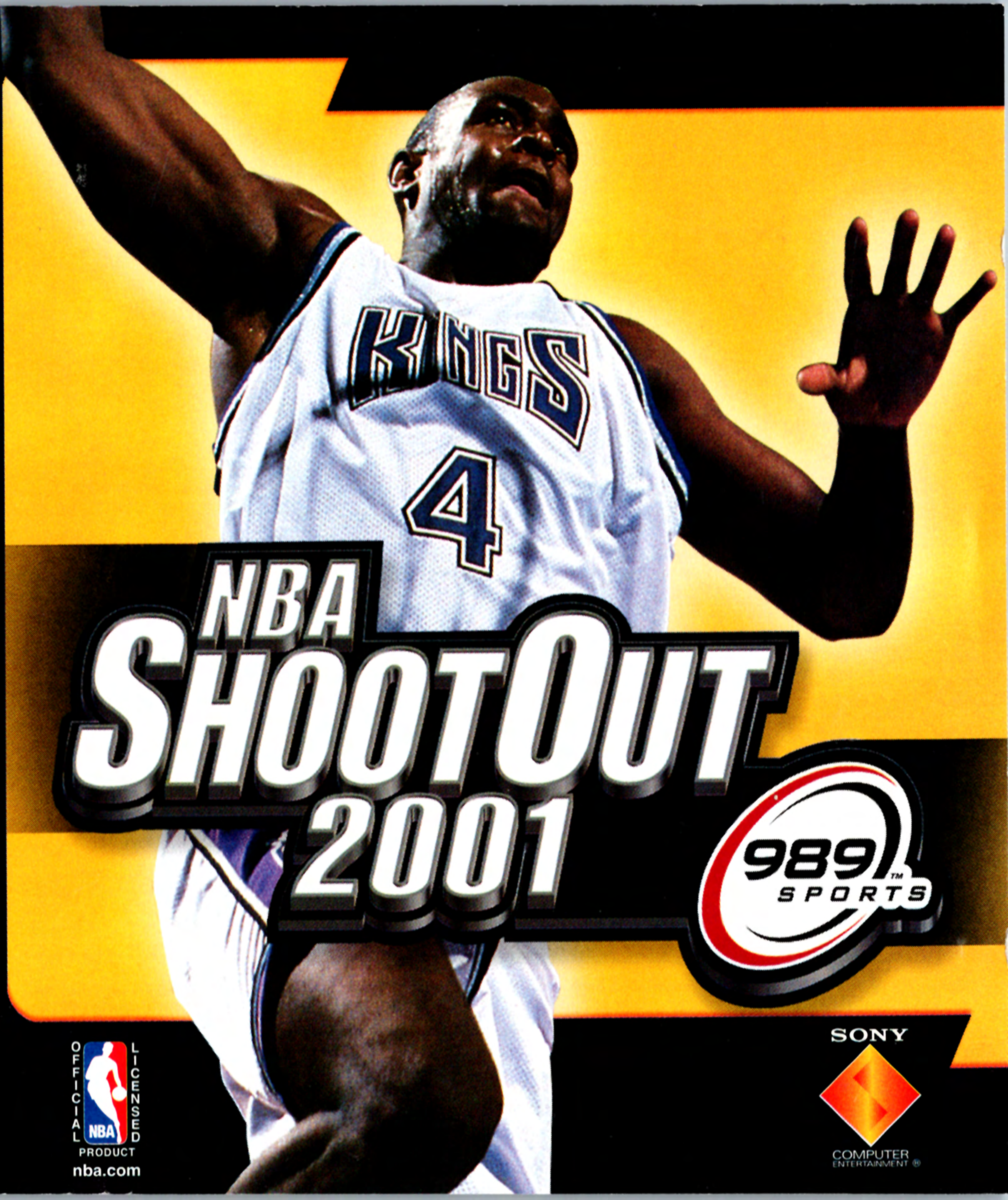




PlayStation

NTSC U/C

PlayStation



NBA SHOOTOUT 2001



SCUS-94581
94581



nba.com

SONY



COMPUTER ENTERTAINMENT

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.

USE OF UNOFFICIAL PRODUCT

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

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.

