

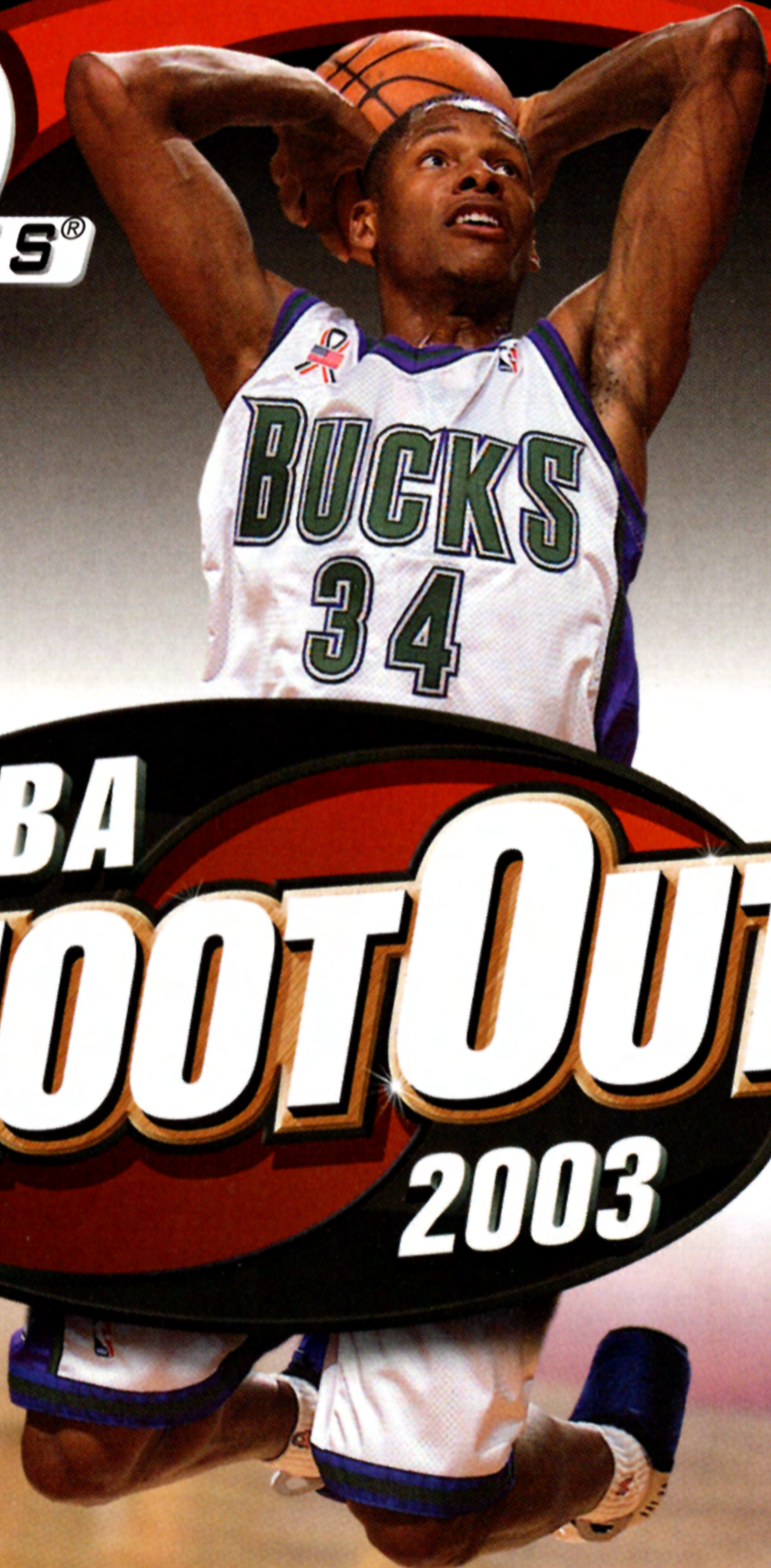


NTSC U/C

PlayStation



SCUS-94673
94673



NBA SHOOTOUT 2003



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 2003 Tips and Hints

PlayStation® Hint Line

Hints for all games produced by Sony Computer Entertainment America, Inc. are available:

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

\$0.95/ min. auto hints, \$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.

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 Sony Computer Entertainment America, Inc. 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-Saturday, 6AM-8PM Pacific Standard Time, Sunday 7AM-6:30PM 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.

