

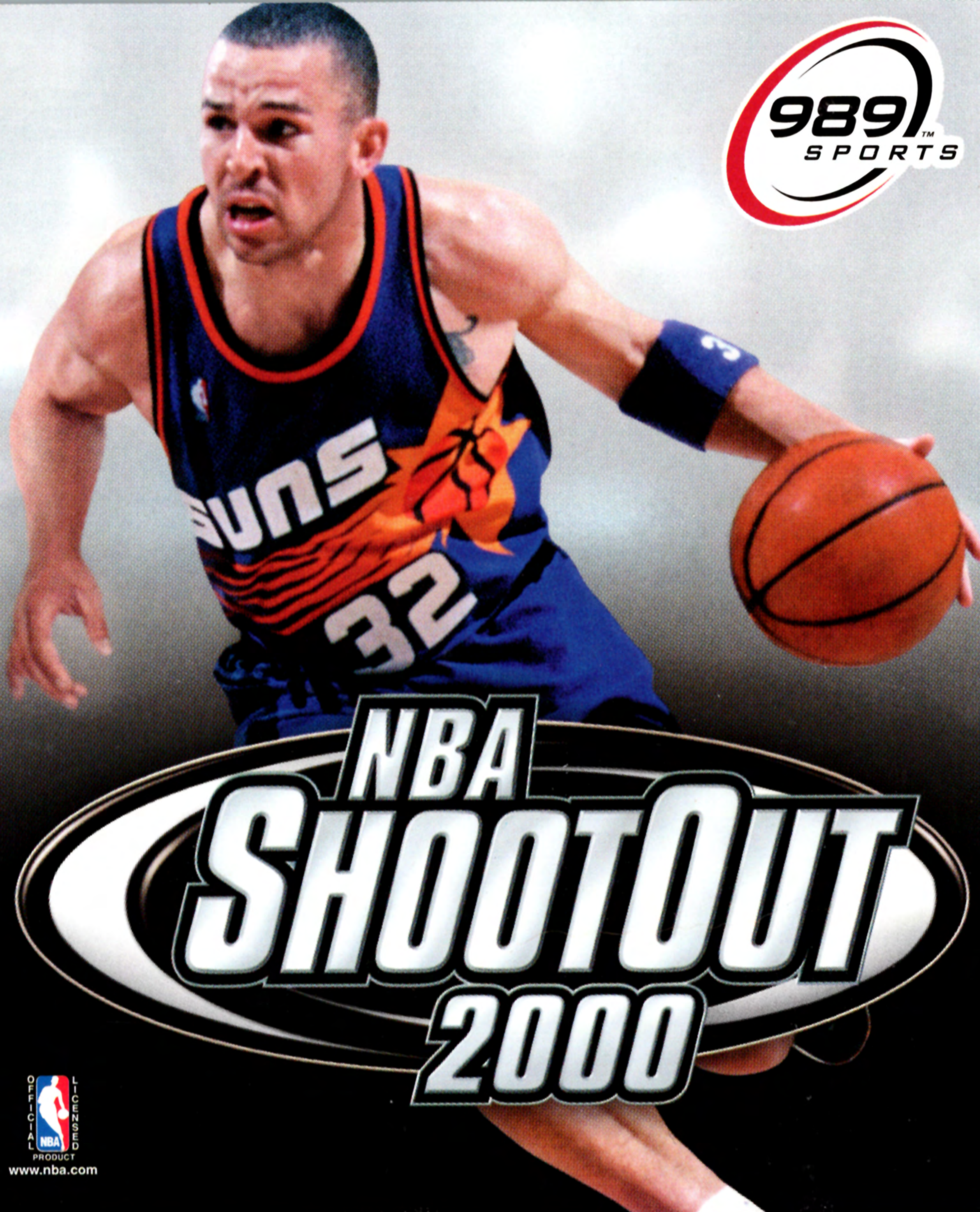


PlayStation

®

NTSC U/C

PlayStation®



NBA SHOOTOUT 2000



CONTENT RATED BY ESRB

SCUS-94561
94561



www.nba.com

WARNING READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 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 game 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 UNOFFICIAL PRODUCT

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- 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 the outer edge. Never use solvents or abrasive cleaners.

NBA ShootOut 2000 Tips and Hints

PlayStation® Hint Line

Hints for all games produced by 989 Studios are available:

Within the US: **1-900-933-SONY** **(1-900-933-7669)**

\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95-\$16.95 for tips by mail (subject to availability) & \$5.00-\$20.00 for card recharge.