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 2001 Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA 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 & \$5.00-\$20.00 for card recharge. (subject to availability)

Within Canada: 1-900-451-5757

\$1.50/ min. auto hints.

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated 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 Sony Computer Entertainment America. 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.

PlayStation On-Line**<http://www.playstation.com>**

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

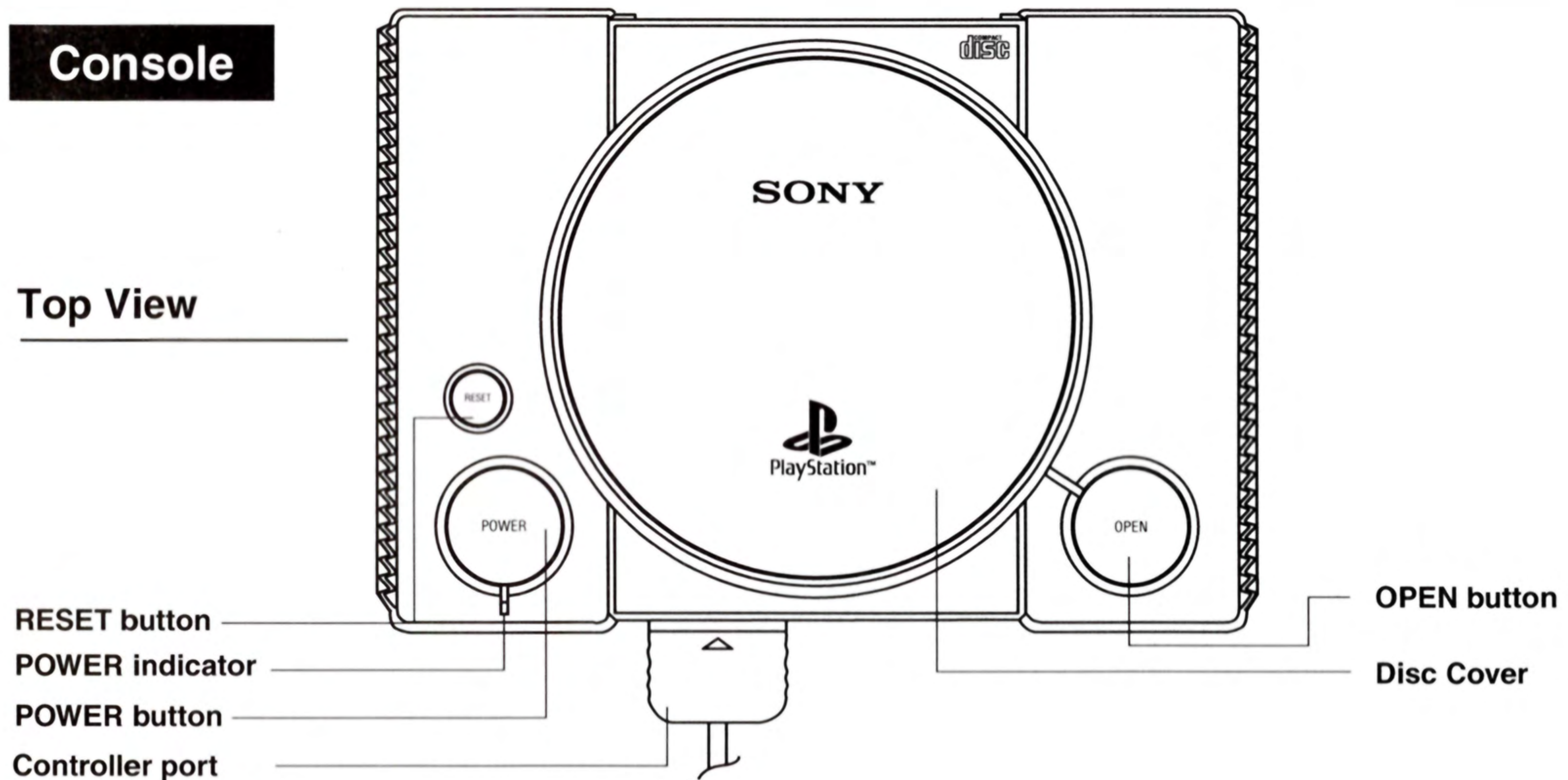
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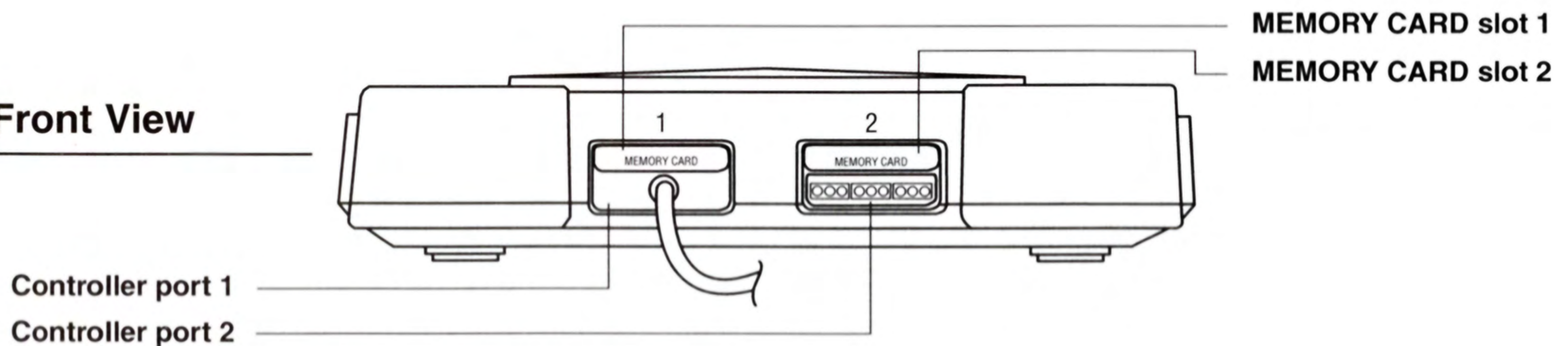
PlayStation Setup

