NEW JERSEY

5

EA SPORTS™

NBA LIVE 2003

EmuMovies

NBA

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.
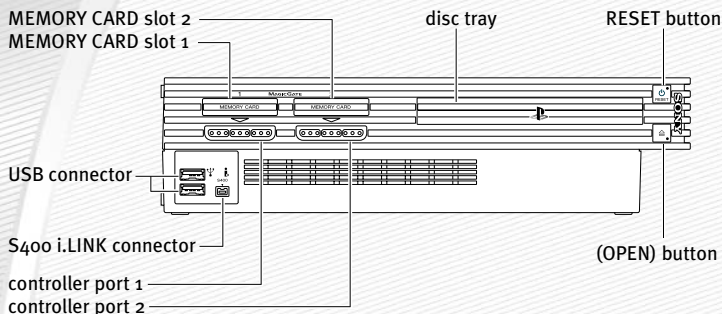
CONTENTS

GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button

USB connector

S400 i.LINK connector

controller port 1
controller port 2

(OPEN) button

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.

2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.

3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.

4. Place the *NBA Live 2003* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

5. Attach game controllers and other peripherals, as appropriate.

6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: Up to 8 players can play *NBA Live 2003* by using the Multitap (for PlayStation®2).

multitap connector
(for PlayStation®2)

RFI filter

MEMORY CARD slot A
controller port A
controller port B
MEMORY CARD slot B

MEMORY CARD slot D
controller port D
controller port C
MEMORY CARD slot C

SONY
MULTITAP
PlayStation 2
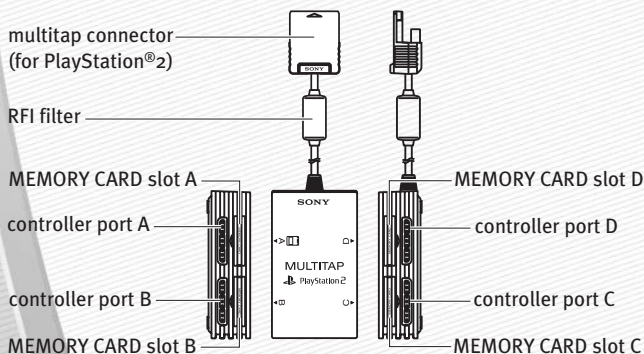
COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button

L1 button

R2 button

R1 button

directional buttons (D-button)

left analog stick (**L3** button when pressed down)

SELECT button

ANALOG mode button

START button

right analog stick (**R3** button when pressed down)

△ button

○ button
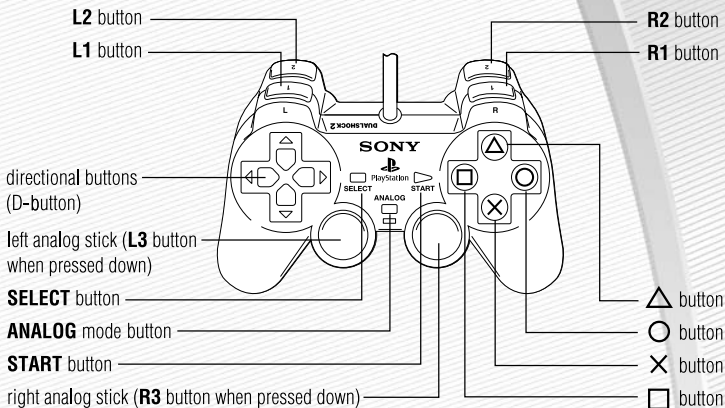
✕ button

□ button

NOTE: *NBA Live 2003* **only supports the DUALSHOCK 2 analog controller.**

MENU CONTROLS

Highlight menu item	D-button ↕
Change highlighted item	D-button ↔
Accept/**Go** to next screen	**START** button/✕ button
Cancel/**Return** to previous screen	▲ button
Help menu	**SELECT** button

For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

BASIC CONTROLS

Before you can run the floor and dunk with style, you must first master the fundamentals of the court.

OFFENSE

ACTION	COMMAND
Move player	left analog stick
Shoot	● button
Pass	✕ button
Crossover	■ button
Spin	▲ button
Turbo	R1 button

DEFENSE

ACTION	COMMAND
Move player	left analog stick
Switch players	✕ button
Steal	■ button
Take a charge	● button or R2 button
Block/Rebound	▲ button
Turbo	R1 button

⊙ *NBA Live 2003* features many other moves—including the all-new EA SPORTS™ Freestyle Control—on both ends of the floor that can help push the outcome of any game in your favor. For more information, ➤ *Complete Control Summary* on p. 6.

INTRODUCTION

NBA Live 2003 lets you live your dream of being a NBA superstar. When the game's on the line, you're the one everyone's watching. Featuring EA SPORTS Freestyle Control. Call for the ball and drain a buzzer-beating "3" and send your opponent packing, or "D-up" and reject a last-ditch shot and show the world you own the paint. Lead your team to victory in the biggest games imaginable, and do it year after year to create an NBA dynasty and become an NBA legend. Totally enhanced gameplay brings the physically challenging, fast-paced action of the NBA to life, and enhanced animations and audio deliver the awesome drama and emotion of the NBA experience. *NBA Live 2003*—it's more than just basketball.

FEATURES

⊙ REVOLUTIONARY EA SPORTS™ FREESTYLE CONTROL—Unprecedented control over both hands lets you make lightning-quick steals, ankle-breaking crossover dribbles and a variety of post moves and ball fakes.

⊙ NBA SPEED, NBA POWER—Hundreds of new animations, including new signature moves that showcase the explosive drives and thunderous jams of the NBA.

⊙ "D UP"—With amazing control and new shot blocking animations, swatting with authority can be just as fun as making a huge dunk.

⊙ GROUND-SHAKING REBOUNDING—The battle for the ball gets physical with over 30 all-new rebounding animations.

⊙ THE SHOW WITHIN THE SHOW—Over 50 new cut scenes, from a coach jawing at the ref to bench players erupting as a sweet three beats the buzzer.

⊙ STYLIN' OLD-SCHOOL UNIFORMS—Gear up like hardwood legends—check out uniforms of the Elgin Baylor/Jerry West-era Lakers, Dr. J's New York Nets, and more.

COMPLETE CONTROL SUMMARY

After you figure out how to shoot, pass, and jump, take your game to another level with these advanced moves.

