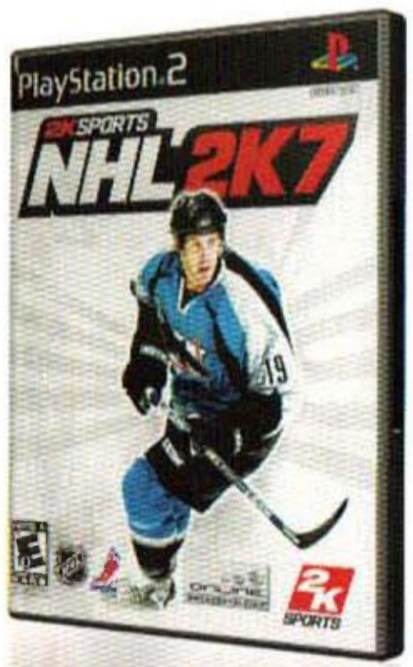
BRING YOUR "A" GAME
AGAINST THE ENTIRE 2K SPORTS LINEUP.



OWN THE #1 RATED
NHL AND COLLEGE HOOPS SIMULATIONS*

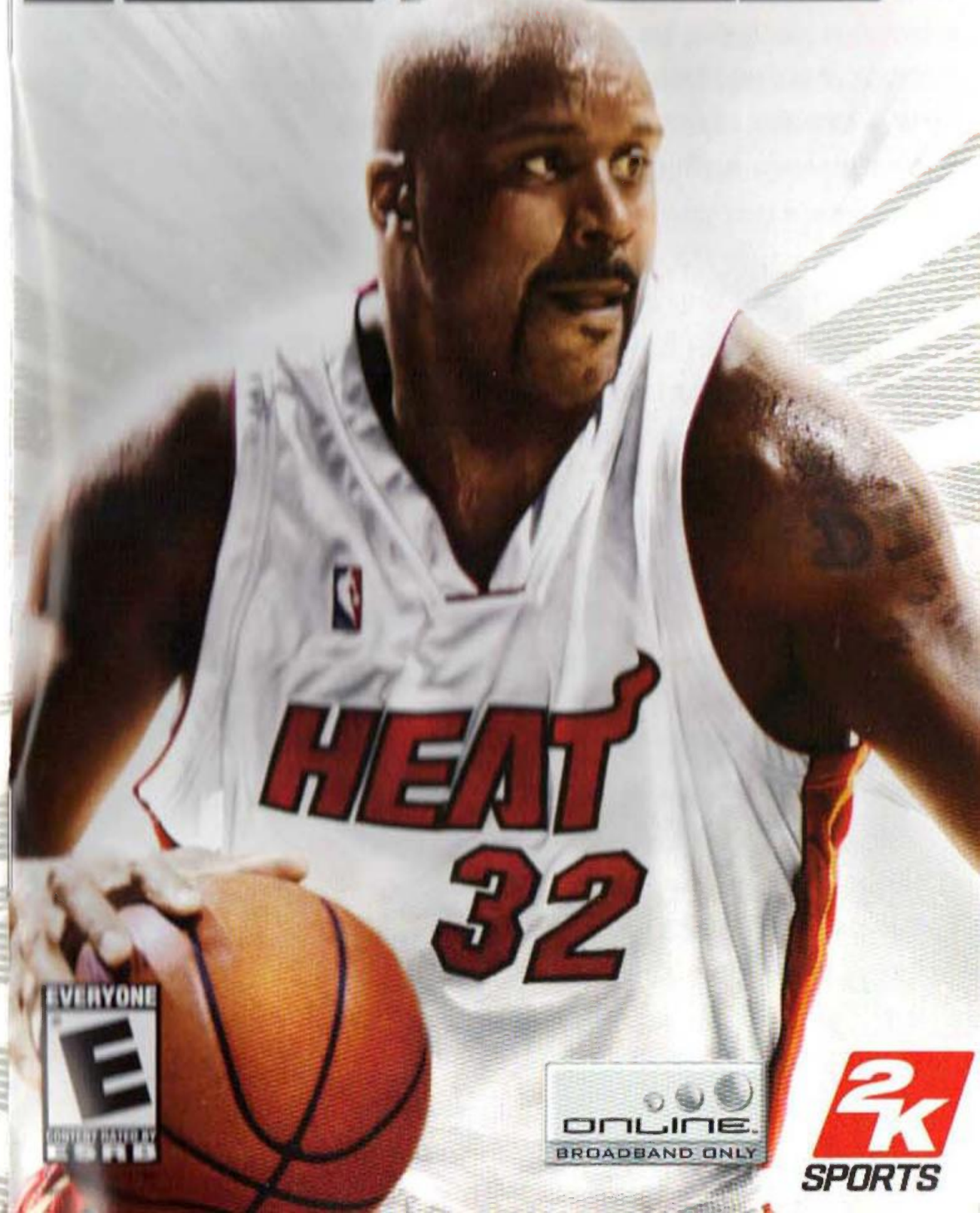
2K

freegamemanuals.com

*According to GameRankings ... and College Basketball Simulations

37058-2

2K SPORTS
NBA 2K7



2K SPORTS

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:

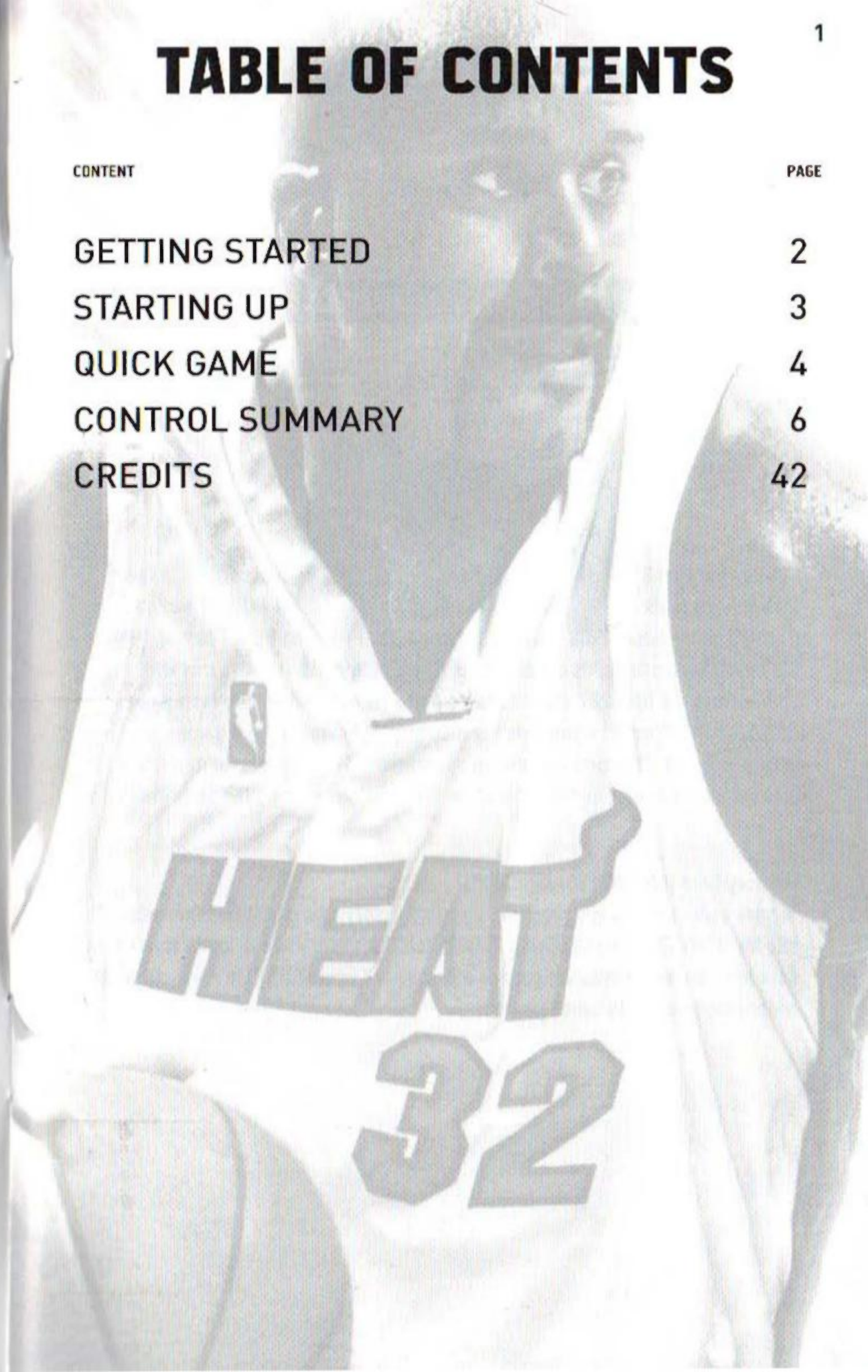
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