Console

Top View



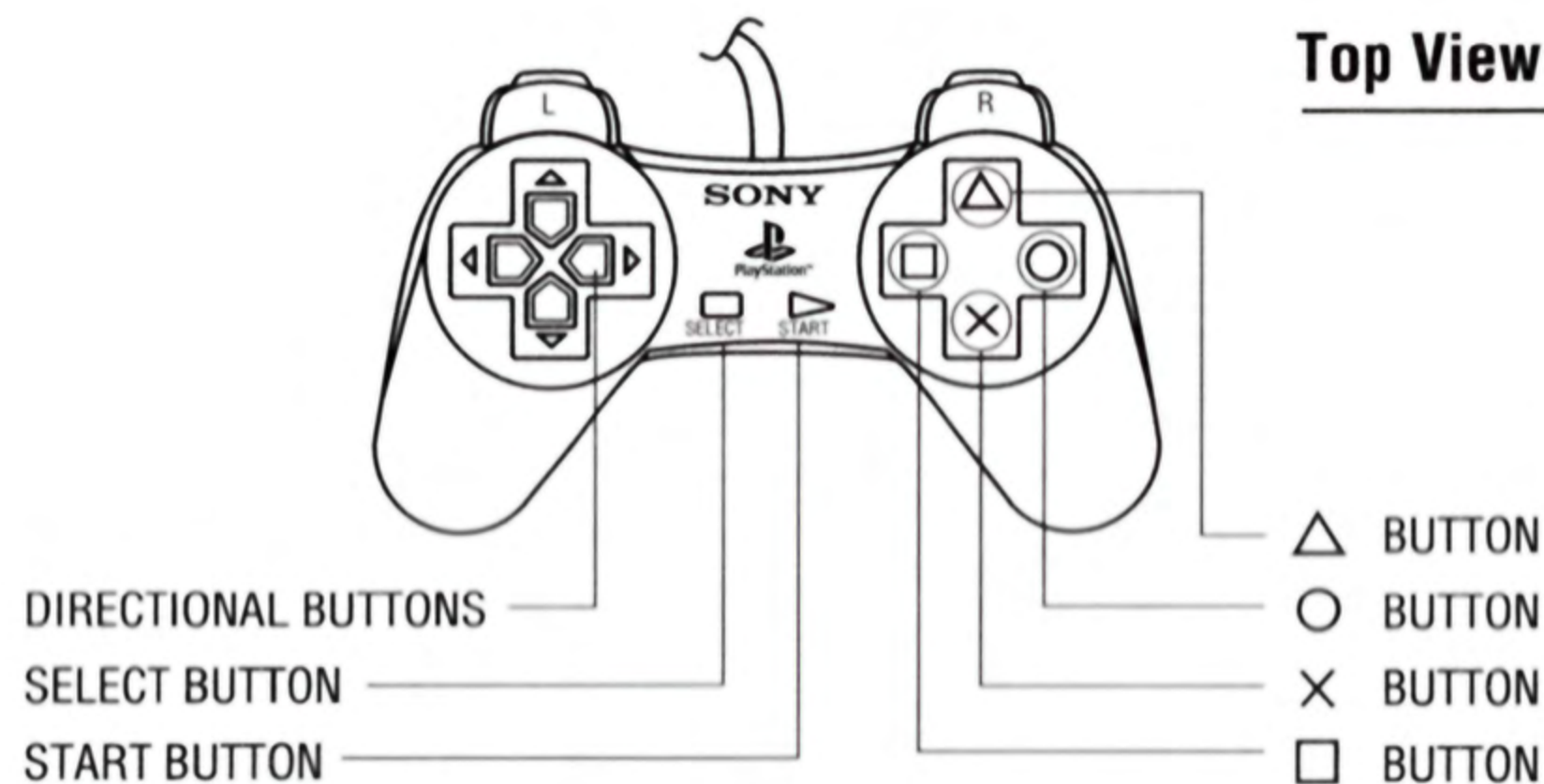
Front View



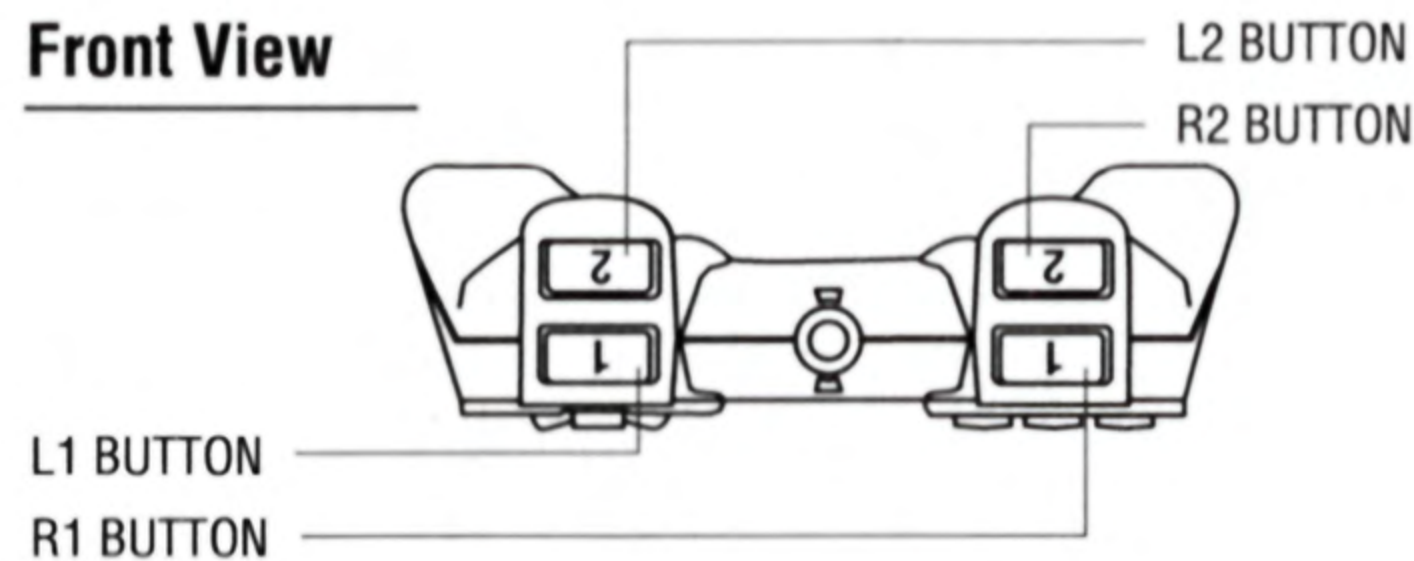
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the NBA ShootOut 2001 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