OFFENSE

ACTION	*COMMAND*
Move player	left analog stick
Shoot (Press and hold to jump then release to shoot; tap to fake)	● button
Pass (direction of the left analog stick chooses receiver	✕ button (hold and release to execute a Give-and-Go)
Crossover	■ button (tap; hold for Hesitation move)
Spin move	▲ button
Turbo	R1 button
Back down defender	L1 button
Alley-Oop pass (when teammate has a clear lane to the basket)	R2 button
Direct pass (to a specific player)	L2 button + ■ button, ✕ button, ● button, or ▲ button (tap L2 button to pass to closest man to basket)
Call timeout	SELECT button
Pause game	START button
Call an offensive Quick Play (➤ p. 16)	D-button
EA SPORTS™ Freestyle Control (➤ p. 8)	right analog stick

DEFENSE

ACTION	*COMMAND*
Move player	left analog stick
Switch players (direction of the left analog stick chooses receiver)	✕ button
Steal	■ button
Take a charge	● button or R2 button
Jump to block/Rebound	▲ button
Turbo	R1 button
Faceup/Boxout the player you are guarding	L1 button

DEFENSE CONT.

Direct Player Switch (to a specific player)	**L2** button + ■ button, **X** button, ● button, or ▲ button
Switch to the closest defender to the basket	**L2** button (tap)
Intentional foul	**SELECT** button
Pause game	**START** button
Call a defensive Quick Play (➤ p. 16)	D-button
EA SPORTS™ Freestyle Control (➤ p. 8)	right analog stick

ADDITIONAL LOW POST MOVES

↪ To back your defender down, press and hold the **L1** button and choose one of the following moves:

ACTION	COMMAND
Jump hook/Slam dunk	left analog stick toward basket + ● button
Fade away jump shot	left analog stick away from basket + ● button
Drop step	left analog stick to side of direction you want to step + ● button (tap to pump fake)
Spin move from back down	left analog stick in the direction you want to spin and release **L1** button
"Up and Under" Finger roll/Slam dunk	Drop step, pump fake then tap the left analog stick toward basket and press ● button

OFFENSE (PLAYER LOCKED)

In Player Lock mode, you control a single position for the entire game rather than controlling the ball handler after every move. When you don't have the ball, use the special controls listed below:

ACTION	COMMAND
Make computer ball handler **shoot**	● button
Call for pass from the computer ball handler	**X** button
Post up	**L1** button + left analog stick

NOTE: **You can turn Player Lock ON/OFF from the User Profile screen (➤ *User Profiles* on p. 20).**

FREE THROWS

Use the T-Meter™ to aim free throws when your player goes to the charity stripe.

SET THE
DISTANCE

AIM RIGHT/LEFT

PRESS THE
X BUTTON OR
● BUTTON WHEN
THE CURSOR IS
IN THE CENTER OF
THE METER FOR
BEST ACCURACY

EA SPORTS™ FREESTYLE CONTROL

Take full command of your players with revolutionary EA SPORTS Freestyle Control. For a detailed description of this new feature, be sure to view the EA SPORTS Freestyle Control tutorial video (➤ p. 31).

NOTE: **For more information on how to use the EA SPORTS™ Freestyle Control visit www.nbalive2003.ea.com.**

OVERVIEW

Basketball is a sport of individual expression and every player has their own style. EA SPORTS Freestyle Control is designed to give you the opportunity to use the exact set of moves that you want to execute at any given time. It lets you bring your style of basketball to the court.

How it works

When you make a shape using EA SPORTS Freestyle Control (right analog stick), a move is played out on the court. Making the same shape will always result in the same move. This means that you can decide exactly which move to use in a specified situation.

OFFENSE

Every player likes to show off when they have the ball and this is where EA SPORTS Freestyle Control shines best.

EA SPORTS Freestyle Control produces moves based on what your player is doing at any given point during a game. However, different moves are performed depending on which hand the ball carrier is holding/dribbling the ball with.

Dribbling In Place/Jab Step/Back Step

While your player is standing in one place and dribbling the ball, you can execute a basic crossover between the legs.

↳ When dribbling with the right hand, tap the right analog stick ←. The player crosses the ball between his legs to his left hand.

↳ If your player is dribbling the ball with his left hand, tap the right analog stick →. The player crosses the ball between his legs to his right hand.

↳ To perform a jab step, tap right analog stick ↑.

↳ To back step away from a defender, tap the right analog stick ↓. The back step move is a great move to use when you want to create space between yourself and the defender, or to relocate your player behind the 3-point line for a shot attempt from downtown.

Advanced Moves

You can perform more advanced EA SPORTS Freestyle Control moves by moving the right analog stick in more than one direction. These moves take a little bit of practice, but once you get the timing right you'll be leaving defenders in the dust.

↳ To try an advanced move, use a basic crossover to get your player dribbling the ball with his right hand. Without moving, move the right analog stick from its centered position ↓ and then ← (in the shape of the letter "J" in one smooth motion). The player crosses the ball behind his back from his right hand to his left.

↳ When dribbling with the right hand, you can also cross the ball in front of the body to the left hand by moving the right analog stick ↑ and then ←.

Cradle Move

Each of the crossover moves can be further enhanced with a cradle move.

↳ Before executing a crossover, move the right analog stick from its centered position in the same direction as the hand that is dribbling the ball (i.e., to the right if you are dribbling with your right hand). Next, quickly fire the ball to the other hand by performing any of the three crossover moves described above.

NOTE: **Any of these moves can be executed in either direction based on which hand is dribbling the ball.**

TIP: **Not everybody is capable of pulling off dribble moves with the same speed and effectiveness as a Jason Kidd, so be sure to try these moves with players of varying abilities.**

Dribbling On The Run

You can execute crossover moves while your player is in motion.

- ⮑ Tapping or holding the right analog stick ↑ while you are on the move executes two different spin moves.

- ⮑ Tapping the right analog stick ↓ executes a hesitation move.

- ⊙ There is also a hidden spin move that only the best players in the league can execute. See if you can figure it out!

Standing Without Dribbling (Triple Threat)

An important part of the game occurs after a player has received a pass or brought down a rebound, but has not yet begun to dribble. At this point, a player is said to be a "Triple Threat" which means he can drive, shoot, or pass—making him extremely hard to defend.

There are eight different positions you can maneuver your player into in order to set up for a drive past a defender.

- ⮑ **Example One:** Press the right analog stick ↓ and hold it there. Your player will step one foot back and palm the ball behind his body. From this position he is set up to drive past a defender to the left or to the right.

In order to execute a drive from any of the Triple Threat positions:

1. From Triple Threat, press and hold the right analog stick ↓.

2. Press and hold the left analog stick ← or →.

3. Release the right analog stick. Your player executes an aggressive move in the direction you chose with the left analog stick. Each of the eight Triple Threat positions has its own unique drives in either direction for a total of 16 different moves.