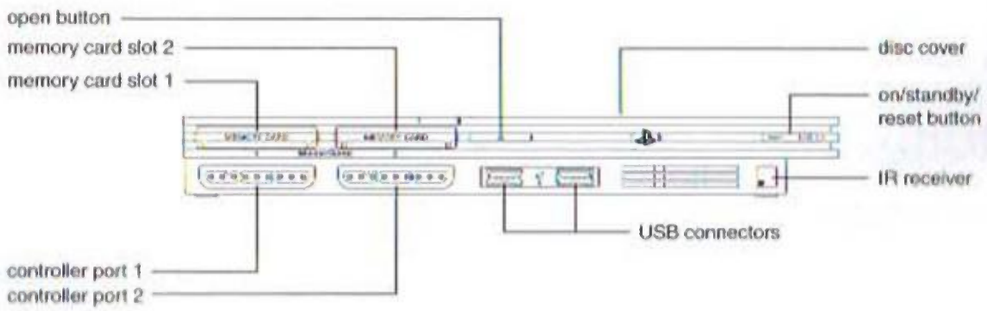
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

TABLE OF CONTENTS

CONTENT	PAGE
GETTING STARTED	2
STARTING UP	3
QUICK GAME	4
CONTROL SUMMARY	6
CREDITS	42



GETTING STARTED



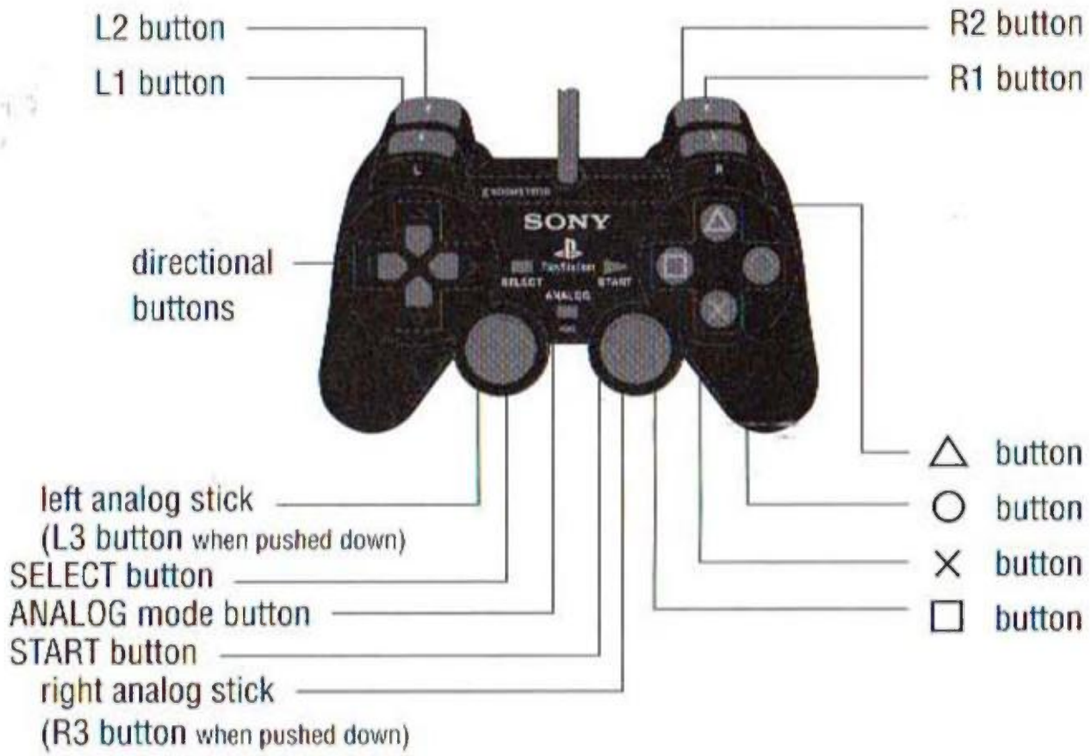
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the NBA 2K7 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



QUICK GAME

Select Quick Game from the Main Menu to jump right into a game and experience the action firsthand.

TEAM SELECT

• Move the left analog stick or directional button left to select the away team and right to select the home team.

• Press **R1** or **L1** to cycle forward or backward through the available teams.

• Press **R1** and **L1** simultaneously if you want to randomly select a team (not including all-star teams).

• Press **L2** and **R2** simultaneously if you want to randomly select a team (including all-star teams).

• Press **R2** or **L2** to cycle through the alternate jerseys that may be available for your selected team.

• Move the **right analog** stick up or down to select a VIP Profile.

• To create a VIP record, press **R3**. An overlay appears prompting you to choose a profile to manage. Highlight a slot and press ✕ to bring up the VIP Profile screen. Select Create and enter a VIP Name on the Virtual Keyboard. Once your profile is created, press triangle to return to the Team Select screen.

• Press ○ to access the Game Options screen and customize game settings (Difficulty, Game Speed, Quarter Length, etc.). Press △ to return to the Team Select screen.

• Press ✕ or **START** to advance to the Player Lineup Screen.

PLAYER LINEUP

• Press ✕ or **START** to go directly to the game.

• To alter the game lineup, Press the ○ button. Move the **left analog stick** or **directional button** up or down to highlight an option (Adjust Lineup, Scramble Starters, Fantasy Basketball) and press ✕ to select it.

ADJUSTING LINEUPS

• To switch two players in the lineup, highlight the first player's name and press ✕. The text of his name will become highlighted.

• Highlight the other player and press ✕. The two players will switch positions.

• Press ○ to bring up additional player information. Pressing △ or ○ will dismiss the player information.

•Cycle through lineups (starters, bench, quick, etc.) by pressing **L1** or **R1**.

•Press **L2** or **R2** to cycle through available player attributes to display (overall, rebounds, etc.).

•Press □ to set VIP Playback for a CPU team. VIP Playback is a way for the CPU team to emulate the style of play of a VIP Profile that you choose. Is your friend beating you down constantly with the Raptors? Load his profile into VIP Playback to start getting some practice!

• Press △ to return to the Player Lineup Screen.

• Press **START** or ✕ to load the game.

SCRAMBLE STARTERS

This selection randomly scrambles the starting rosters for your team with starters from other teams in the league.

FANTASY BASKETBALL

This option allows you to perform a fantasy draft and pick your favorite players for your team.

• Once you confirm your selection of Fantasy Basketball, the draft begins immediately. First pick is decided randomly.

• Move the **left analog stick** or the **directional button** to highlight the player position you wish to draft for.

• Press ✕ to access the list of available players at that position.

• Move the **left analog stick** or the **directional button** up and down to

highlight the player you wish to draft.

• Press ○ to view the player's Player Card.

• Press ✕ to draft the player.

• Press □ to see how your team stacks up against the opposing team, position by position.

• When you're done drafting all of your players press **START** or ✕ to begin the game.

CONTROL SUMMARY

JUMP BALL:

□ button (repeatedly tap)	Jump to tip the ball to a teammate

OFFENSE:

left analog stick	Move Player
right analog stick	Shot Stick
L1 button	Post Up / Shift Modifier
R1 button	Aggressive Modifier
L2 button	Call for Pick
R2 button	Icon Controlled Passing
✕ button	Pass
○ button	Lead Pass
□ button	Shoot
△ button	Dual Player
directional pad RIGHT	On the fly Coaching Playcalling

directional pad LEFT	On the fly Coaching Settings
directional pad DOWN	On the fly Coaching Substitutions
Select	Timeout
START	Pause

OFFENSE – AGGRESSIVE MODIFIED:

These controls are used by pressing and holding R1 and pressing the corresponding button.

left analog stick	Isomotion
right analog stick or □ button	Dunks

OFFENSE – SHIFT MODIFIED:

These controls are used by pressing and holding L1 and pressing the corresponding button

left analog stick	Post Up
✕ button	Give & Go
○ button	Alley Oop

FREE THROW SHOOTING:

'Pull back' right analog stick	Begin shot
Release right analog stick	Release shot

DEFENSE:

left analog stick	Move Player
right analog stick	Strip & Rip (steal)
L1 button	Box Out
R1 button	Sprint
L2 button	Intentional Foul
R2 button	Icon Player Switch
✕ button	Switch Player
○ button	Take Charge
□ button	Double Team
△ button	Block
directional pad RIGHT	On the fly Coaching Playcalling
directional pad LEFT	On the fly Coaching Settings
directional pad DOWN	On the fly Coaching Substitutions
START	Pause

L1 button + **left analog stick**	Defensive Strafe

DEFENSE – AGGRESSIVE MODIFIED:

These controls are used by pressing and holding **R1** and pressing the corresponding button.

left analog stick	Sprint
△ button or **right analog stick**	Swat block
□ button or **right analog stick**	Hard Foul

2K SPORTS TIP - TAKE SMART SHOTS

Setting up your shots will greatly increase your shooting percentage. Taking jumpers with improper release or while moving will cut your accuracy, so try to station the player facing the basket before he goes up for the J. Also, make sure you release the ball at the top of your players jump to increase shot accuracy.