Within Canada: **1-900-451-5757**

\$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by 989 Studios. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support**1-800-345-SONY**

Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM Pacific Standard Time.

989 Sports On-Line**<http://www.989sports.com>**

Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about 989 Sports.

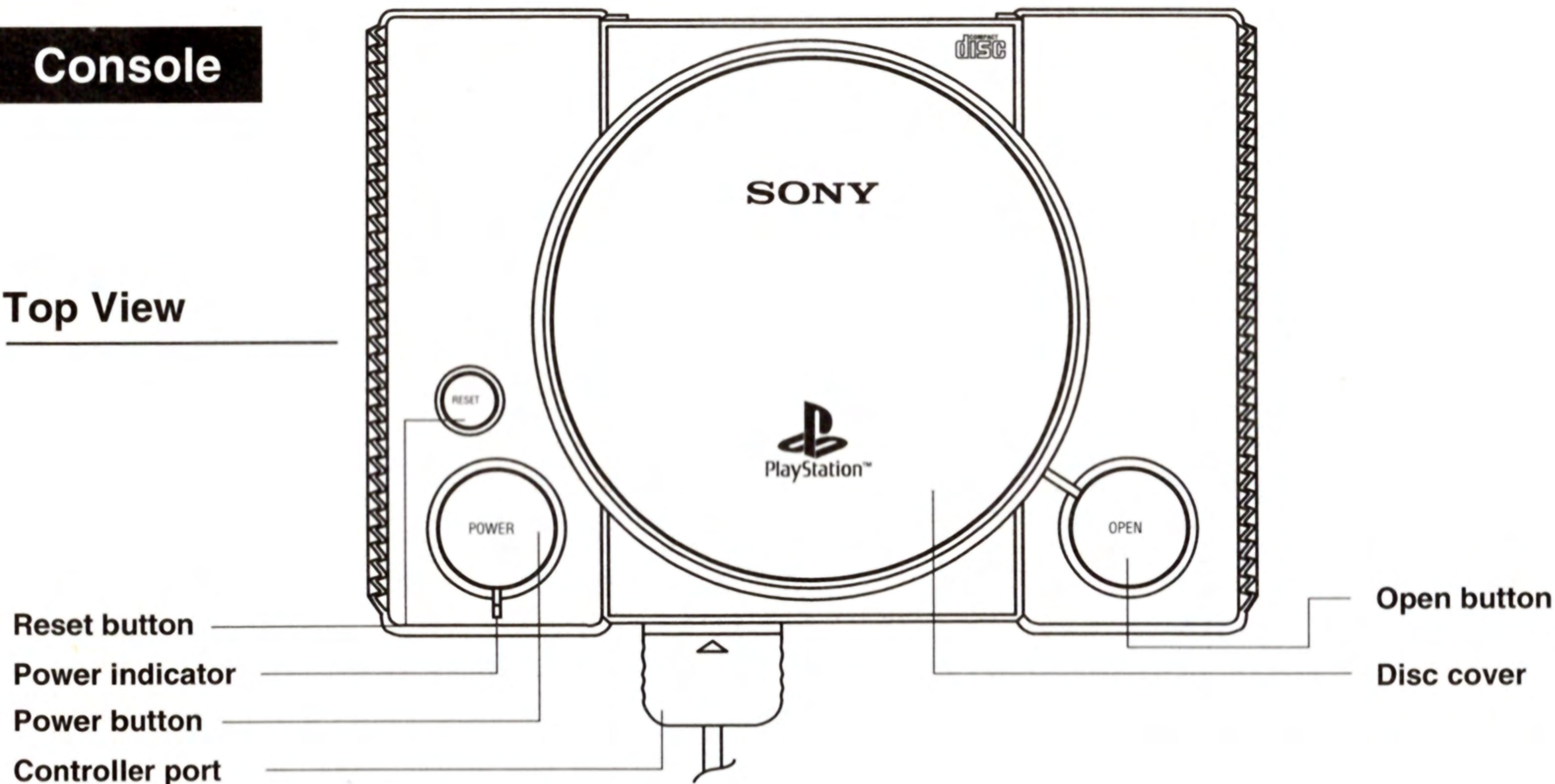
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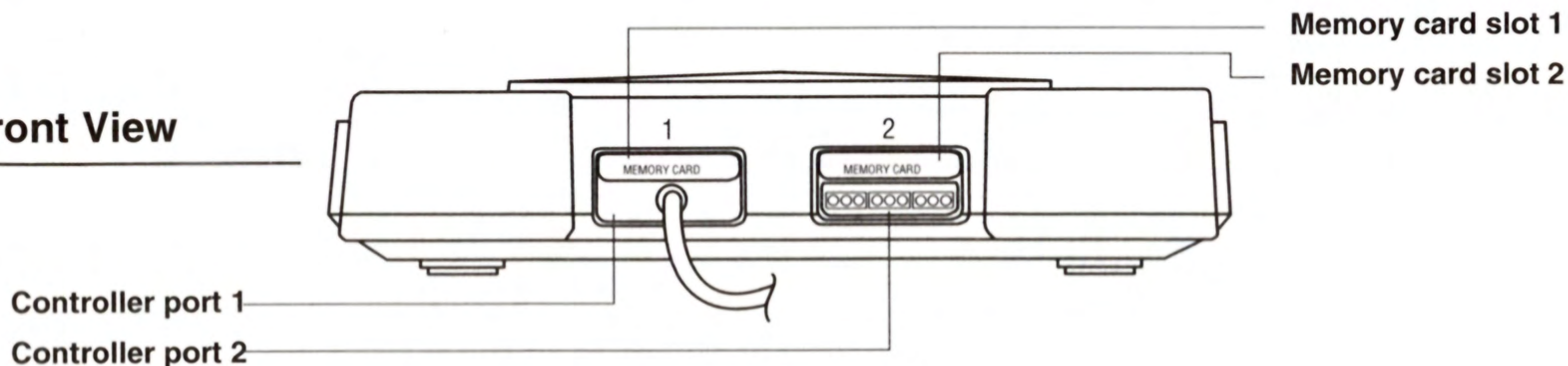
PlayStation Setup