Controller Diagrams

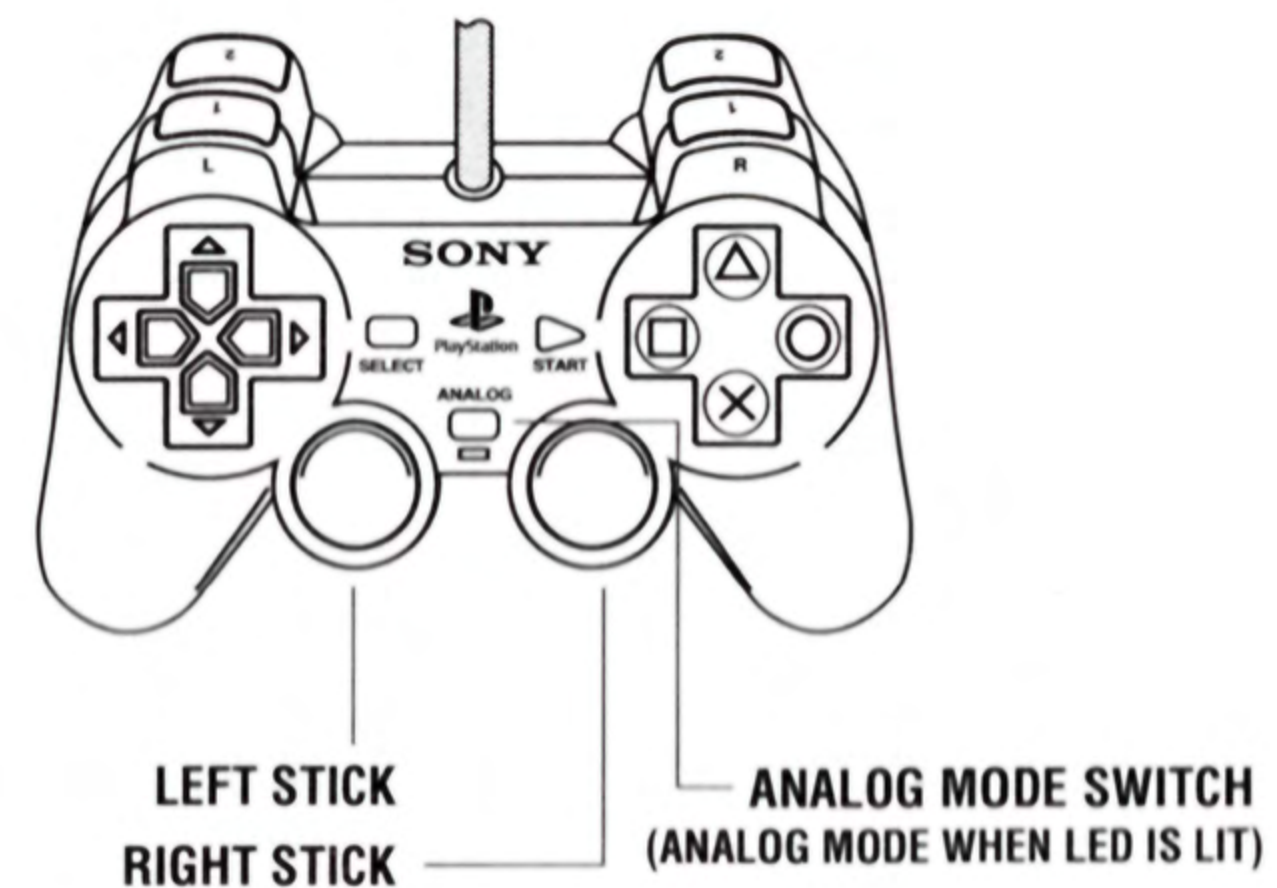
Regular Controller



Front View



DUALSHOCK™ analog controller



NOTE: LEFT STICK AND RIGHT STICK COMPATIBLE ONLY IN ANALOG MODE

Saving Data


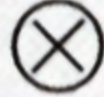
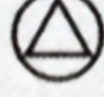

You must insert your MEMORY CARD before you save or load a file. NBA ShootOut 2001 saves user-defined options and all data for Seasons, Playoffs, Records, Roster Changes and Created Players. Four blocks of memory must be available on your MEMORY CARD in order to save game data. Two blocks of memory are needed to save user records and settings. If you don't use a MEMORY CARD, all NBA ShootOut 2001 data will be lost when you turn off your PlayStation game console.