IN-DEPTH CONTROL REFERENCE

JUMP BALL

The referee will begin the tip-off process holding the ball between two players at half court. An overlay will appear at the top of the screen to indicate the status of the tip-off. Press the □ button repeatedly to vie for position to get the tip-off. The winner of the tip-off will start the game with possession of the ball.

OFFENSE

DRIBBLING

• To dribble the ball, move the **left analog stick** in the direction you want to move.

ISOMOTION[4]:

Isomotion is controlled by holding down the Aggressive modifier (**R1**) and moving the **left analog stick** in the appropriate way:

•**Drive move** = Hold **R1** and push the **left analog stick** at a slight angle off-line toward the basket.

•**Hard Crossover dribble** = Hold **R1** and quickly throw the **left analog stick** in the opposite direction of your dribble hand.

•**Hesitation Crossover** = Hold **R1** + **L1** and throw the **left analog stick** in the opposite direction of your dribble hand.

•**In & Out** = Initiate the hesitation crossover, then throw the **left analog stick** back toward the ball hand for the In & Out.

•**Behind the back** = Hold **R1** and quickly spin the **left analog stick** in a circular motion from the dribble hand around the player's back.

•**Spin (ability specific)** = Hold **R1** + **L1** and quickly spin the **left analog stick** in a circular motion from the dribble hand around the player's back.

•**Step Back** = Hold **R1** and pull the **left analog stick** away from the player's movement direction.

•**Half Spin** = Hold **R1** + **L1** and pull the **left analog stick** away from the player's movement direction (just like the Step Back move.)

•**Sizeup Move** = Quickly tap and release **R1**.

•**Stutter Drive** = Quickly tap and release **R1**, then chain into the Drive move by pushing the **left analog stick** at a slight angle off-line toward the basket..

•**Stutter Cross** = Quickly rap and release **R1**, then hold the **left analog stick** in the opposite direction of the dribble hand.

•**Hop Step** = Quickly tap and release **L1** while dribbling (**left analog stick** must be neutral or pointing toward the basket.)

•**Hop Step Spin** = Quickly tap and release **L1** while holding down **R1**.

•**Hop Back** = Quickly tap and release **L1** while dribbling (**left analog stick** must be held away from the basket.)

TRIPLE THREAT:

•**Jab Step (Step Out)** = Press **R1** + **L1** and flick **left analog stick** in opposite direction of pivot foot to jab step. From this position, the user can perform a quick first step explosion out of the triple threat by releasing both triggers.

•**Step Over (Step Through)** = Press **R1** + **L1** and flick the **left analog stick** in the player's facing direction.

•**Jab Step w/ Head Fake** = Press **R1** + **L1** and flick **left analog stick** toward pivot foot.

•**Protect Ball** (Spin Out) = Press **R1** + **L1** and hold **left analog stick** in the opposite direction the player's facing. The player will hold the ball away from the defense. If the user releases both triggers while in the protect ball position, the ballhandler will perform a quick spin move out of the triple threat.

THE SHOT STICK

you have the power to decide not only where to shoot, but what type of shot to take.

To take a jump shot, simply set your shot up and 'pull back' the shot stick (move down on the **right analog stick**) and release it at the top of your jump.

LAYUPS AND DUNKS

Attacking the basket in NBA 2K7 is where the Shot Stick shines. To perform a layup, drive to the basket and use the shot stick to decide what type of shot to take.

SHOT STICK - LAYUPS:

right analog stick up:	Basic
right analog stick left:	Layup to left side
right analog stick right:	Layup to right side

To perform a dunk with the Shot Stick, press R1 then move the **right analog stick** one of four directions to get the desired dunk:

SHOT STICK – DUNKS:

R1 + right analog stick up:	Basic
R1 + right analog stick left:	Flashy
R1 + right analog stick right	Power
R1 + right analog stick down:	Reverse

It is important to remember that not all players can perform all dunk types. Big men are usually better at the power dunks, where as finesse players are better at the fancy dunks. Generally, the higher the player's skill, the more likely they are to execute the desired dunk.

POSTING UP:

• Posting up on a defender is accomplished by taking any player with the ball (preferably a good low post player) and moving that player next to a defender in or near the paint and pressing and holding **L1**.

• With strong post players, you may be able to get closer to the basket by backing the defender in towards the basket. To do this, move the **left analog stick** in the direction of the basket while posting up. However, be careful of the five second back to basket rule: if you spend more than five seconds posting up between the free throw line extended and the base line, you will be called for a penalty and turn the ball over to the defense.

SHOT STICK - POSTING UP:

right stick up:	Lean in jumpshot
right stick left:	Roll left jumpshot
right stick right:	Roll right jumpshot
right stick down:	Fadeaway jumpshot
right stick quickly flicked any direction:	Post pumpfake

PASSING

• To pass the ball to the nearest player, simply press ✕.

• To pass the ball to a teammate of your choice, move the **left analog stick** in the direction of the teammate you want to pass to and then press ✕.

• To make a bounce pass press ○.

•To throw a lob pass, double tap ○.

• Icon passing is the most precise method of passing. To perform an icon pass, first press **R2** to call up button icons over the heads of your teammates. Then, simply press the corresponding button to immediately send the pass to the teammate of your choice. The ✕ **button** icon corresponds to the Point Guard, the ○ **button** icon corresponds to the Shooting Guard, the □ button icon corresponds to the Small Forward, the △ button icon corresponds to the Power Forward, and the **L1** icon corresponds to the Center. The icons will turn off automatically if you don't pass after a few seconds, or you can manually cancel the icons by pressing **R2** again or pressing the button that corresponds to the icon of the ball handler. The drawback to icon passing is that it takes a little longer to execute.

2K SPORTS TIP – BALL HANDLER AUTO SWITCH

By default, you always control the ball-handler on offense. When you pass the ball, you assume control of the recipient of the pass. This is known as "Ball Handler Auto Switch". If you're playing with the Ball Handler Auto Switch option OFF, and you're controlling an offensive player without the ball, the following controls apply:

✕ button	Switch to player closest to the basket
○ button	Set pick
□ button	Tell teammate to shoot
△ button	Call for a pass
L1 button	Post up

2K SPORTS TIP - BREAK OFF AN ALLEY-OOP

The alley-oop is probably the most spectacular play in all of NBA basketball. Though they are rare and difficult to accomplish, there are a few on-court factors that will help you execute a successful alley-oop dunk.

The most likely scenario for a nasty alley-oop is during the fast break. If your team on offense has more players running down court than there are defenders, hold the **L1** and ○ **button** at the same time to throw up an alley-oop pass. Keep in mind that your passing player should be near the 3 point arch when the alley-oop pass is attempted. Likewise, the receiving player should also be near the 3 point line.

In some situations, you will notice a player on your team raise his hand in the air, calling for the ball. If you hold the L1 and the ○ **button** at the same time when a good dunking player is calling for the ball, you will have a good chance to break off a monster alley-oop.

DUAL PLAYER CONTROL

Sometimes, a situation arises on the court that would allow a specific player on your team to drive the lane for an easy bucket or step back to the perimeter for a trey, but they have to move before you get the ball to them before the window closes or the play will get shut down. Use Dual Player Control passing to put a specific player into motion to make an attempt at a big play.

• Press the △ button to select the player you want to put into motion.

• Press any direction on the **directional button** to send the player in that general direction. Note that depending on the placement of other players on the court, the motion player you choose might not be able to break in the direction you select.

SCORING WITH THE POST UP

• Use the shot stick to pull up a jumper out of a post up.