Console

Top View

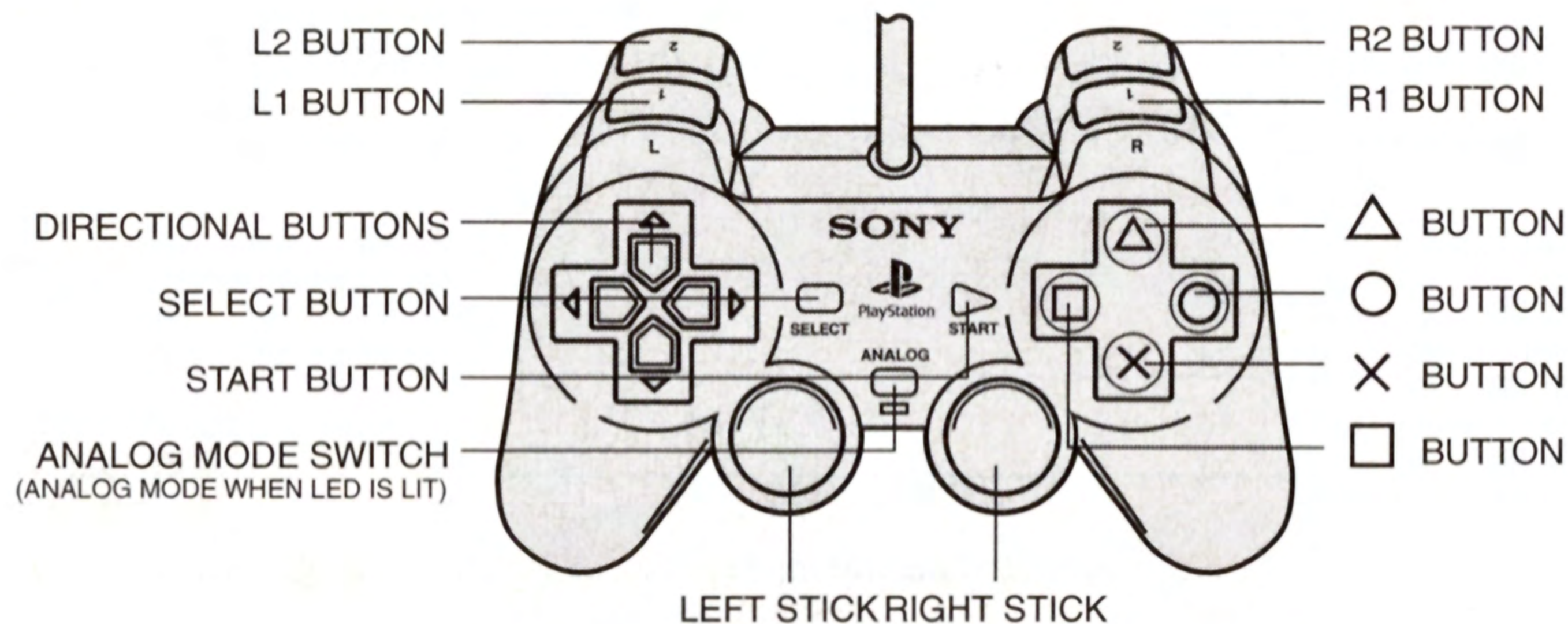


Front View



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the NBA ShootOut 2000 disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Controller Diagram



NOTE: Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode

NOTE: Compatible only in Digital and Vibration mode.

