

# NBA Courtside 2002 FAQ

by ProtoDude

Updated to v1.3 on Feb 9, 2002

## NBA Courtside 2002 General FAQ

Written by ProtoDude

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A. Introduction-This FAQ for NBA Courtside 2002 on Gamecube will break down the basics of the game, giving insight on how to call plays, read defense, watch for picks while on defense, and picking the right team.

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### B. Version Updates

-Version 1.0 1/27/02-FAQ written.

-Version 1.1 1/30/02-I corrected the double team mistake(it was in the offensive controls) and added the playcalling/rebounding controls. I added defensive sets and strategies. I made a contact section, a credits section, and a Q and A section with a few questions which should accumulate as time goes on.

-Version 1.2 2/1/02-I've added the player(starters only) stats for the Atlantic division. I changed the author to me, ProtoDude, only since my partner hasn't gotten back to me for any info. I also changed the Scenarios section to Secrets and added one from Ruflano. I slightly changed the controls as HBKruz pointed out a small mistake.

-Version 1.3 2/9/02-I added starter stats for the Central division, changed one of the FAQ answers, and corrected the Seattle team stats.

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### C. Reviews

Review by Protodude-

When NBA Courtside was originally released on the N64 it had some stiff competition with NBA Live and NBA Jam. Even up against the established franchises Courtside was a Player's Choice million seller. Left Field Productions decided to give gamers more of the great basketball action with Courtside 2. All the good stayed and all the bad was replaced with more of the good stuff. Now Nintendo's new system get it's own dose of Courtside and the newest addition, NBA Courtside 2002

is one top-notch baller.

Beautiful graphics, realistic AI, complete roster, smooth player animations, a variety of moves and jukes, and plenty of options all contribute to make this a great game. Take your favorite team to the NBA Finals, smoke your friends in some sweet street ball, or kick back with a three-point contest. Amazingly, even though all saves take up only 7 blocks on your memory card, all season stats, game scores, and created players are saved.

The graphics are some of the best in any basketball game. Ultra-realistic facial scanning makes every player look so much like the real guy, you might forget it's a game (but probably not). Silky smooth motion-captured player animations and a solid 60fps framerate bring the action to new levels of realism. Players on the sidelines move around and when you want to make some subs at the next whistle, your players will get up and go to the scorer's table. Even the crowd moves in a somewhat realistic manner, standing up and clapping after a big play. The only drawback is some transitions from one move's animation to the next are awkward. Graphics-10

The controls are also very sharp. GC's controller puts more functions in less buttons giving you complete control on exactly what jukes, spins, cross-overs, shots and defensive moves you want to. Control-10

The sound is one of the game's weak points. The somewhat comical announcing (for about 10 minutes) makes you want to scream. The two announcers seem to be more into commenting about each other's comments than moving onto the next play. The crowd on the other hand has been done much better though. Cheering for the home team, booing the visitors. Sound-6

Courtside has so much to do that you'll be playing it for a while to come. Complete seasons will last for a long time, not getting boring, but keeping you working for that NBA title. In between season games you can take a break with a solid version of 3 on 3 street ball. Three point contests and Practice mode allow you to perfect your skills. Lasting appeal-9

Just because Courtside is the only basketball game on the Gamecube Market doesn't mean it can't compete with other systems. It does a great job competing with the veteran b-ball games. If you're a basketball fan you owe it to yourself to pick this up today.

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#### D. Game menus and controls

##### 1. Main Menu

- a. Quick Play
  - Team Selection Menu
- b. Arcade Mode
  - Team Selection Menu
- c. NBA Season Play
  - Full Season-New/Continue
  - Playoff-New/Continue
- d. Skills Mode
- e. Create A Player
- f. Update Rosters

##### 2. Options

- Difficulty-Easy/Normal/Hard
- Quarter Length-3/5/9/12
- Foul Outs-On/Off

- Defensive Fouls-Off/Low/Medium/High
- Offensive Fouls-Off/Low/Medium/High
- 3 Sec. In the Key-On/Off
- 5 Sec. Inbounds-On/Off
- 8 Sec. Half Court-On/Off
- Shot Clock-On/Off
- Backcourt-On/Off
- 5 Sec Backdown-On/Off
- Goaltending-On/Off
- Out-of-Bounds-On/Off
- Injuries-On/Off
- Fatigue-On/Off

