enter "vc" at the cheat prompt to get some special Sega Sports teams.

-Franchise mode: If you feel a rookie is demanding too much you can get him to change his offer. Lower your bargain to the point where he feels it's ludicrous and says "We don't think this is a serious offer." Then offer to him again and see what the new deal is. Repeat as desired.

-Street mode: Telling your players to intentionally foul (digital pad, right trigger) will have them do so, but because there are no fouls, they'll get away with it. It's essentially a cheap-shot steal.

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## 10. FAQs

Q: Can I put created players into Franchise mode?

A: No. While possible via a glitch in NFL2K1, it can't be done in NBA2K1.

Q: How do I do an alley-oop?

A: Press any direction on the directional pad, then press the right trigger button.

Q: Why do my players run away from the ball on an alley-oop?

Q: Why do my players stand out of bounds and not come back in?

Q: Why don't my players act without the ball?

A: Oh boy, a question about game mechanics. :)

My best guess is this: the AI controls all the players that humans don't control. It does this by processing the game situation, then issuing an order of some kind - move, post up, call for ball, set pick, and so on. When the AI issues an order, the player will see to it that the order is carried out before any other AI function can occur. Under this theory, when a player is told to move, he'll be incapacitated until his move order finishes.

To answer the alley-oop question: if a player is moving without the ball, then he is not a prime candidate for an alley-oop, because often he will not receive the pass on the move (receiving an alley-oop is, you guessed it, an AI function, and one that does not seem to run interference with movement). Thus your prime alley-oop candidates are the ones who aren't moving.

To answer the players-out-of-bounds question: The player got forced out of bounds trying to cut through the defense to complete his 'move' directive and is trapped to the point where he won't come back in. (The AI gets screwed up, it seems, when a player stands out of bounds, and it does nothing with that player.) The only way out is for possession to change in any way. (I think.)

To answer the act-without-the-ball question: The AI needs a stimulus from the ballhandler. AI action (I'm speculating all of this, mind you) is based on situation. When the situation isn't changing, the AI finds a position that it deems optimal, and then it sits there waiting for a new situation. Just pass the ball or try to drive and you will find good things happen.

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## 11. SUBMISSIONS

Submissions of anything can go to [cubbies984@yahoo.com](mailto:cubbies984@yahoo.com). I would also gladly talk about other Sega Sports titles.

I like polite submissions more than anything. The guy who precipitated v1.15 made some rather crude assumptions about my race but tried to take the edge off it by using a synonym. People, don't use "n-----" or any reincarnation with the same intent. Thanks.

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## 12. CREDITS & COPYRIGHT

Me - for the writing

Ben Bowman <[World2012@aol.com](mailto:World2012@aol.com)> - for the trade secret in Franchise Mode

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Thanks in advance for following my guidelines. Apologies in advance if I'm edgy in my reply; I've been under a good bit of stress lately.

-GJC  
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