> *TIP:* If the defense begins to anticipate your moves and starts to back away, tap the right analog stick ↓ to execute a step-back dribble and hit the wide-open shot. Now you're a real Triple Threat!

Standing Without Dribbling (In The Post)

Another game situation in which the Total Player Control can be used with great effectiveness is in the post.

- ⮑ From the Triple Threat position, tap the right analog stick ↑ and your player turns his back to the basket. From here you will be able to execute moves similar to those described above.

Linking Moves

After you have mastered the moves listed above, link the moves together. Linking moves together is particularly effective when combining Triple Threat drives with "dribbling on the run" crossovers. Spend some quality time in Practice mode and you will realize the staggering number of combinations that can be achieved by linking moves from these two states.

DEFENSE

Of course, the game experience would be somewhat incomplete if EA SPORTS Freestyle Control were not available to you while you are playing defense. Relative to the arsenal of moves available on offense, the number of defensive moves is much smaller since the primary objective on defense is to prevent your opponent from scoring, however it is a skill that will take some time and effort for you to master.

Stealing The Ball/Intercepting Passes

In order to steal the ball or intercept an errant pass, you will have to pay close attention to which hand you want to use.

↳ In order to steal with your right hand, tap the right analog stick →.

↳ To steal using your left hand, tap the right analog stick ←.

Facing Up The Ball Carrier

Staying between your man and the basket is no easy feat, especially when that man is someone like Jason Kidd. However, if you use the EA SPORTS Freestyle Control and face up your opponent, you may force a turnover or an errant pass.

↳ In order to face up the ball carrier, press and hold the right analog stick ↓. Your player drops into an aggressive defensive stance. From here, you have full mobility with your Player using the left analog stick.

> **TIP:** While facing up a ball handler, press the right analog stick ← or → and quickly ↓ again without returning it to it's centered position. Your player executes a steal without ever leaving the face up position.

Contesting Shots

↳ In order to prevent your player from being aggressively backed down, or to alter an offensive player's shot, press and hold the right analog stick ↑. Your player raises his arms above his head to contest a shot. From here, you will have full mobility with your player using the left analog stick. This is a great way to decrease your opponent's shooting percentage without putting yourself at risk for getting whistled for a foul.

SETTING UP THE GAME

Life on the hardcourt begins from the *NBA Live 2003* Main menu.

MAIN MENU

Take on *NBA Live 2003* fans Online (➤ p. 21)

Get in the game by playing in more advanced game modes

Get the scoop with Basic and Advanced EA SPORTS Freestyle Control tutorials (➤ p. 31)

Skip all of the pre-game activities and "Play Now" (➤ p. 13)

Manage your rosters and take full control of a team or check out player, team, and user stats (➤ p. 31)

Load or save your game, or adjust your controller configurations (➤ p. 34)

PLAY NOW
PLAY ONLINE
GAME MODES
EA SPORTS™ FREESTYLE
TEAM MANAGEMENT
OPTIONS
EA SPORTS™ EXTRAS

SELECT ITEM   NEXT ITEM   HELP
NEXT SONG

EA SPORTS™ Extras: Get a Season Preview and view game credits

NOTE: Default options are listed in bold in this manual.

EA SPORTS™ EXTRAS

Credits: See who made *NBA Live 2003* the best basketball game in the world.

Preview Videos: Take an inside peek at the all-star lineup from EA SPORTS.

PLAY NOW—STARTING AN EXHIBITION GAME

Go straight to the court in an Exhibition game between any two teams.

To start a Play Now game:

↳From the Main menu, highlight PLAY NOW and press the **X** button. The Select Teams screen appears.

SELECT TEAMS SCREEN

Select the teams for the next game.

AWAY TEAM

TEAM RANKING

PRESS THE ■ BUTTON TO adjust the STARTING LINEUPS

PRESS THE ▲ BUTTON TO GO BACK TO THE MAIN MENU

CONTROLLED TEAM (PLAYER 1)

HOME TEAM

PRESS THE **L1** BUTTON TO ACCESS THE USER PROFILE SCREEN (➤ P. 20)

PRESS THE **SELECT** BUTTON TO ACCESS THE HELP MENU

SELECTING THE TEAMS

↳To select a team to control for the upcoming game, press the D-button or left analog stick ↔ and move the controller icon beside the team logo of the team you wish to control. If a team doesn't have a controller icon positioned beside it, the CPU controls that team.

↳To play with teams other than the defaults (Nets vs. Lakers), move the controller icon towards the home or away team and press the D-button ↕ to scroll through the rest of the teams in the league. Press the **R1** button to select a team at random.

↳Press the **START** button to continue on to the Select Jerseys screen.

USER PROFILES

Keep track of your individual game stats for every contest played with the help of a User Profile. You can create a User Profile by pressing the **L1** button from the Select Teams screen. For more information, ➤ *User Profiles* on p. 20.

STARTING LINEUP

↳To adjust your starting lineup, press the ■ button. For more information, ➤ *Roster Management* on p. 32.

SELECT JERSEYS SCREEN

Select an "old school" retro jersey to wear for the upcoming game or sport your team's current uniform instead.

TO CHOOSE A DIFFERENT JERSEY, PRESS THE D-BUTTON OR LEFT ANALOG STICK ↔

PRESS THE L1 BUTTON OR THE R1 BUTTON TO ROTATE THE JERSEY

PRESS THE ● BUTTON TO NAVIGATE BETWEEN THE HOME AND AWAY TEAMS

Press the **start** button to go to the Quick Settings screen.

QUICK SETTINGS SCREEN

Setup the basic setting for the upcoming game.

SKILL LEVEL	Set your skill level to ROOKIE, **STARTER**, ALL-STAR, or SUPERSTAR.
QUARTER LENGTH	Set the quarter length from 2–12 minutes. Default is **5** minutes.
CAMERA VIEW	Choose one of five camera views: **CENTER COURT**, SIDELINE, BASELINE LOW, PRESS BOX, or BASELINE HIGH.

Press the **L1** button to access the Settings screen (➤ p. 18)

Press the **start** button to begin the game.

ON THE COURT

Run the point, dominate the paint, and take full control of your
NBA Live 2003 experience.

GAME SCREEN

If your player is off-screen, an arrow the same color as your control indicator points
toward him from the edge of the screen. Press and hold the left analog stick in the
opposite direction of the arrow to bring the player on-screen.