MEMORY CARD/Saving Data

You must insert your MEMORY CARD before you save or load a file. NBA ShootOut 2000 saves user-defined options and all data for Seasons, Playoffs, Records, Roster Changes and Created Players. Four blocks of memory must be available on your MEMORY CARD in order to save game data. Two blocks of memory are needed to save user records. If you don't use a MEMORY CARD, all NBA ShootOut 2000 data will be lost when you turn off your PlayStation game console.

Game Controls

QUICK START CONTROLS

With NBA ShootOut 2000's Quick Start Controls, don't waste time learning a bunch of advanced control combinations. These basic controls allow you to hit the hardwood and get into the action quickly.


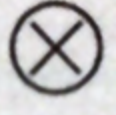

OFFENSE

Move player	D-Pad
Shoot	○
Pass	⊗
Dunk	◻
Jump for offensive rebound	△
Turbo	R1


989 Sports' Tip:

When the ball is tossed up for the jumpball, press △ to have your center jump for the tip. Use the D-Pad to aim the tip.






DEFENSE

Move player	D-Pad
Block shot/Rebound	
Switch to player closest to the ball	Tap 
Steal	Tap 
Turbo	R1

989 Sports' Tip:


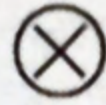
Increase your chances of stealing the ball by tapping  while your player is stationary.

ADVANCED OFFENSE

Special dribble	Tap 
Back-down	Hold 
Pump fake	Tap 
Tip-in	
Follow-up dunk	

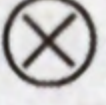



CPU PLAYER CONTROL

During a multi-player game or when playing a game using the Player Lock function, when the ball is in the hands of a CPU controlled player, use the following controls to force the action on the court.

Force CPU player to shoot the ball	
Force CPU player to pass the ball	





TOTAL CONTROL DUNKING™

Take control of your dunk by using Total Control Dunking. In Simulation mode, star players are able to perform all dunk types, while an average player may only be able to execute a normal dunk. In Arcade mode, all players can perform all dunks.

Alley Oop	L1 + 
Normal dunk - Almost 100% execution	L1 + 
Power dunk - Less chance of executing this dunk	L1 + 
Finesse dunk - Hardest dunk to pull off	L1 + 



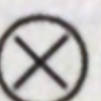
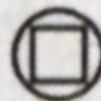
ADVANCED DRIBBLING CONTROL

Allows you to perform a special dribbling move.

Spin	R2 + 
Dribble between legs	R2 + 
Crossover	R2 + 
Dribble behind back	R2 + 

ICON PASSING™

Allows you to pass the ball to any teammate. Hold L2 to bring up the passing icons and pass the ball by pressing the icon button that corresponds to that of a teammate.





Brings up passing icons and passes the ball to a teammate	L2 +  ,  ,  , or 
---	---

989 Sports' Tip:

Utilize the Icon Passing feature when inbounding the ball to counter defensive pressure.

ICON CUTTING™



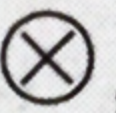

Allows you to direct any teammate to cut to the basket. Hold R2 + L1 to bring up the cutting icons and press the icon button that corresponds to that of a teammate.

Brings up cutting icons and sends a player cutting to the basket	R2 + L1 +  ,  ,  , or 
--	--

ICON SCREENING™


Allows you to set a pick for a teammate to give him an open look. Hold R2 + L2 to bring up the screening icons and press the icon that corresponds to that of a teammate.

Brings up screening icons and sets a pick for a teammate


R2 + L2 + , , , or 

ADVANCED DEFENSE

Switch to man closest to the basket

Hold 

Swipe steal

Hold 

Take a charge

L1



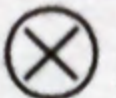

Intentional foul



Cherry pick



R2

Icon switch

L2 + , , , or 

Pregame Setup

MENU NAVIGATION

From each menu, use the directional arrow pad (D-Pad) Up/Down to highlight the menu options and Left/Right to cycle through the available options. Press  to bring up the next menu or  to return to a previous menu.