• The Drop Step move is an effective way to score from the post. To perform a drop step, first post up your defender by pressing and holding the **L1**. At any time during your post up (with **L1** still held down), press and hold **R1**, then quickly press and release **L1** twice. Your player will drop step and spin towards the basket. If the move is successful, you will get past your defender for a dunk or a layup.

• If you are winning the post up battle and are near the basket, press and hold **R1** and use the shot stick in an attempt to make the defender the victim in a post-er (pun intended).

FREE THROW SHOOTING

To shoot a free throw, 'pull back' the shot stick until you are ready, then release to shoot the ball. Try to make the player's motion as smooth as possible to attain the best accuracy.

OTHER CALLS

• Can't get free from a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, press **L2** while in control of the ball. Your nearest teammate will run up and set a pick for you.

• To call an intentional foul while on defense, press **L2**. The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls are useful in end of game situations where your team is behind and you want to stop the opposing team from running out the clock.

• To call for a double team on the ball-handler when on defense, press the △ button.

DEFENSE

STEALING

• To attempt to pick the ball handler's dribble, move the **right analog stick** in the direction you wish to swipe at the ball. Be careful not to overuse the steal maneuver or to lunge for a steal attempt when you're not in proper position. The referee will call a reach-in foul if you overuse the steal and the offense can burn you if you lunge and get too far out of position.

• You can also move the **right analog stick** when the pass is on the way. If you time it right, your defensive player will intercept the pass in midair.

• For situations where you want to steal a pass but your closest defender is still too far away, you can try a lunging pass steal. While running towards the passing lane, press and hold **R1** then move the **right analog stick**. Your defender will lunge for the steal. Be careful though, if you miss the steal your defender will be way out of position and unable to defend his man.

DRAWING A CHARGE

The number of offensive charging fouls that a defender draws isn't an official statistic in the NBA, but it probably should be. By using your player's quick feet to establish position, you can stop your opposition's aggressive moves to the basket and cause them to commit a turnover.

• To jump in front of an offensive player and attempt to draw a charge, press the circle button. If your player is stationary and in position outside the charge circle when an offensive player barrels into him, the referees should generally call a charge.

BLOCKING SHOTS

• To block a shot, press △ as the ball handler begins his shot.

• To power up your shot block, press and hold **R1** and then press △.

SWITCHING DEFENDERS

• While on defense, press ✕ to switch to the player closest to the ball.

• To switch to a specific defender, you can use Player Icons, which works just like Icon Passing on offense. First, press **R2** to call up button icons over the heads of your teammates. Then, simply press the button that corresponds to the player you wish to control. Each button corresponds to the same player position as they do with Icon Passing.

• It's often useful to be able to switch to the defender who is the closest to your basket (for example, when the other team is attempting a fast break). Press **R2** to bring up the Player Icons, and then press **L1** to switch to the defender closest to the basket.

TIPS / TACTICS

ABILITY ICONS

During the course of a game, you'll probably notice that many players have icons, such as a star, next to their names when they have possession of the ball. These are the Ability Icons. They serve as a quick way to learn about your players' strengths. The Ability Icons signify the following abilities:

• **Shoe** – The player is fast. Get him the ball on a fast break.

• **"3"** – The player shoots 3-pointers well. Look to get him the ball beyond the arc.

• **Crosshairs** – The player has a good jumpshot. If the defense gives him a little space, have him put up the J.

• **Star** – The player has a high overall rating, and is probably skilled offensively. Put the ball in his hands when the game is on the line.

• **Hand**- This player has high rating in defensive skills. Have him cover your opponent's best guys (but don't go based purely off of rating or you might find yourself at a significant size disadvantage!).

IN-GAME PAUSE MENU

PAUSE MENU

Access the Pause Menu to alter your game options or to take a break. Press **START** at any time in the game to access the Pause Menu. Press triangle or **START** when you wish to return to the game.

RESUME

Highlight this option and press ✕ to return to the game.

REPLAY

Use Replay to see your highlight reel moves one more time.

L1 button	Rewind
R1 button	Fast Forward
✕ button	Play
○ button	Zoom Out
△ button	Help Menu
□ button	Zoom In
left analog stick	Pan Camera
directional button	Move Camera Cursor
Select	Access Save Replay Screen
START	Exit Replay Mode

SAVE REPLAY

This screen lets you save your Replays to a memory card (8MB) (for PlayStation®2).

- Highlight an empty slot and press ✕.
- Enter a save name on the Virtual Keyboard and press **START** to save.

CHOOSE SIDE

This screen allows you to change teams or add new users to the game.

- Move the **left analog stick left** or **right** to assign your controller to a side.

COACHING

The Coaching Menu allows you to customize your team strategy.

TIMEOUT

Select this option to call a timeout during a dead ball situation or when your team is in possession of the ball. By default, timeouts will automatically be called by your team in appropriate situations.

SUBSTITUTIONS

By default, substitutions are automatically performed for you when any of your players get tired.

If you choose to access the Substitution Screen, substitutions will be set to Manual. If you wish to reset them to Auto, go to the Coaching: Setting Screen. Substitutions will take place at the next dead ball.

- Highlight any player and press ✕ or ○.
- Highlight a second player and press ✕ or ○ to swap them.
- Press **R1** or **L1** to cycle through lineups (starters, bench, etc.).

•Press triangle or START to put your changes into effect and return you to the Coaching screen.

PLAYER MATCHUPS

Sometimes, it doesn't make sense to have each of your players guard the opposing player who plays the same position as them. Use this screen to customize your defensive matchups, so you don't have Ron Artest wasting time on Devean George.

- Highlight any defender and press ✕ or ○.
- Highlight a second defender and press ✕ or ○ to switch their defensive assignments.

The Player Matchups screen is also where you can assign individual pressure or double team assignments to players on the opposing team. Use the left analog stick or the directional button to highlight these options, and ✕ or ○ to change them. When you want to return to the Coaching Menu, press △.

PRESSURE

Specify how closely you want each defender to guard his man: Auto (Default), Loose, Regular, and Tight. LOOSE is a good setting when guarding a player who doesn't have a great outside shot. TIGHT is good when guarding a player who shoots well from outside. REGULAR allows your defender to contest the outside shot and defend against the drive moderately well. AUTO automatically decides how closely your defender should guard his man.

DOUBLE-TEAM

Each team you face will have some players who you consider a threat to score and other players who aren't. The Double Team option allows you to choose if and when you'll double team any of the opposing players: Auto, Always, In Paint, and Never. ALWAYS means that the player will be double teamed any time he has the ball. IN PAINT means that the player will be double-teamed any time he has the ball in the key (good against dominant big men).

NEVER means that the player will never be double-teamed. AUTO means that the players will decide for themselves when to double-team a player.

SETTINGS

- **Timeout:** Auto (Default) or Manual – On AUTO, the coach will call timeouts automatically.
- **Substitution:** Auto (Default) or Manual – On AUTO, the coach will substitute automatically when the starters get tired.
- **Offense Playcall:** Auto w/ Msg, Auto w/o Msg (Default), Manual w/ Msg, or Manual w/o Msg – With AUTO, the coach automatically selects a play. With MANUAL, you select your team's next play and, without new input, your team will continue to run the same play. WITH MESSAGE, the selected play is momentarily displayed in an onscreen overlay when it's called.
- **Defense Play Set:** Functions the same as Offense Playcall, except it controls defensive play calling.
- **Late Game Fouling:** Auto w/ Msg, Auto w/o Msg (Default), Manual w/ Msg, or Manual w/o Msg – Late in games, if the opposing team is winning and they try to run 24 seconds off the game clock with each possession, it often makes sense to intentionally foul them to save time and hope that they miss their free throws. With AUTO, the coach automatically decides when it's time to perform late game fouling. With MANUAL, it's left up to you (Press **L2** to instruct your players to intentionally foul). WITH MESSAGE, an overlay appears when your team is instructed to intentionally foul.

PLAYBOOKS

The Playbooks Screen is where you pick the plays that will be available to your team in the Play Call Overlay.

- Select OFFENSE or DEFENSE and press ✕.
- Highlight a play you want and press ✕.
- Highlight the **directional button** you want to assign to the play and press ✕.

•When choosing offensive plays, press **L2** or **R2** to cycle through play sets.

GAME STATS

TEAMS

View a side-by-side comparison of the game's team stats for each team.

HOME TEAM

View each home team player's stats for the game.

AWAY TEAM

View each away team player's stats for the game.

SHOT CHART

View the shots made and missed by either team or any of the players on either team by quarter, half, or for the whole game.