CONTROLLED
PLAYER

SHOT CLOCK

GAME CLOCK

QUICK PLAYS

In *NBA Live 2003* you can direct traffic on the court with the single touch of a button
using the new Quick Play feature. There are four default plays on both offense and
defense that give you unprecedented control over what your teammates are doing
on the court.

CURRENT PLAY

OFFENSE

Isolation

If you want to show off your skills with the EA SPORTS Freestyle Control there is no better way than with the isolation play. Get the ball to a teammate on either side of the court and press the D-button ←. Your teammates relocate to the opposite side of the court, leaving only you and your man to battle it out to the basket one-on-one.

Post up

If you want to try one of the new post moves like the "up-and-under" but no one is positioned in the low post, tap the D-button →. One of your teammates relocates to the low post and calls for a pass. Get him the ball and get to work!

Pick and Roll

If you like to stick to the basics and play old-school ball, run the pick and roll. Press the D-button ↓ and one of your teammates sets a pick on your defender and then rolls toward the basket. Blow around the screen with an EA SPORTS Freestyle Control move and either take it to the basket, or dish to the roller—the choice is yours.

3-Point Play

Is the defense showing zone? Or, maybe your three-point specialist is on a hot streak. Either way, pressing the D-button ↑ sends three of your teammates out to the perimeter to spot up for a three-point attempt. Swing the ball around and let it fly!

> *TIP:* Try combining different Quick Plays for added effectiveness. For example, call an isolation play, and once they have cleared out call for a post up. Now you can run a two-man game against the defense for an easy back down play or a quick kick-out for three.

DEFENSE

Man-to-Man

The most common defensive choice in the NBA is man-to-man defense. Every player is assigned a specific player to guard from the opposing team. The man-to-man is a strong defense against outside shooting but is vulnerable to isolation and post up plays. To call a man-to-man defense, press the D-button →.

Zone

When playing zone defense, players guard a specific area of the court rather than a particular player. The zone is a strong defense against isolations and post up plays but is vulnerable to outside shooting. To call a zone press D-button ←.

Double Team

If you feel one your teammates is having difficulty guarding the ball carrier, press the D-button ↓ and one of your teammates will come over and double-team the ball carrier until he shoots or passes the ball.

Full Court Press

If you want to pressure your opponent from the moment he inbounds
the ball, press the D-button ↑ to call a full court press and your
teammates pick up the player they are guarding in the frontcourt.
The press is a good way to generate turnovers but is vulnerable to the fast break.

⊙ To assign different set plays, ➤ *Strategy* on p. 20.

PLAYER ICONS

During gameplay, all ball-handlers and user-controlled defensive players are
represented with a player icon indicating their skill specialty. Use these players
to your advantage.

ICON	FEATURE/NAME
Shoe with wings	Big dunker
Lock	Tight D
3 Ball	3 Point Shooter
Hand	Shot Blocker

INDICATORS

A Player Indicator—an illuminated blue ring located under the player's feet—tells
you which player you or your opponent is controlling.

⊙ A Star Player Indicator represents the team's best player on the floor.

PAUSE MENU

Access the Pause menu to reset game settings and options, call a timeout, make
player substitutions, and more.

☞ To access the Pause menu, press the **START** button at any time during gameplay.

RESUME GAME	Return to the current game.
HOME TIMEOUT	Call one of six timeouts per game (home team). The number listed in parentheses changes to reflect the number of timeouts remaining.
AWAY TIMEOUT	Call one of six timeouts per game (away team).
SUBSTITUTIONS	Go to the bench and sub in some reserves for your starters. (➤ *Team Management* on p. 32).
SELECT CONTROLLER	Switch the user-controlled teams mid-game.
CAMERA OPTIONS	Choose your camera view and set your camera options.
SETTINGS	Adjust the rules and game preferences (➤ *Settings* on p. 18).
STATS CENTRAL	View Player, Team, User Stats and the Shot Display for the current game.

Strategy	Set your Team, Offensive, Defensive, or Defensive Matchup Strategy (➤ *Strategy* on p. 20).
Instant Replay	View the action from the last few seconds of the game.
Rematch	Start a new game between the same two teams without exiting out to the Main menu.
Quit Game	Abort the current game and return to the Main menu.

SETTINGS

Change your game settings to fit your playing style.

⊙ You can also access this screen from the Pause menu.

RULES

Tweak the rules to enhance your *NBA Live 2003* experience.

Defensive Fouls	Adjust the frequency of defensive fouls called.
Offensive Fouls	Adjust the frequency of offensive fouls called.
Foul Out	Adjust the number of fouls allowed before a player fouls out of a game. You can set the number of fouls between 0–9. The Default is **6**.
Shot Clock	When **ON,** you must take a shot attempt before the 24 second shot expires. The ball must, at the very least, hit the rim to be considered a shot attempt.
Out of Bounds	When **ON,** the ball will be turned over if it goes out of bounds.
Backcourt Violation	When **ON,** the offense can't return the ball to the backcourt after crossing the midcourt line.
Traveling	When **ON,** players can't take more than two steps without a dribble.
Goaltending	When **ON,** defenders can't block a shot attempt after the ball descends toward the basket.
Defensive 3 Seconds	When **ON,** any defensive player, who is positioned in the 16-foot lane or the area extending 4 feet past the lane endline, must be actively guarding an opponent within three seconds.
3 in the Key	When **ON,** offensive players are not allowed to stand in the key for more than three seconds at a time.
5 Second Inbounding	When **ON,** you must inbound the ball within five seconds.
8 Second Half Court	When **ON,** you have eight seconds to advance the ball over the half court after inbounding in the backcourt.

PREFERENCES

Adjust the preferences to suit your mood or game style.

AUDIO MODE	Set the audio mode to **STEREO**, SURROUND, or MONO.
MENU MUSIC VOLUME	Adjust the volume of the music that plays at menu screens.
IN-GAME MUSIC VOLUME	Adjust the volume of the music that plays during the game.
COMMENTARY VOLUME	Set volume levels for the play-by-play and analyst commentary.
ON-COURT SPEECH VOLUME	Set volume levels for the players and their coaches.
SOUND F/X VOLUME	Set volume levels for the game and player sound effects.
ARENA VOLUME	Set volume levels for the arena announcer and the hometown fans.
AUTOMATIC REPLAYS	Set the frequency at which highlight plays are shown after made baskets.
PLAYER CUT SEQUENCES	Determine the amount of non-interactive cut scenes.
SCORE OVERLAY	Toggle continuous score display during gameplay **ON**/OFF.
PLAYER INDICATOR	Select player indicators from **NAME**, POSITION, NUMBER, POSITION NO., USER NAME, or NONE.