HELP: From each menu screen, hold the SELECT button for on-screen help. This will assist you in navigating through the game setup screens.

ROSTERS

The Rosters option gives you a chance to view and alter the roster of every NBA team. A team's roster cannot exceed 12 players.

EDIT STARTERS



Edit the starting lineups for the game or for any of the teams from around the league. Substitute a starter for a player off the bench or simply switch players to different starting positions.

- Press L1/R1 or L2/R2 to choose a team.
- Use the D-Pad to select a starter. Press  to view his player stats, attributes and information. D-Pad Down then Left/Right to view the stats of other players on the roster. Press  to return to Edit Starters.
- Press  to edit the selected position.
- D-Pad Up/Down to view the entire roster and highlight a player as the replacement.
- Press  to replace the starter.
- After editing the starting lineup, press  to return to the Roster Menu.

TRADE PLAYER




Build a dominant franchise and control the game on the floor by working a trade for that missing piece of a championship caliber team. Trade players to and from any team.

NOTE: Players can only be traded on a one-for-one basis.

- Press L1/L2 to choose team #1.
- Press R1/R2 to choose team #2.
- D-Pad Up/Down from each team to highlight a player for the trade. Press  to view Player Comparisons.
- Press  to trade the players.

FREE AGENTS

Free Agents allows you to release players from your roster and sign Free Agents from the Free Agent Pool. Because you can only have 12 players per roster, to sign a Free Agent player, you must first release a player from your roster into the Free Agent Pool. Choose a player that you've created or choose one from a list of players that have been released from other teams.

- Press R1/R2 to choose a team.
- D-Pad Up/Down to select a player to release and press .
- Continue to follow the previous steps to release players and fill the Free Agent Pool.
- Press R1/R2 to select your team.
- D-Pad Left to the Free Agent Pool and then Up/Down to select a Free Agent to add to your roster. Press  to view Player Comparisons.
- Press  sign a Free Agent.

CREATE PLAYER

Create an all-world basketball talent to take your team to the next level or simply create yourself using your own characteristics. All created players are added to the Free Agent Pool where they can be signed by any team.

- Create a first, last, and college name for your player by pressing the D-Pad Up/Down to highlight the option and pressing ⊗ to activate the alphanumeric chart.
- D-Pad Left/Right to highlight a slot and then Up/Down to select a letter. To delete a letter, D-Pad to that letter and press ⊠.
- Spell out a name and press ⊗ to accept your changes.

To continue to customize your player:

- D-Pad Down through the rest of the player information and then Left/Right to make a selection.


When you have completed the player information, press ⊗ to set the player's attributes.

- D-Pad Up/Down to choose a player attribute.
- D-Pad Left/Right to raise or lower the skill levels of your player. With 800 points to distribute among the 23 categories, be wise in your allocation of each point to provide maximum efficiency for each player.




When you have completed the athletic makeup of your player, press ⊗ to set the player's tendencies.

- D-Pad Up/Down to select a personality trait and then Left/Right to change his tendencies.
- Press ⊗ to create the player, then look for him in the Free Agent Pool.



DRAFT


Players are drafted at five positions (Point Guard - PG, Shooting Guard - SG, Small Forward - SF, Power Forward - PF, and Center - C) for a total of 12 rounds. You can manually draft each position for every team, have the CPU hold the draft, or manually draft for a select number of teams and have the CPU finish the drafting process. Press  while drafting to cancel the draft.

To manually draft, from the Draft's main screen:


- Use the D-Pad to select a team.
- Press  to mark a team for manual drafting. Add as many teams as you want.
- Press  to shuffle the draft order.
- Press  to start the draft.

When a team you have selected for manual drafting comes up in the draft order:

- D-Pad Left/Right to choose a player position.
- D-Pad Up/Down to scroll through the players still available in the draft.
- Press  to draft a player.
- At the completion of each round, press  to continue the draft.

NOTE: Press  during the draft to let the CPU complete the draft.

When the draft is complete:

- Press L1, L2, R1 or R2 to cycle through the teams and view the drafted rosters.
- Press  to return to the Roster Menu.

RESET ROSTERS

Rosters can easily be restored to their original setup. Choosing this option will also reset any season or playoff not saved to the MEMORY CARD.

MEMORY CARD

The MEMORY CARD option allows you to manage the files on your MEMORY CARD. See *MEMORY CARD/Saving Data* on page 3 for more information. To load, save, or delete a file:

- D-Pad Up/Down to highlight a file and press ⊗.

GAME OPTIONS

Use the following options to control game attributes. Press ⊗ to toggle between the Game Options and Game Rules menus.