Game Controls

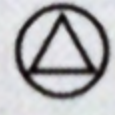
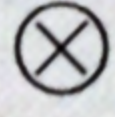


QUICK START CONTROLS

With NBA ShootOut 2001'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







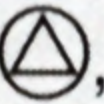

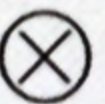

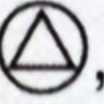

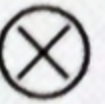

Move player	Directional Buttons on digital controller or Left Stick on DUALSHOCK analog controller
Shoot	
Pass	
Special dribble / Rebound	
Pivot and protect ball / Post player	
Turbo	R1

DEFENSE

Move player	Directional Buttons on digital controller or Left Stick on DUALSHOCK analog controller
Jump / Block / Rebound	
Switch to closest defender	
Steal	
Intentional foul	
Turbo	R1

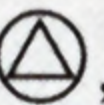

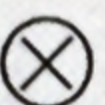

ADVANCED CONTROLS

OFFENSE WITH THE BALL

Special dribble	
Pivot and protect ball (back-down) / Post player	Hold  on digital controller
Pump fake	Tap 
Tip-in (after a missed shot hits the rim)	
Alley-oop	L1 + L2
Jump pass (Jump to shoot then pass the ball)	 then 
On-the-fly play calling	L1 +  ,  ,  or 
Total control passing	L2 +  ,  ,  or 
Screen (closest teammate to the ball sets a screen)	R2




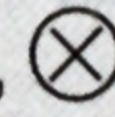
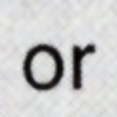



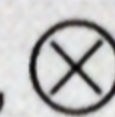
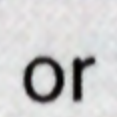
TOTAL CONTROL PASSING™

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.

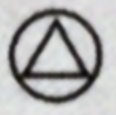


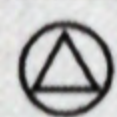

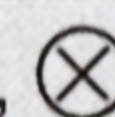
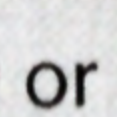
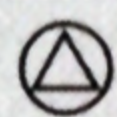

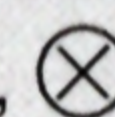
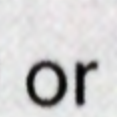
Brings up passing icons and passes the ball to a teammate	L2 +  ,  ,  or 
--	---

ADVANCED CONTROLS

OFFENSE WITHOUT THE BALL


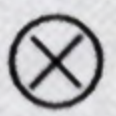
Jump / Rebound	
On-the-fly play calling	L1 +  ,  ,  or 
Switch player	In a multi-player game, press  to switch to a different offensive player
Total control switching	L2 +  ,  ,  or 
Box out	R2

DEFENSE

Jump / Block / Rebound	
Intentional foul	
Auto defend	Hold 
Take charge	R2
On-the-fly play calling	L1 +  ,  ,  or 
Total control switching	L2 +  ,  ,  or 

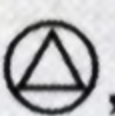

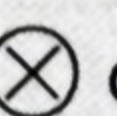

CPU PLAYER CONTROL

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	

ON-THE-FLY PLAY CALLING

Allows you to make a play call during gameplay. Hold L1 to bring up the play calling screen. Press the icon button that corresponds to that of a play.

Brings up play calling screen during gameplay and allows you to choose a play	L1 +  ,  ,  or 
---	---

MULTI-PLAYER GAME

Adding a Multitap allows you to play up to a five-player game. With two Multitaps, up to four users (eight players total) can play on each team.