MORE GAMEPLAY SETTINGS

GAME STYLE	Choose **SIMULATION** or ARCADE style. An ARCADE style game has a quicker pace. SIMULATION style plays more like a real NBA game.
INJURIES	When set to **YES**, players can become injured and must be substituted accordingly.
FATIGUE	When set to YES, players tire and you must substitute accordingly. The default is set to **NO**.
CPU ASSISTANCE	When set to YES, the comeback abilities of the team that is trailing in the game increases. The default is set to **NO**.
SHOT CONTROL	Set shot control to **USER** or CPU.

STRATEGY

Set your team, defensive, and offensive strategies and your defensive matchups for the game.

⊙ You can access the Strategy screens from the Pause menu.

DEFENSIVE MATCHUPS

Set up your defensive assignments when playing man-to-man type defenses.

To set the defensive matchups:

1. From the Defensive Matchups screen, highlight the logo of the team (located on the left side of the screen) whose player assignments you want to adjust by pressing the D-button or left analog stick ↔. You can only adjust defensive matchups for user-controlled teams.

2. Press the ● button to navigate screens. The cursor moves to the opponent's lineup (located on the right side of the screen).

3. While the cursor is highlighting the first player in the opposing team's lineup, press the D-button or left analog stick ↕ and select the player's matchup that you wish to edit. Press the **X** button and the name of the player will be highlighted.

4. While highlighted, press the D-button or left analog stick ↕ again and move the player to a different row (matching him up with a player from your team) and press the **X** button. The players swap places in the lineup.

↳ To change the double team and press assignments, press the **L1** button or **R1** button when a player is highlighted.

DEFENSIVE STRATEGY

Choose and assign different Defensive Strategies or return to the default setup.

OFFENSIVE STRATEGY

Choose and assign different Offensive Strategies or return to the default setup.

TEAM STRATEGY

Set up your team strategies, auto subs, and notifications.

USER PROFILES

Set up a user profile to keep track of your stats, settings, and more.

↳ Press the **L1** button from the Select Teams menu to access the User Profiles screen.

USER PROFILES SCREEN

USER PROFILES	Select a user profile to play with.
CREATE NEW PROFILE	Create and enter a new profile name.
PLAYER LOCK	Set to a specific position or choose **UNLOCKED** to rotate between all positions.

SKILL LEVEL	Set your skill level to **DEFAULT** (your skill level is determined by the skill level set in Game Settings), ROOKIE, STARTER, ALL-STAR, or SUPERSTAR.
SHOT CONTROL	Set shot control to **DEFAULT** (shot control is determined by the skill level set in Game Settings), CPU, or USER.
VIBRATION	Toggle vibration mode **O**N/OFF.
CONFIGURE CONTROLLER	Select the controller configuration that best suits your playing style. For more information, ➤ *Configure Controller* on p. 34.

To create a user profile:

1. From the User Profiles screen, press the D-button or left analog stick ↕ to highlight CREATE NEW PROFILE and press the **X** button.

2. Enter your profile name and then press the **X** button again.

   ↳When creating a name, press the D-button or left analog stick ↕ to scroll through the alphabet. Press the D-button or left analog stick ↔ to move to/from the next available space.

3. Adjust all your profile options and then press the **START** button to accept the settings.

ONLINE

Create your online profile, login, and take on players from across the country in *NBA Live 2003* Online mode.

NOTE: **In order to play online, you need the following items: a network adaptor (Ethernet/Modem) (for PlayStation®2) installed, an active Internet connection via your own Internet Service Provider (ISP) account, and a memory card (8MB) (for PlayStation®2) with at least 42 KB free space. Prior to playing online, you must set up Your Network Configuration file. *NBA Live 2003* includes a utility for setting up these files.**

NOTE: **Online gameplay server will be available only through November 12, 2003. Use subject to the Online Agreement. All features may not be available at the time of purchase. Please check the online feature in game and the Online Agreement for more information.**

NOTE: **For Online gameplay the default rosters will be used.**

SELECT YOUR NETWORK CONFIGURATION FILE

Before you can begin playing online, you must select Your Network Configuration File (found on your memory card) or create a new one through Network Adaptor Start-Up Disc.

NOTE: **After using the included SCE Network Configuration GUI, the reset button functions differently in *NBA LIVE 2003*. To put the PlayStation 2 system into stand-by mode press and hold the reset button until the LED indicates in a red color.**

Network Configuration File

Scroll through the available Network Configuration Files and select one for the upcoming Online game. The default displayed onscreen is the last Network Configuration File used when playing Online mode.

Create/Edit Configuration

The Network Adaptor Start-Up Disc allows you to create and edit Network Configuration Files. When selected, the game shuts itself down while the Network Adaptor Start-Up Disc is loaded. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

Connect

After selecting a Network Configuration File, connect to your Network Service Provider. If the connection is successful, the *NBA Live 2003* Server Login screen appears.

NBA LIVE SERVER LOGIN

Online Account

Scroll through the available Online Accounts. You can create and save up to five Online Accounts on a memory card.

Password

Enter in your password for an Online Account. You can also edit a password as well. When a change to a password is made, be sure to save it to your memory card.

Remember Password

When set to YES, the password is stored with the selected Online Account and saved to a memory card. When set to NO, the password associated with the current Online Account must be entered in before moving on.

Create/Add Account

Create up to five Online Accounts.

- ⊙ **Online Account Name:** This option allows you to enter a name for your Online Account.

- ⊙ **Password:** After creating a name for an Online Account, create a new password. All passwords must be entered in before reaching the *NBA Live 2003* Online Main menu.

- ⦿ **RE-TYPE PASSWORD:** To help avoid misspellings when first creating a p
  you must re-type your new password to assure that the name was ente
  correctly.

- ⦿ **REMEMBER PASSWORD:** When set to YES, passwords are stored
  with the selected Online Account and saved to a memory card.
  When set to NO, the password associated with the current Online
  Account must be entered in before moving on.

- ⦿ **CREATE ACCOUNT:** After creating an Online Account name and password,
  create a new Online Account.

LOGIN

Log in to the *NBA Live 2003* Server and access the Online Main menu.

NBA LIVE ONLINE MENU

PLAY NOW	Join *NBA Live 2003* online.
ROSTER UPDATES	Check for updates to the current NBA roster, or select a roster from a previous update.
SAVE	Save or delete game files to a memory card. You can also save downloaded rosters and Online Accounts.
ONLINE AGREEMENT	Read the Online Agreement for *NBA Live 2003*.
DISCONNECT	Exit the *NBA Live 2003* server and return to the Main menu. The connection to the Network Service Provider will be terminated.