### 3. Preferences

- Game Speed-Slow/Normal/Fast
- SFX Volume-Set the SFX Volume
- Commentary Volume-Set the announcer Volume
- Music Volume-Set the music Volume
- Ambient Volume-Set the stadium and crowd Volume
- Audio Output-Mono/Stereo/Surround
- Rumble-On/Off
- Score and Clock Display-On/Off
- Statistical Updates-On/Off
- C-Stick Pass Trigger-Press/Release
- Pass Indicator-On/Off
- Arcade Mode Hotspots-

### 4. Pause Menu

- Call Time-out-Call a Time-Out
- Instant Replay-View the last 10 seconds of play
- Camera Controls-Press/Sideline/Behind/Overhead/Zoom Press
- Controller Setup-Pick which team to play on
- Game Settings-
  - Options
  - Preferences
  - Stats-Team/Player Stats
  - Strategy
  - Injuries
- Substitutions
- Exit Game

### 5. Controls

Note: L can be depressed with two amounts of pressure. I will say "1/2 L" when you should depress it without "clicking" it and "Full L" when you should press it down all the way.

#### a. Defense

- A: Jump for rebound/Block shot
- B: Attempt steal
- X: Switch to player closest to the basket
- Y: Switch to player closest to the ball
- R: Defensive stance/Box out(when a shot goes up)
- C-Stick: Cycle through defensive players
- Z: Double Team the man with the ball
- D-Pad Right: Select a defensive set
- D-Pad Left: Toggle between Full Court Press or no press
- D-Pad Up: Choose High/Normal/Low rebounding level
- Start/Pause: Pause

#### b. Offense

- A: Shoot/Pump fake(tap A)
- B: Pass
- X:

- Sim Play: Front Crossover (switch dribble hand)
- Arcade Play: Special Crossover
- Y: Through-the-legs crossover
- Y+ 1/2 L: Behind-the-back crossover
- Y+ Full L: Spin move
- C-Stick: Pass in the direction pressed
- D-Pad Left/Right: Choose an offensive play
- D-Pad Up: Choose High/Normal/Low rebounding level
- Z: Call for a pick
- Start/Pause: Pause

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E. Modes of Game Play

1. Quick Play
2. Arcade Mode
3. NBA Season Play
  - Season
  - Playoff
4. Skills Mode
  - 3-Point Contest
  - Practice Mode
5. Create a Player
6. Update Rosters
  - Trade
  - Sign
  - Release

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F. Teams and Team Stats

	Offense	Defense	Overall
1. Atlanta Hawks	75	86	76
2. Boston Celtics	85	81	81
3. Charlotte Hornets	77	97	87
4. Chicago Bulls	72	82	72
5. Cleveland Cavaliers	79	84	78
6. Dallas Mavericks	97	85	95
7. Denver Nuggets	90	74	82
8. Detroit Pistons	88	77	80
9. G. State Warriors	81	72	73
10. Houston Rockets	92	91	86
11. Indiana Pacers	82	92	83
12. LA Clippers	80	90	79
13. LA Lakers	98	95	98
14. Memphis Grizzlies	76	75	75
15. Miami Heat	74	99	92
16. Milwaukee Bucks	99	80	94
17. Minnesota T-Wolves	94	87	88
18. New Jersey Nets	78	79	77
19. New York Knicks	73	90	90
20. Orlando Magic	95	83	84
21. Philadelphia 76ers	86	96	99
22. Phoenix Suns	84	94	93
23. Portland Trailblazers	87	95	91
24. Sacramento Kings	98	88	97
25. San Antonio Spurs	89	98	95
26. Seattle Sonics	93	76	85
27. Toronto Raptors	96	89	89
28. Utah Jazz	91	93	96
29. Washinton Wizards	90	80	85

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G. Players and Player Stats

1. Abbreviations-the following are the abbreviations for player

stats:

-FGA: Field Goal Accuracy

-3PA: 3-point Accuracy

-FTA: Free Throw Accuracy

-DRB: Dribbling

-PSS: Passing

-SPD: Speed

-STL: Stealing

-DNK: Dunking

-RBD: Rebounding

-BLK: Blocking

-DEF: Defense

-STR: Strength

-STM: Stamina

## 2. Atlantic Division-

### Boston Celtics

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
K.Anderson	90	78	83	96	92	95	97	49	44	41	58	41	74
P.Pierce	99	93	75	74	76	85	97	91	74	80	99	77	96
E.Williams	72	78	71	66	67	62	81	84	66	57	44	66	80
A.Walker	97	91	71	78	96	84	97	96	96	73	78	82	99
M.Blount	68	49	70	41	40	57	69	62	72	94	91	71	67

### Miami Heat

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
A.Carter	72	73	63	93	93	95	88	49	48	53	71	52	86
E.Jones	95	93	84	81	74	97	97	99	68	83	96	45	97
K.Gill	73	71	72	82	83	83	96	85	59	53	94	72	90
B.Grant	95	46	80	59	53	72	64	75	96	82	98	94	93
A.Mourning	93	65	71	70	70	64	69	94	99	99	99	98	87

### New Jersey Nets

Name	FGA	3PT	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
J.Kidd	91	78	81	99	99	99	99	62	77	65	99	67	98
K.Kittles	74	87	79	87	74	89	88	81	40	53	84	36	80
K.Van Horn	90	93	81	76	72	80	68	76	83	73	58	79	94
K.Martin	84	55	63	68	64	73	77	90	87	96	94	84	90
T.Maculloch	71	59	64	50	54	41	45	57	87	86	60	96	55

### New York Knicks

Name	FGA	3PT	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
M.Jackson	74	81	78	99	98	83	78	35	64	54	92	39	95
A.Houston	98	93	91	78	66	91	57	75	64	52	96	47	95
L.Sprewell	94	75	78	82	90	97	86	99	73	68	98	60	97
K.Thomas	74	63	81	47	41	55	60	66	94	86	97	75	88
M.Camby	83	57	67	69	59	76	70	87	98	98	96	70	95

### Orlando Magic

Name	FGA	3PT	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
D.Armstrong	90	91	88	95	97	98	98	65	64	46	96	49	95
T.McGrady	99	81	73	92	94	93	96	98	79	95	97	49	99
G.Hill	96	80	83	95	95	91	93	91	92	77	93	74	85
H.Grant	79	52	78	69	65	67	65	61	87	83	98	96	91
P.Ewing	80	56	69	41	51	43	66	61	94	93	89	96	87

### Philadelphia 76ers

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
E.Snow	79	73	79	97	98	96	96	60	55	59	98	58	92
A.Iverson	99	97	81	99	97	99	99	99	70	70	99	54	99
M.Harpring	90	68	81	64	67	59	57	64	68	60	67	81	80
D.Coleman	75	73	68	63	63	59	61	65	93	86	62	98	71
D.Mutumbo	95	44	73	58	60	68	61	73	99	99	99	91	93

### Washington Wizards

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
C.Whitney	73	87	89	93	92	90	80	66	47	38	56	36	84

R.Hamilton	92	72	87	79	80	90	72	70	52	44	85	40	92
M.Jordan	91	80	84	89	83	85	88	99	74	68	91	80	89
K.Brown	75	70	75	74	68	82	64	91	83	86	66	74	75
J.White	88	40	57	47	36	39	38	73	95	96	87	98	83

Central Division

Atlanta Hawks

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
E.Davis	85	88	82	83	84	86	92	58	52	57	84	45	76
J.Terry	96	93	85	92	95	99	81	64	45	44	66	38	96
S.Abdur-Rahim	93	58	83	75	74	80	70	94	96	84	91	77	98
A.Henderson	81	45	64	61	48	58	71	64	86	71	71	79	84
T.Ratliff	86	57	76	64	61	76	67	86	95	99	98	82	96

Charlotte Hornets

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
B.Davis	92	86	68	95	98	95	99	96	65	62	87	60	97
D.Wesley	91	92	30	90	93	96	96	36	42	47	97	57	96
J.Mashburn	94	91	77	90	96	75	71	74	79	56	78	89	97
P.Brown	74	59	85	70	62	64	67	69	97	87	99	85	94
E.Campbell	91	53	71	57	61	58	64	52	94	97	94	95	90