•Press the X or O buttons to select which shots you see (by individual quarter, half, overtime, or all shots).

•Press L1 or R1 to cycle through shots taken by specific players on the chosen team.

•Press R2 or L2 to change which team you view shot data for.

INJURIES

View a list of any players injured during the game.

CRIB TALLY

Use this screen to see which Crib challenges you've completed and how many credits you've received for each.

OPTIONS

For more information see Options.

QUIT

The Quit Menu gives you access to four options.

CANCEL

Returns you to the Pause Menu.

QUIT

Exits the game and returns you to the Main Menu.

REMATCH (THIS OPTION IS ONLY AVAILABLE IN QUICK GAME)

Restart the game from the beginning.

SIMULATE TO END (THIS OPTION DOES NOT APPEAR IN QUICK GAME)

Simulate the rest of the game to determine the winning team.

THE ASSOCIATION

Control every aspect of a team, including off-season personnel moves, for decades to come.

THE ASSOCIATION OPTIONS

• Number of Players: 1 – 8 players can participate simultaneously (1 by Default)

• Season Length: 29, 58 and 82 Games (Default) – Set the number of games in a season.

• Preseason Games: Off or On (Default) – When ON, your team will play eight preseason games after the completion of your off season.

• Trade Deadline: Off or On (Default) – When ON, no trades will be allowed after the second week of February.

• Trade Override: Off (Default) or On – When ON, the user can force other teams to make trades that they don't want to make.

• Owner Firing: On (Default) or Off – When ON, you can be fired at any time for not fulfilling the owner's requirements.

• Allow CPU Trades: On (Default) or Off – Allows CPU teams to initiate trades between each other.

• Round 1 Format: Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each first round playoff series.

• Round 2 Format: Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each second round playoff series.

• Conference Finals Format: Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in each Conference Finals playoff series.

• Finals Format: Best of 7 (Default), Best of 5, Best of 3, or 1 Game – Set the number of games in the NBA Finals.

• Fantasy Draft Roster: Off (Default) or On – When ON, a Fantasy Draft will enable each team to build their rosters from scratch.

• Customize League: Off (Default) or On – When ON, you can assign teams to new divisions or conferences.

• Team Chemistry: On (Default) or Off – Turns Team chemistry ON or OFF. See Chemistry for more details.

• Progressive Fatigue: On (Default) or Off – Turns Progressive Fatigue ON or OFF. Turning this option ON will cause players to have lasting fatigue from game to game if not given time to rest.

• VIP Playback: Off (Default) or On – When turned ON, VIP playback will be active.

• Import Draft Class: Off (Default) or On – When ON, you can import the top NBA draft applicants from your 2K Sports College Hoops save file.

• Quarter Length: 1 – 12 Minutes (5 Minutes by Default) – Set the number of minutes in a quarter.

• Simulated Quarter Length: 1 – 12 Minutes (12 Minutes by Default) – Set the number of minutes in a simulated quarter.

Once you pick your team and crated your General Manager, you'll be taken to the CALENDAR. This is where you'll play games in The Association. Selecting any date will allow you to view games being played on that day, and will let you take control if your team is participating in one of those games.

To access all of your General Manager options, flick the **right analog stick** in any direction. This will bring up the navigation menu. From here you can sign players, set coaching strategies, make trades...all the things a GM needs to do to keep a team competitive.

MANAGE PROFILES:

The Manage Profile screen enables you to create a Profile, load a Profile, remove a Profile as well as perform other profile related actions.

• Press **L1** or **R1** to switch between Profile Slots. Move the **left analog stick** to highlight the desired Profile Action. Press ✕ to use that profile action.

• Set as Active: Set the current profile as active.

• Edit Profile Name: Change the name of the current profile.

• View Stats Book: Allows you to view the stats for the active profile.

• View User Challenges: View the user challenges for the active profile.

• View All-time Records: View any records that have been set.

• Favorite Team: Set the favorite team for the active profile.

• Unload Profile: Close the active profile.

• Save Profile: Save the active profile.

SAVE / LOAD:

SAVE / LOAD > LOAD, (SETTINGS, PROFILE, FRANCHISE, SEASON, TOURNAMENT ET AL.)

• Press ○ to switch between the HDD and Memory Card.

• Press ✕ to load the file.

SAVE / LOAD > SAVE SETTINGS, (PROFILE, FRANCHISE, SEASON, TOURNAMENT ET AL.)

• Press ○ to switch between the HDD and the Memory Card.

• Press ✕ to select the save slot.

• Use the Virtual Keyboard to enter a name for the save.

• You can only save over existing files that are the same type of file you are saving.

SAVE / LOAD > DELETE

• Press ○ to switch between the HDD and the Memory Card.

• Press ✕ to Delete the selected file.

SAVING: PROFILES VS. GAME MODES VS. SETTINGS VS. ROSTERS

It's important to note that NBA 2K7 has multiple SAVE TYPES. Saving one type of file will not save another type. So, for example, saving your User Profile while in Franchise mode WILL NOT also save your

Franchise mode. The saves can generally be divided up as follows:

Game Modes – Saves for Franchise, Season, or Tournament. In order to save your progress within one of these game modes, you MUST make a save for the specific game mode.

Profiles – Save for User Profiles. Saving this will save everything that is tied to your profile – overall statistics, personal bests, unlockables, etc.

Settings – A Settings save will save all of your modified options, such as NBA rules, Presentation style, etc.

Rosters – Saving a Rosters file will save any rosters that you have modified from the front end. In other words, you can't save a roster from within your Franchise, but any changes done from the Main Menu can be saved and quickly loaded in the future.

To actually perform a save, select Options from any menu out of game-play and then Save/Load. You will see all applicable save types. For example, Options → Save/Load within Franchise will then show you menu selections for both "Save Franchise" and "Save Profile."

ONLINE

RSA BSAFE [REG] SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

ONLINE

Here's where you really put your skills to the test. Challenge other players online.

NETWORK CONFIGURATIONS

The Network Configuration Screen allows you to select a network configuration from a memory card (8MB) (for PlayStation®2) or HDD. You can also create one with the Network Configuration Utility.

• To use an existing Network Configuration, highlight it and press the ✕ button.

• To create a new Network Configuration, press the **START** button to access the Network Configuration Utility.

NETWORK CONFIGURATION UTILITY

• On the Network Setting Screen, select ADD SETTING.

• Follow onscreen instructions. (You will need your internet service provider settings, including the IP Address and the DNS Server Address).

• Name your Internet service provider setting using the Virtual Keyboard (Highlight the Question Mark Key on the top right for control information).

• Press the ✕ button when complete to save your settings.

• On the Confirm Overlay, to test your connection, highlight YES and press the ✕ button.

ACCOUNT SELECTION

The Account Selection Overlay asks you whether you wish to use an existing 2K Sports Video Games account or create a new one.

CREATING A NEW ACCOUNT:

• Highlight CREATE ONLINE ACCOUNT and press the ✕ **button**. The Online Account Creation Screen appears.

USING AN EXISTING ACCOUNT:

• Highlight ENTER ONLINE ACCOUNT and press the ✕ **button**. The Online Sign In Screen appears.

• Highlight LOAD ONLINE ACCOUNT and press the ✕ **button**. The Load Online Setting Screen appears. Choose a saved account to load

ONLINE ACCOUNT CREATION

• Move the **left analog stick** up or down to highlight a field.

• Press the ✕ **button** or Circle button to access the Virtual Keyboard

• On the Account Creation Screen, enter account information using the Virtual Keyboard.

• Press the **START** button to advance to the Online Sign In Screen.

ONLINE SIGN IN

• Move the **left analog stick** up or down to highlight a field.

• Press the ✕ **button** to access the Virtual Keyboard and enter relevant text.

• Press the **START** button to advance.

ONLINE MENU

FRIENDS / PLAYERS

This is where you can find your friends and recent opponents.

• Press O to bring up your friends list.

• Press the **L1** or **R1** to switch between a list of friends, players and league members from leagues you are currently participating in.

• Press ✕ button to select a user.

• An overlay appears giving you various options: such as sending feedback about the user, muting his/her voice, or inviting the user to be your friend.

• To access Online Player Card press the **SELECT** button.

• Press square while on the friends list to view additional options, such as adding a friend by name or sending a message to everyone on your friends list.

QUICK MATCH

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, you will be able to select your own settings for the type of opponent you'd like to play.

Use the following options to select an opponent

• Rank: Top 900 to top 100.