NBA LIVE SERVER LOBBY

From the Server Lobby, you can **Enter a Room** or **Create a Room** of your own.
Rooms are where players gather to chat and challenge each other to a game.

CHANNEL LIST

The *NBA Live 2003* Server Lobby has four channels which are based on the *NBA Live 2003* Skill Levels: ROOKIE, STARTER, ALL-STAR and SUPERSTAR. From here you can access a room.

ROOM LIST

Access a room for your selected skill level. By default, each channel contains two rooms based on geographical location: East and West. When you create a room in the highlighted channel, it's added to the list of available rooms for that particular channel. When a created room is empty, it disappears from the list.

USER LIST

This right side of the Server Lobby screen displays the total number of users, total number of rooms, and the names of the users in the current Channel and/or Room.

Room

Rooms are where players gather to chat and challenge each other to a game.

- ⊙ **User List:** This User List displays the list of users in the room, along with their connection quality. When you highlight a user's bar graph, the Stats List is updated, triggering the Challenge User overlay.

- ⊙ **Stats List:** The Stats List displays statistics, including the total number of Wins, Losses, and Disconnects, for the highlighted user.

- ⊙ **Chat Window:** The Chat Window displays the messages that are being sent by all users.

Create

Create a room within the highlighted channel. Enter the name of the room that you wish to create. When complete, you are taken directly into the newly created room.

Cancel

Return to the *NBA Live 2003* Server Lobby.

CHALLENGE USER
Challenge User to an Exhibition Game

Take on all comers to an Exhibition (5-On-5) game. If the challenger accepts, the Select Teams screen appears.

Update Connection Quality

Update the connection quality display in the room for the highlighted user.

Cancel

Return to the room.

USER IS CHALLENGED
Accept

Accept the challenge and access the Select Teams screen.

Cancel

Decline the challenge and trigger the Challenge Decline overlay on the challengers' screen.

SEND MESSAGE
Message Area

View the chat dialog between players.

Enter Message

Meet, greet, and chat with opponents.

Online Quick Messages

When selected, the text of the currently highlighted Online Quick Message is copied into the Enter Message area. When you press the **X** button, the text of the current Online Quick Messages can be edited.

GAME MODES

In addition to Play Now (Exhibition mode), you can test your hoops
skills in other game modes. You can play a full Season, build a 10-year
Franchise, participate in the Playoffs, take on an NBA superstar in 1-on-1
mode, or polish your game in Practice.

SEASON

Play through an entire NBA Season and make a run for the championship.

SEASON SETUP SCREEN

PRESS THE
D-BUTTON OR
LEFT ANALOG STICK
↕ TO HIGHLIGHT
A TEAM IN THE
DIVISION

PRESS THE
X BUTTON
TO TOGGLE THE
HIGHLIGHTED TEAM
TO EITHER CPU OR
USER CONTROL

CHANGE DIVISIONS

SET UP A CUSTOM OR
DEFAULT NBA LEAGUE

SET THE LENGTH OF
YOUR SEASON

CHOOSE A RANDOM OR
NBA TYPE SCHEDULE

SET UP A FANTASY
DRAFT

PRESS THE ● BUTTON
TO NAVIGATE THE
SCREEN

To begin a season:

1. From the Season Setup screen, set up the new season by selecting at least one
user-controlled team and selecting the season options, located on the right side
of the Season Setup screen. Press the **START** button to advance to the Season
Settings screen.

2. From the Season Settings screen (➤ p. 27), adjust your settings and press the
START button to advance to the Season Central screen.

3. From the Season Central screen, start your first game by choosing PLAY GAME.
Continue as you would in a Play Now/Exhibition game (➤ p. 13).

SEASON SETUP SCREEN OPTIONS

DIVISION	Toggle between the **PACIFIC**, MIDWEST, CENTRAL, and ATLANTIC divisions.
LEAGUE TYPE	When set to **DEFAULT NBA**, the divisions are aligned as normal. You can also set the League Type to CUSTOM and rearrange the divisions.
SEASON LENGTH	When League Type is set to DEFAULT NBA, play a 28-, 56-, or a full **82-game** season. When set to CUSTOM, you can play a SHORT, MEDIUM, or **LONG** season.
SCHEDULE TYPE	When set to **NBA**, the season schedule is set based on the real 2002–2003 NBA season. You can also set a RANDOM schedule.
FANTASY DRAFT	When set to YES, teams create a custom roster by drafting players from the entire pool of active NBA players. For more information, ➤ *Fantasy Draft* below.

FANTASY DRAFT

With this option set to YES, all active NBA players are thrown into a single draft pool. Teams then add players to their rosters in a 12-round Fantasy Draft. Once the draft is concluded, the league begins.

To run a Fantasy Draft:

1. **After you set up your Season or Franchise (with Fantasy Draft option set to YES), press the START button to begin the draft. The Fantasy Draft Order screen appears.**

2. **The team listed first is on the clock.**

⊙ **You can reorder the draft positions. To switch, highlight the name of the team that you wish to move and press the ✕ button. Press the D-button ↕ to select a new slot in the draft order. Press the ✕ button again to relocate the team in the new draft spot.**

⊙ **You can also press the R1 button to randomize the draft order.**

3. **Press the START button to begin the draft (The CPU drafts players for CPU-controlled teams).**

4. **To draft a player from the player pool, highlight a name of the player you wish to select and press the ✕ button. You can sort players by stats by pressing the ■ button. Move through the available players by pressing the D-button ↕.**

5. **After you select a player, he is added to the team roster and the draft continues.**

NOTE: **To simulate the rest of the draft, press the START button when a user controlled team is on the clock.**

SEASON SETTINGS

Sim Quarter Length Set the simulated quarter length from 2–12 minutes. Default is **12** minutes.

Playoff Length Set the Playoff format to a **5-7-7-7**, 1-1-1-1, 1-3-3-3, or a 3-5-5-5 game series.

Switch teams When set to YES, you are allowed to change user-controlled teams mid-season.

Modify CPU Rosters When set to **YES**, you are able to change the CPU-controlled teams' rosters.

Trade Restrictions When set to **YES**, the CPU checks for unfair trades involving its own teams.

Trade Deadline The trade deadline is enforced when this option is set to **YES**. All trades must take place before a certain deadline. For example, the trade deadline for *NBA Live 2003* is February 10th.

CPU Initiated Trades When set to **YES**, the computer will make trade offers to the user.