Chicago Bulls

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
G.Anthony	75	91	66	82	82	94	89	46	42	43	95	42	78
R.Mercer	91	64	82	79	75	93	76	98	66	60	59	54	99
E.Robinson	72	65	73	60	60	77	78	81	73	84	89	51	70
C.Oakley	78	59	84	82	81	58	66	56	97	79	97	97	94
B.Miller	79	57	74	67	65	43	48	57	93	83	60	97	83

Cleveland Cavaliers

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
A.Miller	80	73	83	97	99	83	95	51	65	67	96	66	93
B.Stith	89	87	85	76	70	77	81	66	51	47	77	61	92
L.Murray	91	82	73	66	63	79	89	83	71	66	70	83	89
T.Hill	89	57	63	40	46	57	66	55	95	67	96	79	91
Z.Ilguaskas	83	62	68	58	41	47	63	53	94	95	94	91	70

Detroit Pistons

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
C.Atkins	86	85	69	88	87	91	61	37	37	39	35	35	94
J.Stackhouse	98	90	82	83	95	92	74	99	67	76	83	70	99
M.Curry	72	71	85	83	79	79	55	77	39	49	67	57	79
B.Wallace	75	60	34	55	53	66	81	67	99	98	97	90	93
C.Robinson	89	91	71	74	71	71	78	69	74	86	98	69	93

Indiana Pacers

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
J.Rose	93	79	83	88	97	83	59	67	73	74	83	53	98
R.Miller	99	99	93	80	76	88	66	57	57	46	82	47	98
A.Harrington	72	64	66	62	70	67	76	88	72	58	57	75	85
J.O'Neal	88	61	60	60	54	73	60	95	97	99	95	72	92
J.Foster	78	51	52	45	40	49	67	63	91	80	60	86	66

Milwaukee Bucks

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
S.Cassell	97	76	86	96	98	96	79	37	62	48	96	41	94
R.Allen	98	99	89	93	94	96	96	95	69	56	88	64	96
G.Robinson	98	79	82	73	80	72	78	78	77	79	69	71	96
A.Mason	88	55	78	81	73	67	59	59	97	82	98	98	99
E.Johnson	78	45	54	54	55	46	55	55	92	93	96	84	85

Toronto Raptors

Name	FGA	3PA	FTA	DRB	PSS	SPD	STL	DNK	RBD	BLK	DEF	STR	STM
A.Williams	89	75	75	96	95	93	96	66	42	62	68	37	89
V.Carter	99	95	76	96	90	96	91	99	73	85	97	60	98
M.Peterson	89	87	72	64	64	74	79	79	68	61	67	66	84

A.Davis 94 48 75 56 57 69 59 76 98 97 98 86 94  
H.Olajuwon 81 53 62 63 65 59 88 70 94 95 95 94 75  
More coming soon...

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#### H. Offensive Plays and Strategies

1.Perimeter-Either 4 players spread out around the perimeter and your center is left alone or 3 players are outside and two are on the low blocks. If 4 players are outside, work the ball around the perimeter for a 3 or dish to your center for a one-on-one lane to the basket. If 3 are outside and the point guard has the ball, pass to one of the sides. The post man will come out to the corner. Get the ball to him. If he's open, take the 3. If not, the passer will usually cut to the hoop so pass to him.

2.Box-Your players spread to the four corners of the court with your point guard at the top. Look for a mismatch to send your center to the hoop.

3.Motion-Your players spread the floor continuously, setting picks and making cuts to the basket. Look for a good pick or a slower defensive player and dish the ball to the open man.

4.Outside Triangle-Two perimeter players and 1 post player make up this triangle. Look for mismatches or double teams. If your post man is guarded by a smaller player, get it to him. If he gets the ball and is double teamed, pass the ball back outside for an open 3.

5.Outside Triangle-Made up of 2 post players and 1 perimeter player. It relies heavily on a bad post match up. If there isn't one call for a pick with your perimeter player and drive to the rim.

6.Isolation-Your players spread to the court's 4 corners leaving your point guard 1-on-1 with a defender. If you have a good point guard, this is your play. Crossover and take it to the rim. Also sometimes 3 players go to one side leaving your center open on the other side. Get him the ball and back up the defender for a shot.