• Feedback: Select the feedback rating for your opponent: 25% or better to 95% or better.

• Find Match Now: will start looking for a match with your custom settings.

Press the **START** button to find a match.

LOBBIES

Lobbies are where you will find most of your online games. There are lobbies for skill level as well as game types. Enter the desired lobby to find opponents who want to play that specific type of game.

• Move the **left analog stick** Up and Down to highlight a lobby.

• Press **✕ button** to enter the highlighted lobby.

• Press **R2** to refresh the lobbies screen.

• To access Friends List, press the ○ button.

While in a lobby you will be presented with a list of the available opponents in that specific lobby.

• Move the **left analog stick** Up and Down to highlight a User.

• Press the ✕ button to bring up options regarding the highlighted user.

The following are options for the selected user:

• Send Ranked Challenge: challenges the selected user to a default lobby match.

• Send Custom Challenge: A Custom Lobby Match allows you adjust the game type and options for the game. See Options for more details.

• Add to Friends List: Sends a Friends request to selected user.

• Permanently Mute User: Disallows the selected user from sending you any messages. You will also not be able to see any text that user puts into lobby chat.

• Submit Feedback: Submit Positive or Negative feedback for this user.

SEND CUSTOM CHALLENGE

If you want to set up a game with your own custom rules, select Send Custom Challenge. The following is a list of editable options for Send Custom Challenge.

ACCEPTING A CHALLENGE

When challenged by another player, you will receive a notification. Pressing **R3** will allow you to see the details of the challenge and choose if you'd like to accept it or not.

EXHIBITION

Difficulty: Rookie, Pro, All Star, Superstar or Hall of Fame.

Quarter Length: 1-12 Minutes.

STREET MODES

Want to see the players of the NBA flaunt their skills on the court? Players can chose to play an Online street game for some highflying basketball with the NBA's best.

- Ranked: On, Off
- Players: 1 on 1 through 5 on 5
- Street Mode: Half and Full court
- Court: Choose Location
- Player Pool: Random, NBA Stars, All players
- Game Point: 21 (default) to 7 points
- Winners Out: Off (default) or On
- Starting Possession: Shootout (default), Ringers first, Ballers first, or Random
- Win By: 2 (default) or 1
- Duplicate Players: Off or On
- Weather: Normal, Rain
- Time of Day: Day or Night

For more information See Street Mode

MY PLAYER CARD

Go here to view your own online VIP, stats, ranking and feedback.

LEAGUES

Play an online league using this screen.

MY LEAGUES

The My Leagues Screen list all the current leagues that you are participating in.

- To leave or delete a League, press the **L2** button.

JOIN LEAGUE

Use this screen to join any of the available leagues.

- Use the **left analog stick** to scroll between the available leagues.
- Press ✕ to select the highlighted league.
- To search for a league by name, Press the **R2** button to activate the virtual keyboard.
- Press □ to report an inappropriate name.
- Press the **L1** or **R1** button to switch between pages of open leagues.

Once you have selected a league, Press ✕ to select an available team. Also, you may view the selected player's player card by pressing **SELECT** button.

CREATE LEAGUE

If you wish to create your own league with your own custom rules, use Create League to do so. After you are finished selecting the options for your league, press the **START** to continue to the team select screen.

LEAGUE OPTIONS

The options for creating a league are as follows:

• Name: Creates the name of your league.

• Private: On or Off (Default) – Sets the league as open or private.

• Number of players: 30, 28, 26, 24, 22, 20, 18, 16, 14, 12, 10, 8.

• Playoff Teams: 4,8,16

• Round Interval: Set the amount of time a player has to play their next scheduled game.

• Length: 8, 16, 24, 32, or 82 games.

• Flexible Schedule: On or Off

• Difficulty: Rookie, Pro, Allstar, Super Star, Hall of Fame.

• Quarter Length: Set the Quarter Length from 1-12 minutes.

• Injuries: Off or On (Deafult)

• Trading: Off or On (Default)

• Playoffs: Best of 1,3,5,7

TOURNAMENTS

Play an online tournament using this screen.

MY TOURNAMENTS

The My Tournament Screen list all the current tournament that you are participating in.

• To leave or delete a tournament, press the **L2** button.

JOIN TOURNAMENT

Use this screen to join any of the available Tournaments.

• Use the **left analog stick** to scroll between the available Tournaments.

• Press ✕ to select the highlighted Tournament.

• To search for a tournament by name, Press the **R2** button to activate the virtual keyboard.

• Press □ to report an inappropriate name.

• Press the **L1** or **R1** buttons to switch between pages of open Tournament.

Once you have selected a tournament, Press ✕ to select an available team. Also, you may view the selected player's player card by pressing **SELECT** button.

CREATE TOURNAMENT

If you wish to create you own tournament with your own custom rules, use Create Tournament to do so. After you are finished selecting the options for your tournament, press the **START** to continue to the team select screen.

TOURNAMENT OPTIONS

The options for creating a Tournament are as follows:

• Name: Creates the name of your Tournament.

• Private: On or Off (Default) – Sets the Tournament as open or private.

• Number of players: 4, 8, or 16

• Round Interval: Set the amount of time a player has to play their next scheduled game.

• Difficulty: Rookie, Pro, Allstar, Super Star, Hall of Fame.

• Quarter Length: Set the Quarter Length from 1-12 minutes.

• Injuries: Off or On (Deafult)

• Trading: Off or On (Default)

• Playoffs: Best of 1,3,5,7

After you have created a league or a tournament and generated its schedule, you will be taken to the main menu of that mode

LEAGUE/TOURNAMENT MAIN MENU

All the information and functionality of 2K Sports NBA online leagues can be found here.

LEAGUE/TOURNAMENT LOBBY

This is where all challenges to league opponents are made.

- Move the **left analog stick** to highlight an opponent.
- Press the ✕ button to bring up a list of options for that opponent.
- Move the **right analog stick** DOWN to bring up your challenge queue. Here, you can see what players have challenged you. Press ✕ to accept or decline the challenge.

TOURNAMENT TREE/SCHEDULE

This selection will take the user to the Tournament Tree or League Schedule

- To scroll between League games, press the **R2** and **L2** buttons.

LEAGUE/TOURNAMENT SETTINGS

Use this screen to view the settings and options for the current league.

LEAGUE/TOURNAMENT DESK

The league desk is where you can check information for that league as well as make trades and other actions.

STANDINGS (LEAGUES ONLY)

This screen displays the standings in the current League.

- To sort this screen by any available category, highlight the desired category and press the ✕ button.
- To view the Online Player Card, press the **SELECT** button.

STATISTICS

View Stats for your online league in the Statistics screen. The categories available on this screen are Tournament Awards, Team Stats, Player Stats, League Leaders and Injuries.

PERSONNEL

All of your roster management options are available in this menu.

PROPOSE A TRADE

If you want to trade a player, initiate your trade on this screen.

- To scroll between teams to trade with, press the **R2** and **L2** buttons.
- To view a team's roster based upon player position, Press the **R1** button and **L1** button.
- Once you have prepared a trade you feel is acceptable, submit this trade by pressing the **START** button, then select Submit from the following overlay.

For more information on trades, see the Association section.

TRADE OFFERS

The Offered Trades Screen displays trades you have offered or have been offered.

• Move the **left analog stick** to highlight the desired trade and press the ✕ button to view that trade.

• When viewing a trade offered to you, you have the option of accepting or declining that trade by pressing the **START** button and choosing the appropriate response from the following overlay.

PENDING TRADES

Once a trade has been proposed and accepted it now requires League administrator approval. All trades awaiting administrator approval can be seen here.

MANAGE LINEUPS

Chose your lineups using this screen. For more information about the Lineups screen, see the Rosters section.

NOTIFICATIONS

To view news from around the league, use the Notifications screen.

• Use the **left analog stick** to highlight the desired notifications.

• Press ✕ to view the highlighted notification.

• Press □ to delete the highlighted notification.

DROP FROM LEAGUE/TOURNAMENT

To drop from the current league, use Drop From League.

ADMIN LOG

This screen will show each action that an admin of your league or tournament performed.

ADMIN OPTIONS

If you have created a League, Admin Options will be available to you.

MANAGE PLAYERS

The Manage players screen allows you to ban or drop any player in the league.

• Move the **left analog stick** to highlight the desired player and press the ✕ button. Then, select the appropriate action from the following overlay.

• To access the Online Player Card, press the **SELECT** button.

MANAGE SCHEDULE

The administrator can use this screen to manage the schedule as well as specific match ups for his or her league.