SEASON CENTRAL SCREEN

Advance to the Select Teams screen and play the next game

Simulate the next game on the schedule

View the season schedule by month or by team. You can simulate multiple games from here

Check out the NBA News, mvp candidates, Season Standings, or Matchup Review

Reorder your rosters, trade players, sign and release players, or create or edit a player (➤ *Roster Management* on p. 32)
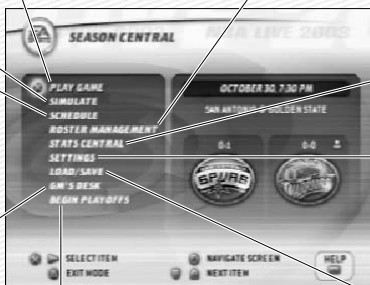
View player, team, or user stats, or view league leaders

Adjust rules, preferences, and season settings (➤ *Settings* on p. 18 or *Season Settings* above)

Load or save your season, settings, profile, or rosters (➤ *Saving and Loading (load/save)* on p. 34)

Skip the rest of the regular season and begin the playoffs

POST SEASON

To start the Playoffs:

1. When all the games on the schedule have been played or simulated, choose BEGIN PLAYOFFS from the Season Central menu and press the **X** button. The Playoff Central menu appears.

   ↳ If you jump to the playoffs mid-season, a prompt asks if you are you sure you want to go to the playoffs. Highlight YES and press the **X** button.

2. Play or simulate through the playoffs as you would the normal season.

3. When the Playoffs are over, highlight EXIT PLAYOFFS from the Playoff Central screen. The Finals MVP screen, the NBA Champions screen appears. Press the D-button or left analog stick ↕ to view the players stats. Press the **START** button to return to the Main menu.

FRANCHISE

Build a team from the ground up and then manage it from season to season.

↳ Setting up a league in Franchise mode is similar to setting up one in Season mode (➤ *Season* on p. 25).

POST SEASON

Once all of the regular season games have been played or simulated, you are prompted to return to the Franchise Central menu.

↳ To start the playoffs, choose BEGIN PLAYOFFS. The Awards screens appear.

Awards screens

See who won the awards for MVP, Most Improved, Sixth Man, Defensive Player, Rookie, and GM of the Year. You can also see who was named to the All NBA Team, the All Defensive Team, and the All Rookie Team.

↳ When you're finished press the **START** button to advance to the Playoff Central screen.

↳ Play through the Playoffs as you would in a Season.

↳ When the Playoffs are over, choose EXIT PLAYOFFS from Playoff Central screen and press the **X** button. The Finals MVP screen and NBA Champions screen appear.

↳ After reviewing the NBA Champions screen, press the **START** button to advance to the Off Season hub screen.

OFFSEASON SCREEN

Before you start the next season, build up your team in the offseason by signing free agents, drafting young rookies, and making blockbuster trades.

TEAM ROSTER

Begin the offseason by reviewing your current team roster. Find out which players are under contract and who may leave via free agency.

RETIRING PLAYERS

View the list of players who have decided to hang it up. Here you can view and compare player stats.

DRAFT LOTTERY

Find out which selection your team will have for the upcoming rookie player draft. The 13 teams that fail to make the playoffs the previous season are thrown into a draft lottery. The league distributes draft positions at random. Although the team with the worst record has a better chance at receiving the number one pick, it's not guaranteed.

RE-SIGN PLAYERS

Re-sign your players from last season whose contracts are up.

To re-sign a player:

☞ From the Re-sign Players screen, press the D-button or left analog stick ↕ to highlight the player to re-sign. Then press the **X** button to re-sign him. When you're finished, press the **START** button to return to the Off Season hub screen.

☞ To change the number of years a player is signed for, press the ● button to highlight the contract length area and then press the D-button or left analog stick ↔ to adjust the contract length.

ROOKIE DRAFT

Fill your roster spots with NBA rookies who are coming into the league for the first time.

To draft a rookie:

☞ From the Rookie Draft screen, press the D-button or left analog stick ↕ to highlight a player from the player pool that you want to draft. Press the **X** button to add him to your squad.

☞ To view the scouting report, press the **R1** button to get additional information on a rookie player. From the Scouting Report screen, you can view player strengths, weaknesses, and projected draft position.

SIGN FREE AGENTS

Add a free agent to your team by signing him with a lucrative contract.

To sign a free agent:

- At the Sign Free Agents screen, press the D-button or left analog stick ↕ to select a player and then press the **X** button.
- To change the number of years a player is signed for, press the ● button to highlight the contract length area and then press the D-button or left analog stick ↔ to adjust the contract length.

TRADE PLAYERS

For information on trading players, ➤ *Roster Management* on p. 32.

START NEXT SEASON

After all the offseason activities have been completed, start the next season of Franchise mode.

PLAYOFFS

Skip the regular season and participate in a Playoff.

CURRENT PLAYOFF SETTINGS

CONFERENCE PLAYOFF TREE

- Playoff mode works similarly to Season mode. Use the information provided in Season mode (➤ p. 25) to set up your playoff.

1 ON 1

Take it to the rim and battle it out 1-on-1 against any of the league's finest players or All-Stars from the past. You can play against All-Stars from the 50's, 60's, 70's, 80's and 90's.

To start a 1 on 1 game:

1. From the 1 ON 1 Select Players screen, press the D-button or left analog stick ↔ to choose a team from the team selector.

 ⦿ You can switch the location of 1 on 1 mode to GYM, BEACH, or URBAN.

2. Once the player pool is highlighted, press the **X** button to select a player. At the prompt menu, highlight HOME or AWAY and press the **X** button. The new player is selected for the next game.

3. Follow step **2** above to choose a second player.

4. Press the **START** button to advance to the Select Controller screen. Continue from there as you would in a Play Now (Exhibition) game ➤ p. 13).

PRACTICE

Practice the new EA SPORTS Freestyle Control moves here!

To start a practice:

1. From the Game Modes menu, choose Practice. The Select Player screen appears.

 ↳To change teams, press the D-button or left analog stick ↔ when the team bar is highlighted.

2. To select a player, press the ● button to highlight the player list and then press the D-button or left analog stick ↕ to cycle through the current team's players.

3. Press the **X** button to select a player and then press the **START** button to advance to the Select Controller screen. Continue from there as you would in a Play Now (Exhibition) game (➤ p. 13).

EA SPORTS™
FREESTYLE CONTROL

Get a tutorial on the new EA SPORTS Freestyle Control feature. Play-by-play announcer Marv Albert narrates both tutorials.