NOTE: When using the Multitap, at least one controller must be connected to Controller Port 1-A or 2-A.

Playing the Game

PREGAME MENU

Use the Pregame Menu to set up your game attributes.

START GAME

Loads the game.

EDIT STARTERS/GAME OPTIONS/GAME RULES

See Edit Starters on page 12 and Game Options and Game Rules on pages 17–19 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.
- Press the Up/Down Directional Buttons to select a player for a matchup change and press ⊗.
- Press the Up/Down Directional Buttons 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* on page 17 and *Pregame Menu* above for more information.

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.

- Press the Left/Right Directional Buttons to select a player position.
- Press L1 or R1 to cycle through the players on the bench and press  to view player info.
- Press  to return to the Pause Menu.
- Press  to return to the game after a player fouls out.

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.

CAMERA VIEW

Choose the camera angle and zoom that provides you with the best possible angle of the court. The Close-up key is set to ON to zoom in when the ball is in the key.

REPLAY

Use Replay to view great plays a second time.

TEAM STRATEGY

By setting up an Offensive Playbook, Defensive Strategy and Defensive Matchups, you can control the flow of the game with On-The-Fly Play Calling. During the game, press the button combinations you set up to change your offensive and defensive sets.

OFFENSIVE PLAYBOOK

- Press the Left/Right Directional Buttons to select Set or Play for the button combination.
- Press the Up/Down Directional Buttons to select a slot.
- Press L1 or R1 to choose a Set or Play.

DEFENSIVE STRATEGY

- Press the Up/Down Directional Buttons to select a slot for the button combination.
- Press L1 or R1 to choose a Play.

DEFENSIVE MATCHUPS

To switch a player's defensive assignment:

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

To change defensive pressure:

- Press the Left/Right Directional Buttons to the Defensive Pressure column.
- Press L1 or R1 to make a selection.

To change the Double Team option:

- Press the Left/Right Directional Buttons to the Double Team column.
- Press L1 or R1 make a change.

AUTO SUB

Auto Sub will allow the CPU to automatically substitute players off of the bench for players in foul trouble or tired and ineffective players.

PLAYER GAME STATS/TEAM GAME STATS

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

SHOT CHART

The Shot Chart will show where on the court a player has taken his shots.

Pregame Setup

MENU NAVIGATION

From each menu, use the Up/Down Directional Buttons to highlight the menu options and the Left/Right Directional Buttons 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 team 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.
- Press the Directional Buttons to select a starter. Press ○ to view his player stats, attributes and information. Press the Up Directional Button and then press the Left/Right Directional Buttons to view the stats of other players on the roster. Press △ to return to Edit Starters.
- Press ⊗ to edit the selected position.
- Press the Up/Down Directional Buttons 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 team and control the game on the floor by working a trade for that missing piece of a championship puzzle. 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.
- Press the Up/Down Directional Buttons from each team to highlight a player for the trade. Press  to view the Player Comparison. Press  to return to the Trade Player screen.
- 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.
- Press the Up/Down Directional Buttons to select a player and press  to release him and place him into the Free Agent Pool. Continue these steps with any team you like to stock the Free Agent Pool.
- Press R1/R2 to select your team.
- Press the Left Directional Button to move to the Free Agent Pool and then press the Up/Down Directional Button to select a Free Agent to add to your roster. Press  to view the Player Comparison.
- Press  to sign a Free Agent.

CREATE PLAYER

Create an All-Star 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 Up/Down Directional Buttons to highlight the option and pressing ⊗ to activate the alphanumeric chart.
- Press the Left/Right Directional Buttons to highlight a slot and then press the Up/Down Directional Buttons to select a letter. To delete a letter, press the Directional Buttons to that letter and press □.
- Spell out a name and press ⊗ to accept your changes.

To continue to customize your player:

- Press the Down Directional Button through the rest of the player information and then press the Left/Right Directional Buttons to make a selection.


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

- Press the Up/Down Directional Buttons to choose a player attribute.
- Press the Left/Right Directional Buttons to raise or lower the skill levels of your player. There are 800 points to distribute among the 23 categories.