• Once all the scheduled games in a specific week are complete, the administrator must advance the league to the next set of scheduled games. To do so, once all the games are complete, press the **START** button. This action must be performed in the Admin Options screen.

• If the administrator deems it necessary, they can determine the winner of any match-up by highlighting that match-up and pressing the ✕ button and selecting "Determine Winner" from the following overlay. Next, the Administrator will select the appropriate player (the winning player) and press the ✕ button.

NOTE: The League Main Menu will be titled the name of the current league.

LEAGUE/TOURNAMENT SETTINGS

The admin may change any of the league settings using this option. See league settings for more details.

ADMIN DELEGATION

Use this screen to allow other members of your league admin rights.

ADMIN FAQ

Need to know how to perform the admin duties? Use this screen to find out.

ONLINE DESK

Online desk is where players can access online specific information such as, leaderboards, news, downloads online options and an online FAQ.

LEADERBOARDS

The Leaderboard Screen displays the online player rankings for each mode.

- To scroll between stats, press the **left analog stick**.
- To scroll between groups of users press the **R2** and **L2**.
- To scroll between stat categories, press **R1** and **L1**.

NEWS

The News Screen gives you all the latest news pertaining to NBA 2K7 Online.

DOWNLOADS

The Downloads Screen allows you to download the latest NBA rosters, making it quick and easy to keep NBA 2K7 current with trades and other roster movement.

ONLINE OPTIONS

The Online Options Screen allows you to customize your online experience.

GENERAL

- Appear Online: Off or On (Default) – When ON, other users will be able to see you in the Friends / Players Screen.
- In Game Message Icon: Off or On (Default)
- Remember Password: Off (Default) or On
- Auto Sign in: On or Off (Default)
- Vibrate on Challenge: On (Default) or Off

FAST MESSAGES

This is where you can set predetermined messages (macros) to use while messaging.

CUSTOM MATCH

Adjust your custom match settings here: Difficulty and Quarter Length.

STREET MATCH

Adjust the options for an Online Street Match Challenge.

ONLINE FAQ

All the information you need to play online can be found here.

SIGN OUT

Select Sign Out to sign out of the network and return to the Main Menu.

CREDITS

NBA 2K7
VISUAL CONCEPTS ENTERTAINMENT, INC.

Lead Engineer
Nick Jones

Lead Artists
Amber Long
Lynell "Poonee" Jinks

Executive Producer
Greg Thomas

Project Manager
Jeff Thomas

Gameplay Project Manager
Rob Jones

Online Project Manager
Asif Chaudhri

ENGINEERING

AI Engineers
Matthew Hamre
Mark Horsley
Rob Gatson
Eddie Park

Engineers
Andrew Marrinson
Chris Larson
Tim Meekins
Matt Bandy
Johnnie Yang
Mark Roberts
Nate Bamberger
Alex Lee
Henrik Holmdahl
Richard Choi
David Copelovici
Matthias Wloka
Kirill Medvinsky
Casey Yost
Brian Townsend
Matt Townsend
Paul Yang

Localization Engineer
Patrick Crawley

Director of Technology
Tim Walter

TechnologyLibrary Engineers
Ivar Olsen
Boris Kazanskii
Isaac Gartner
Jason Dorie
Benny Barcellos

Additional Engineering
Tim Schroeder
Evan Harsha
Harlan Young

Web Engineer
Ketu Patel
Art Team

Lead Animator
Roy Tse

Chief Artist
David Lee

Environment Artists
Joyce Rietveld
Matthew Cox
Nick Loizides
Ray Wong
Thiennga Ngo
Winston Chen
Ziv Wong

Character Artists
Chris Coleman
Jonathan "MMA" Gregory
Stephanie Morgan
Winnie Hsieh

Animators
Chi-Wen Kuo
Daniel Lim
Derek Bledsoe
Jason Porter
Lisa Wong
Mike Park
Phillip Morris

Front-End Artists
Anthony Yau
John Lee
Minh Nguyen
Quinn Kaneko

Character TDs
Hsing-Wen Hsu
Jesse Rademacher

Special Thanks
Alvin Cardona
Anton Dawson
David Dame
Joseph Clark
Kurt Lai

PRODUCTION

Assistant Project Managers
Kyle Lai-Fatt
Mark Washington
Mike Wang
Erick Boenisch
Rick Brown

Special Thanks
Matt Underwood

VC AUDIO TEAM

Audio Director
Brian Luzietti

Lead Sound Designer
Larry Peacock

Sound Designer
Randy Rivas

Lead Script Designer
Torsten Unsworth

Additional Script Design
Kevin Asseo

ANNOUNCER

Color Commentary
Kenny Smith

Play by Play Announcer
Kevin Harlan

Sideline Reporter
Craig Sager

PA
Peter Barto

MARKETING AND PUBLIC RELATIONS

Marketing and PR
Erik Whiteford
Tim Rosa
Shelby Cox
Anthony Chau
Nikki Flynn
Moni Orife
Lily Atkins

Rustin Lee
Mike Rhinehart
Ryan Hunt
Ryan Douglass
Rich Saroyan
Mark Goodrich
Weixi Yen
Christian Scatena
Alex Hayden
Russell Sypowicz
David DePaulis
And all the folks at Access PR

MOTION CAPTURE

Supervisor
David Washburn

Coordinator
Steve Park

Specialist
Alison Kellom

Tracker
Jose Gutierrez
Elton Hayes
Gil Espanto
Evan Boehler

QUALITY ASSURANCE

Quality Assurance Manager
Robert Nelson

Quality Assurance
John Crysdale

Supervisor
John Crysdale

QA Senior Lead
Derek Williams

QA Project Lead
Dion Peete

QA Assistant Lead
Ocie Henderson

QA Gameplay Lead
Ocie Henderson

QA Franchise Lead
Ross Conkey

24/7:Next Lead
Jeff Holton

QA Network Lead
Felicia Whitehouse

QA Assistant Network Lead
Dustin Wright

QA Leagues Lead
Evan Rice

QA Network Seniors
Adam Domenick
Jay Iwahashi
Andrew Plempel
Morgan Wren
Chad Urquhart

QA Network Team
Dionte Butler-Abney
Nick Alvarez
Pardeep Bains
Kevin Case
Joe Chandler
Tou'Saint Claiborne
Jonathan Carrozzo
David Dixon
Chris Dorado
Bryon Edwards

Dan Evans
Richard Fong III
Will Francisco
Josh Harbison
Santeza Hardin
Roge Lewis
Mike Rose
Bryan Sanford
Matt Schwartz
Randy Sison

Test Plan Writer
James Miller

Standards Lead
Kalan Kier

Standards Senior
Erik Lampi

Senior Trainer
Andrew Bell

Submission Specialist
Jesse Jones

Standards Studio
Adam Pratt
Johannes Robbins
Ryan Steiner

QA Senior Testers
Charles Hodges
Ryan Medina
Shawn Sims
Jason Souza

Quality Assurance Testers
Adam Ausiello
Ben Tasner
Clayton Crymes
David Epstein
Gerard Lobo
Ian Sampson
Jason Thomas Battle
John Bratnober
Jon Corralejo
Kairis Cox
Keith Parris
Matt Williams
Matt Wright
Mike Del Santo
Mike Howard
Nate Rodriguez
Nick Sanford
Ny Sam
Paul Houck
Rob Neuhaus
Robert Zavala
Rodney Clanor
Semaj Bell
Shane Berta

QA Tech Manager
Greg Laabs

QA Tech
Nicole Cox
John Eleen
Brendan McCarthy
Justin Rothaug
Brian Rust
Douglas Ip

2K WEST

Managing Director
Christoph Hartmann

VP Product Development
Greg Gobbi
Development Manager
Jon Payne

Product Coordinator
James Daly

Associate Producer
James Pacquing

Quality Assurance
Lawrence Durham

Manager

Quality Assurance Lead
Mike Nehme

QA Senior Testers
Jesse Kude

QA Senior Testers
Michael Huang

Standards
Mike Greening
Andrew Garrett
George Soluk
Paul Diaz

Quality Assurance Testers
Jacob Summers
Adrin Khachikian
Luke Tabor
Wilson Castro
Brent Charlton
Cory Max Bernhardt
Marc Perret
Nevada Wolf
Matthew Esterline
Brandon Mendes
Yardan Cohen
Jordan Ziegler

VISUAL CONCEPTS SPECIAL THANKS

Special Thanks
Scott Patterson
Rob Roudebush
Robert Gifford
Reed Waller
Brian Murphy
Sharon Hunter
Ryan Dixon
The development team families for their patience & support