BASIC TUTORIALS

Receive a tutorial on the basic moves such as jab steps, back steps, crossover dribbles, and more.

ADVANCED TUTORIALS

Receive a tutorial on the more advanced moves such as cradle moves and dribbling while on the run.

TEAM MANAGEMENT

Take complete control over your team by managing your rosters.

ROSTER MANAGEMENT
REORDER ROSTERS
To reorder your rosters:

1. From the Reorder Rosters screen, select the team whose roster you want to reorder by pressing the D-button or left analog stick ↔.

2. To move the cursor to the player pool (or back to the team selection bar), press the ● button.

3. From the player pool, press the D-button or left analog stick ↕ to highlight a player to move and then press the ✖ button.

4. Press the D-button or left analog stick ↕ to select the second player who will swap places with the first player and then press the ✖ button.

5. When you're finished reordering the roster, press the **START** button to accept the change and return to the Roster Management screen.

↪Press the ▲ button to cancel the change and return to the Roster Management screen.

TRADE PLAYERS
To trade players:

1. From the Trade Players screen, select the two teams who will be involved in the trade by navigating between the team selection bars (press the ● button to move the cursor from one side of the Trade Players screen to the other).

2. When the team selection bar is highlighted, press the D-button or left analog stick ↔ to scroll the team rosters.

3. Once a team roster is located, press the D-button or left analog stick ↕ to select a player to trade and then press the ✖ button. The player's name is highlighted and placed on the trading list.

4. Press the ● button again to jump team rosters.

5. Follow step **3** and then press the ■ button to execute the trade.

6. Press the **START** button to accept the change and return to the Roster Management screen.

↪Press the ▲ button to cancel the change and return to the Roster Management screen.

SIGN/RELEASE PLAYERS
To sign or release a player:

1. From the Sign/Release Players screen, press the ● button to toggle between the team selection bar and the Free Agent pool.

2. When the team roster or Free Agent list is highlighted, press the D-button or left analog stick ↕ to select a player to sign or release. Press the ✖ button and the player is either added to the team roster, or released to the Free Agent pool.

3. Press the **START** button to accept the transaction.

↪Press the ▲ button to cancel the change and return to the Roster Management screen.

CREATE PLAYER

To create a player:

↳ From the Create Player screen, highlight one of the create player options and press the **X** button.

⊙ **FROM THE BIO SCREEN,** create a first and last name, select a nickname, a birthdate, and a birth city and state. Highlight DONE and press the **X** button when the bio is complete.

⊙ **FROM THE INFO SCREEN,** select your player's height, weight, primary and secondary positions, hand, jersey number, former school, and years pro. Highlight DONE and press the **X** button when the player info is complete.

⊙ **FROM THE RATINGS SCREEN,** set the slider on a respective attribute between 50–99. The higher the rating, the better the player. Highlight DONE and press the **X** button when the player ratings are complete.

⊙ **FROM THE LOOKS SCREEN,** adjust all of your player look features. Highlight DONE and press the **X** button when the looks are complete.

⊙ **FROM THE GEAR SCREEN,** set your player's gear from headbands, to tattoos, to shoes and shorts. Highlight DONE and press the **X** button when the player gear is complete.

To save a created player:

↳ After your player is created, highlight DONE from the Create Player screen and press the **X** button. Your created player is saved and added to the Free Agent Pool.

EDIT PLAYER

To edit a player:

1. From the Edit Player screen, press the D-button ↔ and toggle to the player that you wish to edit. Highlight TEAM and press the D-button ↔ to change team rosters.

2. Highlight one of options that you wish to edit and press the **X** button. For non-created players, you can only edit Info, ratings, and Gear options.

3. Once the edits are made, highlight DONE and press the **X** button.

CREATED PLAYERS LIST

View the entire list of created players. You can create up to 50 players at one time.

RESET ROSTERS

Cancel all trades, signings, and other transactions and reset all team rosters back to their defaults.

STATS CENTRAL

View Player Stats, Team Stats, or User Stats.

OPTIONS

Load and save your game file to and from a memory card, change your controller configuration or create a user profile.

⌐↳Access Options from the Main menu.

SAVING AND LOADING (LOAD/SAVE)

Save your game, settings, and roster files to a memory card.

NOTE: **Never insert or remove a memory card when loading or saving files.**

To save a file:

1. From the Load/Save menu, press the D-button or left analog stick ↕ to highlight the type of file you want to save. Press the **✗** button and the save screen appears.

2. Name your save file and press the **✗** button. After your file is named, press the **●** button to toggle to the save box and press the **✗** button again. The file is saved to your memory card.

3. A pop-up screen appears indicating if the save was successful. Press the **✗** button to acknowledge it and return to Load/Save menu.

To load a file:

1. From the Load/Save menu, press the D-button or left analog stick ↕ to highlight the type of file you want to load. Press the **✗** button and the load screen appears.

2. Press the D-Button or left analog stick ↕ to highlight the type of file you want to load and then press the **✗** button.

3. A pop-up screen appears asking again if you want to load the file to the game.

4. Highlight YES and press the **✗** button to begin loading the file.

To delete a file:

1. From the Load/Save menu, press the D-button or left analog stick ↕, highlight DELETE FILES, and press the **✗** button. The Delete File screen appears

2. Press the D-Button or left analog stick ↕ and highlight the file you want to delete and press the **✗** button. A pop-up screen appears indicating if deleting was successful. Press the **✗** button to acknowledge it and return to the Delete Files screen.

CONFIGURE CONTROLLER

Change your user configuration on your game controller.

To change your controller configuration:

1. Press the D-button or left analog stick ↔ and choose from three different preset controller configurations.

2. Press the **START** button to accept the change.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

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RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

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EA WARRANTY MAILING ADDRESS

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

EA WARRANTY CONTACT INFO

EMAIL AND WEB PAGE: http://techsupport.ea.com

PHONE: (650) 628-1900

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If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA Hints & Information Hotline for hints, tips, or codes.**

EA TECH SUPPORT CONTACT INFO

EMAIL AND WEB PAGE: http://techsupport.ea.com

FTP SITE: ftp.ea.com

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

If you live outside of the United States, you can contact one of our other offices.

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Electronic Arts Pty. Ltd.	Electronic Arts Ltd.
P.O. Box 432	P.O. Box 181
Southport Qld 4215, Australia	Chertsey, KT16 OYL, UK
	Phone (0870) 2432435

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PACKAGE COVER PHOTOGRAPHY: Allsport/Noren Trotman

Album Soundtrack Producer: Steve Schnur

As Seen In

FABOLOUS in a 1974–1975 Road Buffalo Braves