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

- Press the Up/Down Directional Buttons to select a personality trait and then press the Left/Right Directional Buttons 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 Directional Buttons 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:

- Press the Left/Right Directional Buttons to choose a player position.
- Press the Up/Down Directional Buttons to scroll through the players still available in the draft.
- Press  to draft a player.

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

Reset all rosters 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 Saving Data on page 3 for more information.

SAVE

If you choose to save a finished game:

- Press ⊗ to bring up the save screen.
- Name your game by pressing the Left/Right Directional Buttons to select spaces and then the Up/Down Directional Buttons to cycle through the alphabet.
- Press ○ to save the game.

LOAD

To continue a Season or Playoff, you must first load it from the MEMORY CARD. From the Load Game screen:

- Press the Up/Down Directional Buttons to choose a game from the MEMORY CARD and press ⊗ to load the game.
- Press the Up/Down Directional Buttons to select YES and press ⊗ to load the game.

DELETE FILES

To delete files from the MEMORY CARD:

- Press the Up/Down Directional Buttons to choose a game from the MEMORY CARD and press ⊗ to delete the file.
- Press the Up/Down Directional Buttons to select YES and press ⊗ to delete the file.

GAME OPTIONS

Use the following options to set 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 abilities. 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 seven 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 the 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 outstanding and exciting plays.

COMMENTATOR/MUSIC/SOUND EFFECTS/CROWD

Adjust the volume of each category.

VIBRATION

Keep Vibration ON to feel the power of a slam dunk.

GAME RULES

Press ⊗ from the Game options menu to bring up the Game Rules menu.

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 been crossed over.

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.

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 a team's 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.

- Press the Up/Down Directional Buttons to highlight a user slot.
- Press ⊗ to activate the naming system.
- Press the Up/Down Directional Buttons to select a letter and press the Left/Right

Directional Buttons 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.

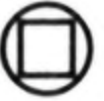

RESET RECORDS

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.

- Press the Up/Down Directional Buttons to the Slot option and then press L1 or R1 to choose a dunk number.
- Press the Up/Down Directional Buttons to the Name option and then press L1 or R1 to activate the naming system and create a new name for your dunk.
- Press the Left/Right Directional Buttons to choose a space and then press L1 or R1 to select a letter, number or symbol. Insert spaces by pressing  or delete spaces by pressing .
- Press  to end the naming process.
- Press the Up/Down Directional Buttons to the Takeoff and Dunk options and then press L1 or R1 to change the type of your dunk.
- Press the Left/Right Directional Buttons to the Joint option and then press L1 or R1 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.
- Press the Up/Down Directional Buttons to the Bend, Twist or Tilt options and then press L1 or R1 to change each setting. To set these options randomly, press the SELECT button for each joint.
- Press  to choose a save option.
- Press the Up/Down Directional Buttons to choose an option and press .

NOTE: To get a complete view of your dunk, press  or  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 2K-2001 Roster is the makeup of a team before any roster changes.

- Press L1 and R1 to select teams.


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 San Antonio Spurs, if you were to lock your controller on Tim Duncan, you would control him and only him for the entire contest. See CPU Player Control on page 8 for more information.

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 on page 12 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 on page 12 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 season to 28, 56 or 82.

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.

SEASON 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 on page 19 for more information.

STANDINGS

See Standings on page 20 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 the players traded during the season by pressing the Up/Down Directional Buttons.

INJURY REPORT

View the list of player injuries that have occurred over the course of the season by pressing the Up/Down Directional Buttons.

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 made up of 16 teams 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 on page 23 for more information.

- Press ⊗ from this screen to bring up the Playoff Team Select screen.

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.




- Press the Left/Right Directional Buttons to choose the Eastern or Western Conference bracket.
- Press the Up/Down Directional Buttons 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.

PLAYOFF TREE

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

- Press the Left/Right Directional Buttons to move through the Eastern and Western Conference brackets.
- Press the Up/Down Directional Buttons to highlight a game.
- Press  to move to the Team Comparison screen.
- Press  to bring up the Controller Setup screen.
- Press the Left/Right Directional Buttons to choose teams. Follow the directions under *Controller Setup* on page 22 for more information.
- Press  to bring up the Pregame Menu.

NBA ShootOut 2001 Credits

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