GAME MODE

Simulation mode best represents an NBA game. Players fatigue and the rules of the NBA are closely followed. Arcade mode is loose and “all out”. Players can’t foul out, never fatigue and each player can perform any type of special move.

DIFFICULTY

The player difficulty will determine each player’s offensive and defensive ability. Four different player levels give you the opportunity to play a game at your skill level. To prepare yourself for the challenge of playing at the All-Star and Hall of Fame levels, first master the Rookie and Veteran levels.

QUARTER LENGTH

Choose one of the six available lengths in minutes of each quarter. There are four quarters per game and Overtime if necessary.

FATIGUE

Turn Fatigue OFF to keep your players from getting tired during play.

TOUCH SHOOTING

Touch Shooting allows you to control the accuracy of your shot.

CLOSE SCORES

The computer will assist you in keeping games close and enable you to come from behind to make a run at end of the game.

PLAYER ID

Choose the way your player is identified on the court during the game.

AUTO REPLAYS

Auto Replays will automatically show replays of good plays.


COMMENTATOR/MUSIC/SOUND EFFECTS/CROWD

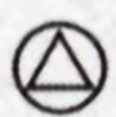
Adjust the volume of each category.

DUAL SHOCK

Keep Dual Shock ON to feel the thunder of a monster slam dunk.

989 Sports' Tips:

For a jumpshot, hold  to jump, and then release it to shoot. Your chances of hitting the shot increase when you release the ball at the peak of the jump.

Read the angle of the shot to get in the best position for the rebound. Box other players out and press  to time your jump and get the board.

GAME RULES

FOULS CALLED

Set the occurrence of fouls called during a game. At High, expect fouls to be called frequently. Medium will result in fouls being called on a regular basis, Low will result in a limited number of foul calls, and None will result in no foul calls.

FOUL OUT

Choose the number of fouls a player is allowed during the game. Turn this option OFF to allow a player an unlimited number of fouls.

BACKCOURT

Turn Backcourt OFF to be able to bring the ball back over the center-court line after it has already been crossed with the ball.

OUT OF BOUNDS

Turn Out Of Bounds OFF to use the full court for play. You can run out of bounds with the ball without being called for an infraction.

3 SEC CLOCK

Turn this option OFF to allow your offensive players to camp out in the key.

5 SEC CLOCK

You must inbound the ball within five seconds to avoid turning the ball over.

989 Sports' Tip:

Press ⊗ to inbound the ball. If there is a defender guarding the inbound pass, use the D-Pad to move the player inbounding the ball and pass the ball from a different angle.

10 SEC CLOCK

You must get the ball past midcourt within ten seconds of inbounding the ball to avoid being called for a ten second violation.

SHOT CLOCK

Keep Shot Clock ON to limit your time of possession to 24 seconds.

STATISTICS

See how each player and team stack up to the rest of the league.

TEAM STATS

View the team statistics for the year of every team in the league.

PLAYER STATS

View the season stats of each NBA player.

LEAGUE LEADERS

View the game-to-game rankings of the league's top performers.

STANDINGS

Check the game-to-game status of the league's standings.

TEAM COMPARISON

View the statistical comparisons for each team in the league.

PLAYER COMPARISON

View the statistical comparisons for each player in the league.

USER RECORDS

Keep track of all records and results of games between players, teams and user vs. user.

EDIT USERS

Create or edit up to ten users that will be used to keep track of player and team records.

- D-Pad Up/Down to highlight a user slot.
- Press ⊗ to activate the naming system.
- D-Pad Up/Down to select a letter and Left/Right to move spaces.
- Press ⊗ to create the user.
- Press ⊙ to delete a user.
- Once users are created, from the Controller screen, press ⊙ to activate a user list. Continue to press ⊙ to cycle through the entire user list and select a user name.

PLAYER RECORDS/TEAM RECORDS/USER VS USER






View the records associated with each user name of these categories.

RESET RECORDS

Use the Reset Records option to delete all users and clear all records.

CREATE DUNK

Create Dunk allows you to customize the style of 12 available dunk types. Use your imagination and create a dunk that will electrify the crowd. There are 14 human joints located on the key frame model. Like an actual person, the joints can only be bent in limited directions. Dunks are assigned to players from the Strategy Menu available during a game.