NBA
Greg Lassen
Stacey Kerr
Shari Wolford
Meredith Fox
Brian Choi
Paul Bamundo
Lenah Ueltzen

WNBA
Rebecca Brutlag

Take-Two Interactive / 2K
Christoph Hartmann
Steve Glickstein
Sarah Anderson
David Ismailer
Dorian Rehfield
Lesley Zinn
David Edwards
Scott DeFreitas
Drew Smith
Bob Blau
David Gershik
And the rest of theTake-Two Sales Team

Additional Audio Player Voices
Bakari Hendrix
Brandon Quick
John Ojo
Justice Ojo
Kevin Clement
Michael Fulton

Victor Williams
Onome Ojo
David Dixon
Wayne Oliver

Crowd Chatter
Jeremy Ford
Chad Urquhart
Jason Battle
Allison Kellom
Rhianna Kellom
Dustin Wright
Dan Indra
Jesse Jones
Johannes Robbins
Robert Zavala
Rob Birdsall
Jef Holton
Adam Ausiello
Jenna Ausiello
Ocie Henderson
Saren Reese
Joe Chasan
Janet Mitchell
Dino Zucconi
Nate Rodriguez
Ryan Lim
Wayne Gin
Jacob Adina
Dan Gildengorin

Additional PA Music SonicTrip
www.sonictrip.info.

Jay Rich Music
www.jayrichmusic.com

Charlie Whitfield,
Mark Taylor,
Briston,
BQ,
and Donovan Coley from
Trackfinders.com.

Special Thanks
John Devins and the Novation keyboard controller team.

Thomas Beier @ Cakewalk for some great software and plugins.

Ursa Minor Arts and Media for their dialog editing.

MOTION CAPTURE TALENT

Motion Capture Athletes
Doron Perkins
Jerome Gumbs
Raymond King, Jr.
Jameel Pugh
A.J. Rollins
Michael Tabb
Marcin Jagoda
Donald Hale
Tony Johnson
Paul Marigney
Chiekel "Kel" Mitchell
Rob Gatson
Shawn Sims
Tim Schroeder
Mike Wang
Lily Atkins

Dance Talent
Kristina Rodrigues

Motion Capture Talent
Shaquille O'Neal

All trademarks are the property of their respective owners.

The names and logos of all arenas are trademarks of their

respective owners and are used by permission.

Certain trademarks used herein [or hereon] are properties of American Airlines, Inc. used under license to 2K Sports.
All rights reserved.

Special thanks to Greg Lassen, Stacey Kerr and Shari Wolford at NBA Entertainment, Inc.

NBA 2K7 MUSIC CREDITS

Aceyalone (w/Rakaa of Dilated Peoples)
Champions
Decon Records (©2006)
www.deconmedia.com
Courtesy of Project Blowed / Decon

Abstract Rude
4th Quarter
Decon Records (©2006)
www.deconmedia.com

Don't Stop Planet Rock
Performed by Afrika Bambaataa & The Soulsonic Force
Courtesy of Tommy Boy Records By arrangement with Warner Music Group Video Game Licensing
(P) 1986 Tommy Boy Music
Executive Producer: Tom Silverman
Produced by Afrika Bambaataa, Arthur Baker and John Robie
Engineered by J. Burnett at Intergalactic Studios
www.tommyboy.com

Celly Cel
Time To Ball
For 2KSports
www.2ksports.com

Chali 2na
The Anchorman
Decon Records (©2006)
www.deconmedia.com
Courtesy of Interscope Records

Choir Boy
Catch My Breath
MIH GROUP INC. (©2005)
www.the-choir-boy.com

The Crest
Heart Shaped Box (©2005)
Uprising Records
www.uprisingrecords.com

Deep Rooted
La La
Jay Rich Music (©2006)
www.jayrichmusic.com

DJ Godfather
Pump
Scientific
Twilight 76 Records (©1996)
www.twilight76.com

DJ Godfather
Rodeo
Twilight 76 Records (©2003)
www.djgodfather.com
DJ Godfather
First Contact
Twilight 76 Records (©2005)
www.djgodfather.com

DJ Godfather
Under The Abyss
Twilight Records (©1999)
www.twilight76.com

DJ Godfather & DJ Nasty
Be Quiet (Breakdown)
Twilight Records (©1997)
www.twilight76.com

DJ Nasty
From Tha D
Motor City Electro Company (©2004)
www.twilight76.com

DJ Nasty
Pop Wit It
Motor City Electro Company (©2002)
www.twilight76.com

DJ Nasty
Shock 2 The System
Motor City Electro Company (©2001)
www.twilight76.com

E-40 (w/San Quinn)
Baller Blockin'
Decon Records (©2006)
www.deconmedia.com
Courtesy of Sick Wit It Records

Fabolous
Ball Till You Fall
Decon Records (©2006)
www.deconmedia.com
Courtesy of Desert Storm

Ghostface (w/A.G. of DITC)
2K007
Decon Records (©2006)
www.deconmedia.com
Courtesy of Def Jam Records

Hieroglyphics
Don't Hate The Player
Decon Records (©2006)
www.deconmedia.com
Courtesy of Hiero Imperium

JayRich Music / Johaz
Let's Go
Jay Rich Music (©2006)
www.jayrichmusic.com

JayRich Music / Sevin
Go For Mine
Jay Rich Music (©2006)
www.jayrichmusic.com

Ithaka (Featuring E. Black & Don Stryke)
Watcha Gotta Do
Written By Ithaka and Conley Abrams III
Produced By Conley Abrams III
From The Album Somewhere South Of Somalia
www.itaka.co.nr

Ithaka
Dine N Dash
Sweatlodge (©2004)
www.itaka.co.nr

Ithaka
Seabra Is Mad
Sweatlodge/Khalifa (©2001)
www.itaka.co.nr

Lupe Fiasco (w/Evidence of Dilated Peoples)
Catch Me
Demon Records (©2006)
www.deconmedia.com
Courtesy of Atlantic Records

Mos Def (w/Anwar Supastar)
Here Comes The Champ
Decon Records (©2006)
www.deconmedia.com
Courtesy of Geffen Records

Rhymefest
Bang The Ball
Decon Records (©2006)
www.deconmedia.com
Courtesy of J Records / Allido Records

Slim Thug
I Love This Game
Decon Records (©2006)
www.deconmedia.com
Courtesy of Geffen Records

SonicTrip (w/Ginesis)
In The Game
Tha OC Ghetto Records (©2006)
http://www.sonictrip.info/

SonicTrip (w/Rahlo)
Time To Move
Tha OC Ghetto Records (©2006)
http://www.sonictrip.info/

SonicTrip
Live And Direct
Tha OC Ghetto Records (©2006)
http://www.sonictrip.info/

TOPKAT
Take It To The Rack
For 2KSports
www.2ksports.com

A Tribe Called Quest
Lyrics To Go (Remix)
Decon Records (©2006)
www.deconmedia.com
Courtesy of Jive Records

Wax Tailor
Walk The Line
Decon Records (©2006)
www.deconmedia.com

Zion I
Fade Away
Decon Records (©2006)
www.deconmedia.com
Courtesy of Live It Up Records

NOTES

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH 2K SPORTS. ("LICENSOR").

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to $100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

(a) Commercially exploit the Software;

(b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;

(c) Make copies of the Software or any part thereof;

(d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software for permit others to do same) on a network, for on-line use, or on more than one console at the same time;

(e) Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently);

(f) use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to makethe Software available for commercial use;.

(g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;

(h) Remove or modify any proprietary notices or labels contained on or within the Software; and

(i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

THE SOFTWARE UTILITIES.

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials").

In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

(a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;

(b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;

(c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;

(d) Customized Game Materials shall not contain modifications to any other executable files;

(e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.

(f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and

(g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied

warranties prescribed by statute are expressly limited to the 90-day period described above. Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Date and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the sate and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING 2K SPORTS, 575 BROADWAY, NEW YORK, NY 10012.

OBTAINING TECHNICAL SUPPORT/SERVICE

To receive additional support, including troubleshooting assistance, please contact:

• web site http://2Ksports.com/

• e-mail . . . . . customerservice@2Ksports.com

• telephone 1-415-507-7750

© 2006 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Sports, the 2K Sports logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2006 NBA Properties, Inc. All rights reserved.

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment, Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A Publisher can combine this information with personally identifying information from Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS" , visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, it's parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved. All Trademarks are the property of their respective owners.