7.High Post-Your number 1 post player, most of the time the center, plays the high post. Get him the ball. If you see a good cut, get the ball to the cutter for an open lane to the basket. If not, back up the defender with your big man to get close to the rim and shoot.

8.Low Post-Your number 1 post player will play the low post. If you have a great post player like Shaq or Mourning, this is your play. You'll already be close to the basket with them so back the defender down and shoot or dunk the ball.

9. Rebounding(also applies for defense)- Reb-High/Medium/Low allows you to prepare your team for a rebound. If you anticipate a lofty rebound select High, this is most useful for 3-pointers since they usually hit the rim hard and bounce off of it high. Use Low when shorter shot or lay-up is used, since they usually don't bounce off very high.

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#### I. Defensive Sets and Strategies

1. Loose/Tight Man-Each player will guard the man who plays the same position as himself unless told otherwise in the strategy menu. In the Loose Man set you players are less likely to foul but will attempt to steal the ball or block shots. In Tight Man your players guard more tightly and steal and block shots more but are more likely to foul in the process.

2. 2-3 Zone-Your team has 2 players at the top of the key, 2 players on the low blocks and your center in the paint. Use this set if your opponent is constantly driving down the middle. Your center will be there to stop him.

3. Box Sets: Box+1(PG), Box+1(SG), Box+1(SF), Box+1(PF),Box+1(C)-

There are 5 Box sets, one to play man-to-man defense on each position. Your team plays the four corners of the paint with one man playing man to-man defense on the player you choose. If you want to cover the opponents point guard simply choose Box+1(PG), or to guard their power forward select Box+1(PF). These sets allow you to isolate a team's star you can have your teammates help without double teaming.

4. Full Court Press-Use this if you're behind by only a couple points in the fourth quarter to pressure a teams inbound play. You may come away with a steal if you're lucky, but at least you can foul without wasting time waiting for the ball to be brought down the court. Press left on the D-pad to select Press or Normal(no press).

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#### J. Secrets

##### 1. Infinite "perfect" created players:

Once you have one created player whose stats are all the way up just clone him to make another one with perfect stats. You can then change his appearance and profile to your liking.

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#### K. Q and A

Q. How do I hang on the rim after a dunk and get called for a technical foul?

A. I have tried over and over with different methods and button combos and have failed with everything. I am convinced that it is not possible to hang on the rim after a dunk.

Q. How do I do signature moves?

A. I only know a few. Shaq, Reggie Miller, and Mark Jackson have a signature free-throw shooting style.

Q. How do I see a player's stats or attributes?

A. Under the "Update Rosters" menu choose "Reorder Starters". Press X while highlighting the player you want to see and their 2000 2001 season stats will show up. Press up or down on the C-stick to see their attributes.

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#### L. Legal

This document Copyright 2002 Protodude. The following sites and only the following sites have permission to post this FAQ:

[www.gamefaqs.com](http://www.gamefaqs.com)

[www.cheatcc.com](http://www.cheatcc.com)

[www.neoseeker.com](http://www.neoseeker.com)

Any and all other sites must contact me at [Bubbeast115@aol.com](mailto:Bubbeast115@aol.com) and ask for my permission to put this FAQ on your site. Chances are I will let you post it but let me know first.

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#### M. Contact

-You can contact me, ProtoDude at [Bubbeast115@aol.com](mailto:Bubbeast115@aol.com)

E-mail me any questions or comments. I'll do my best to answer in this FAQ. If you want to IM me, e-mail me first or else you will be blocked.

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#### N. Credits

-GameFAQs and CjayC for posting this on his website

-Nintendo and Left Field for bringing this game to us

-Nintendo Power magazine for having the team stats in their magazine, saving me the trouble of going back and forth from my TV to computer. Their offensive/defensive strategies also helped me Write my own strategies.

-Ruflano(admin of [www.ghostzooempire.cjb.net](http://www.ghostzooempire.cjb.net)) for the Infinite



"perfect" created players tip.

-RoyalEclipseKing for trying to help me out and giving me some ideas.

-HBKruz for pointing out a small mistake with the offensive X control.

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