- D-Pad Up/Down to Slot and then Left/Right to choose a dunk number.
- D-Pad Up/Down to Name and then Left/Right to activate the naming system and create a new name for your dunk.
- D-Pad Left/Right to choose a space and then Up/Down to select a letter, number or symbol. Insert spaces by pressing  or delete spaces by pressing .
- Press  to end the naming process.
- D-Pad Up/Down to Takeoff and Dunk and then Left/Right to change the type of your dunk.
- D-Pad Up/Down to Joint and then Left/Right to cycle through all 14 joints. Notice that the characteristics of the remaining options of Bend, Twist and Tilt will change as you select each joint.
- D-Pad Up/Down to Bend, Twist or Tilt and then Left/Right to change each options settings. To set these options randomly, press the SELECT button for each joint.
- Press  to choose a save option.
- D-Pad Up/Down to choose an option and press .

NOTE: To get a complete view of your dunk, press L1/R1 to rotate the key frame model.

Exhibition

Use Exhibition games to perfect your fundamentals and prepare yourself for a grueling regular season or the pressure of the playoffs. Exhibition results are not recorded in Season standings and cannot be saved to the MEMORY CARD.

EXHIBITION TEAM MATCHUP

Here's where you choose the teams for your game. Choose from this year's NBA teams or Eastern and Western All-Star teams. Use the overall team ratings shown below the team logo to help with your team selection.

NOTE: When choosing a roster, a Current Roster is one that has been changed by trading, releasing, signing or creating players. A 98-99 Roster is the makeup of a team before any roster changes.


CONTROLLER SETUP

Use this screen to assign your controller to a team, choose a Player Lock option and set User Logins.

PLAYER LOCK

The Player Lock option allows you to lock your controller on a particular starting player. Choosing to use Player Lock will force you to play the game at one position using one player for the entire game. For example, playing a game with the Detroit Pistons, if you were to lock your controller on Grant Hill, you would control him and only him for the entire contest. See *CPU Player Control* for use in Player Lock games.

After selecting a team for your controller:

- Press  to cycle through the lock options and choose a player position or the No Lock option.

USER LOGIN

To set your controller with a user name, after selecting a team for your controller:

- Press  to cycle through the user names and choose a User Login.


Season

A season can be up to a complete 82-game season plus an All-Star game. At the end of a season, your team could have a chance to compete in the playoffs for the NBA Championship. See *Pregame Setup* for more information on setting up a game.

NEW SEASON

Select New Season and start your march through the regular season to a possible berth in the playoffs.

SEASON OPTIONS

Use Season Options to set the attributes for season play. Once a team is picked for the season, this screen will no longer be accessible. Press  from this menu to bring up the Season Schedule.

ROSTER

Select the type of roster you would like to play with. See *Rosters* for more information on how to trade or create players, sign free agents or hold a draft.

NOTE: An Original Roster is the makeup of a team before any roster changes. A Revised Roster is one that has been changed by trading, releasing, signing or creating players.

SEASON LENGTH

Set the number of games played during a full season to 28, 56 or 82 games.

PLAYOFF LENGTH

Set the format of the playoffs to a format using a 5-game series followed by three 7-game series or simply by using a single elimination format.

TRADE DEADLINE

Keep the Trade Deadline set to ON to enforce a date by which all trades must be completed.


INJURIES

With injuries set to ON, players can get injured during the course of play. Injuries will even be recorded during simulated seasons and playoff games.

TRANSACTIONS

Keep Transactions set to ON to consider trade offers from around the league and be able to make player transactions during the course of the season.

NEW SCHEDULE

This is where you choose your team for the season. During a season, games can be simulated for the entire league by pressing . Remember that simulating a game further down in the schedule will simulate all games prior to it as well. When a game is finished, go to the MEMORY CARD screen to save your season.

NOTE: During season play, press L1, L2, R1 or R2 from the Schedule screen to view all team schedules.

CONTINUE SEASON

Continue a season at the next scheduled game. Remember that games can still be simulated in a continued season. To use the Continue Season option, you must have already started a season and saved the results to the MEMORY CARD. The season must be loaded prior to selecting this option.

STATISTICS

See *Statistics* under *Pregame Setup* for more information.

STANDINGS

See *Standings* under *Statistics* for more information.

SEASON REPORT

Use the Season Report to view the happenings from around the league.

TRADE UPDATE

View up-to-date trade information. See who was traded for whom during the season by pressing Up/Down on the D-Pad.

INJURY REPORT

View the list of player injuries that have occurred over the course of the season by pressing Up/Down on the D-Pad.

ALL-STAR VOTING

Keep track of the leaders in the All-Star voting throughout the season.

AWARDS

At the end of a season, view the season's top performers.

Playoffs

Bypass the regular season and jump straight into the playoffs. Two conference brackets make up 16 teams to compete for the NBA Championship. If you would like to continue a previously saved playoff, be sure to load the series from your MEMORY CARD.

NEW PLAYOFFS


Select New Playoffs and start your march through the playoffs.

PLAYOFF OPTIONS

See *Season Options* for more information on repeated menu items.

PLAYOFF TEAM SELECT

You can set up the playoffs by matching any two teams. You can also try to fix the brackets and games to simplify your team's road to the finals.

- D-Pad Left/Right to choose the Eastern or Western Conference bracket.
- D-Pad Up/Down to highlight a team within a particular matchup.
- Press  to cycle through unseeded teams not already in the playoffs.

When the teams have been set for each match:

- Press  to bring up the Playoff Tree.
- Press  to view Team Stats.

PLAYOFF TREE

The Playoff Tree shows the matchups for each round. From the Playoff Tree, each round of the playoffs can be simulated.

- D-Pad Left/Right to move through the Eastern and Western Conference brackets.
- D-Pad Up/Down to highlight a game and press ⊗ to choose a team from the Controller screen.
- Press ⊗ to bring up the Pregame Menu.
- Press ⊙ to move to the Team Comparison screen.
- Press ⊠ to simulate game.

CONTINUE PLAYOFFS/STATISTICS/PLAYOFF REPORT/MEMORY CARD

See these categories under *Season* for more details.

Playing the Game

PREGAME MENU

Use the Pregame Menu to set up your game attributes.

START GAME

Brings up the Controller Selection screen where you can choose a team.

EDIT STARTERS/GAME OPTIONS/GAME RULES

See these options earlier in this manual for more information.

DEFENSIVE MATCHUPS

Preset the defensive matchups for your team to take advantage of your opponent's weaknesses.

- Press L1/L2 or R1/R2 to choose a team.
- D-Pad Up/Down to select a player for a matchup change and press ⊗.
- D-Pad Up/Down to select another player and press ⊗ to complete the switch.

GAME PAUSE MENU





Press the START button to pause the game and bring up the following options. See *Game Options* and *Pregame Menu* for descriptions of repeated menu items.

TIMEOUT

Use this option to call a timeout. Each team has seven timeouts per game.

SUBSTITUTION

Substitute a player off the bench for any player on the court.

- D-Pad Left/Right to select a player on the court.
- Press  or  to cycle through the players on the bench.
- Press  to view player info.
- Press  to return to the Pause Menu.

CONTROLLERS

Use this option to choose a team during the course of the game or to lock your controller onto a particular player for the entire game. This is perfect for multi-player games in which each user can lock onto a different player/position.

CAMERA VIEW

Choose the camera angle that provides you with the best possible angle of the court.



REPLAY

Use Replay to view great plays a second time.

TEAM STRATEGY

By setting up an Offensive Playbook, Defensive Strategy, Defensive Matchups and Created Dunks, you can control the flow of the game with On-The-Fly Play Calling. On-The-Fly Play Calling allows you to change your offensive and defensive sets during gameplay as well as add some style to the game with special dunks. During the game, press the button combinations you set up to use On-The-Fly Play Calling.

OFFENSIVE PLAYBOOK

- D-Pad Left/Right to select Set or Play for a button combination.
- D-Pad Up/Down to select a slot.
- Press  or  to choose a Set.

DEFENSIVE STRATEGY

- D-Pad Up/Down to select a slot for a button combination.
- Press ⊗ or ⊠ to choose a Play.

DEFENSIVE MATCHUPS

To switch a player's defensive assignment:

- D-Pad Left/Right to select the Offensive player column.
- D-Pad Up/Down to a player to switch his defensive assignment and press ⊗.
- D-Pad Up/Down to select another player for the defensive swap.
- Press ⊗ to swap.

To change defensive pressure:

- D-Pad Left/Right to the Defensive Pressure column.
- Press ⊗ or ⊠ to make a selection.

To change the Double Team option:

- D-Pad Left/Right to the Double Team column.
- Press ⊗ or ⊠ make a change.

CREATED DUNKS

- D-Pad Up/Down to select a slot for a button combination.
- Press ⊗ or ⊠ to change the dunk type.

PLAYER GAME STATS

View up-to-the-minute player stats of the game.

TEAM GAME STATS

View up-to-the-minute team stats of the game.

SHOT CHART

View the shot chart to see where you have made your shots.

NBA ShootOut 2000 Credits

989 Studios

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- New - Team specific playbooks
- New - Collegiate atmosphere with fight songs and crowd chants

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