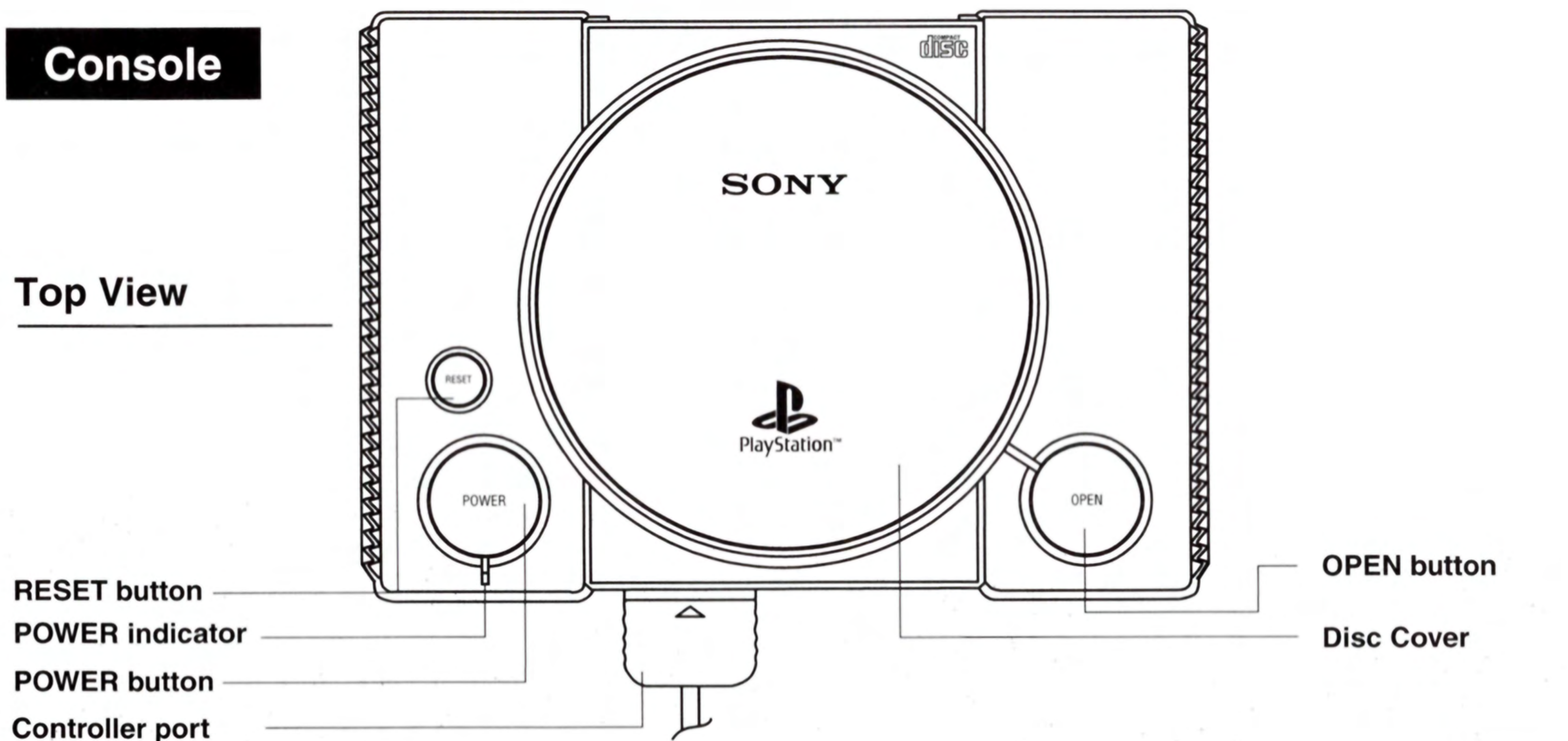
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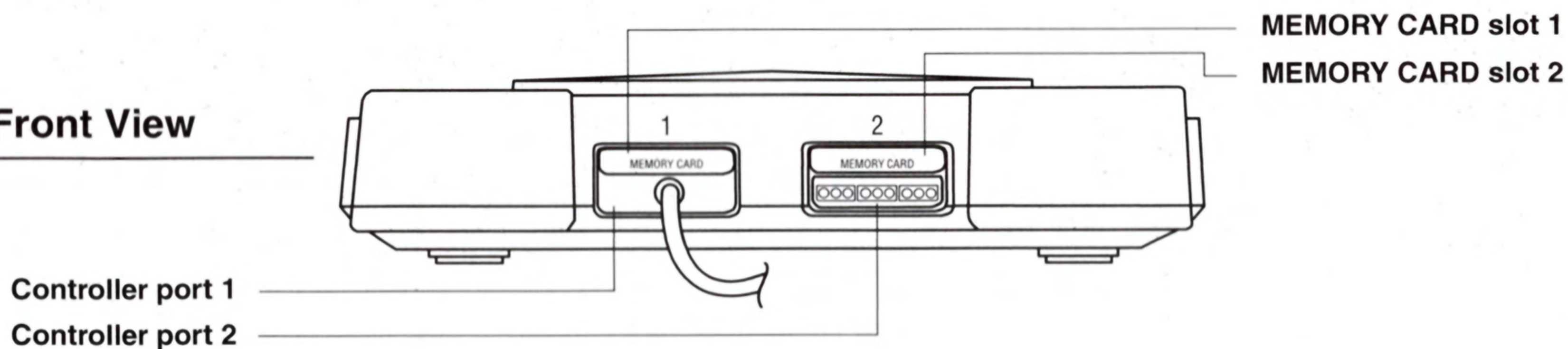
PLAYSTATION® SETUP

Console

Top View



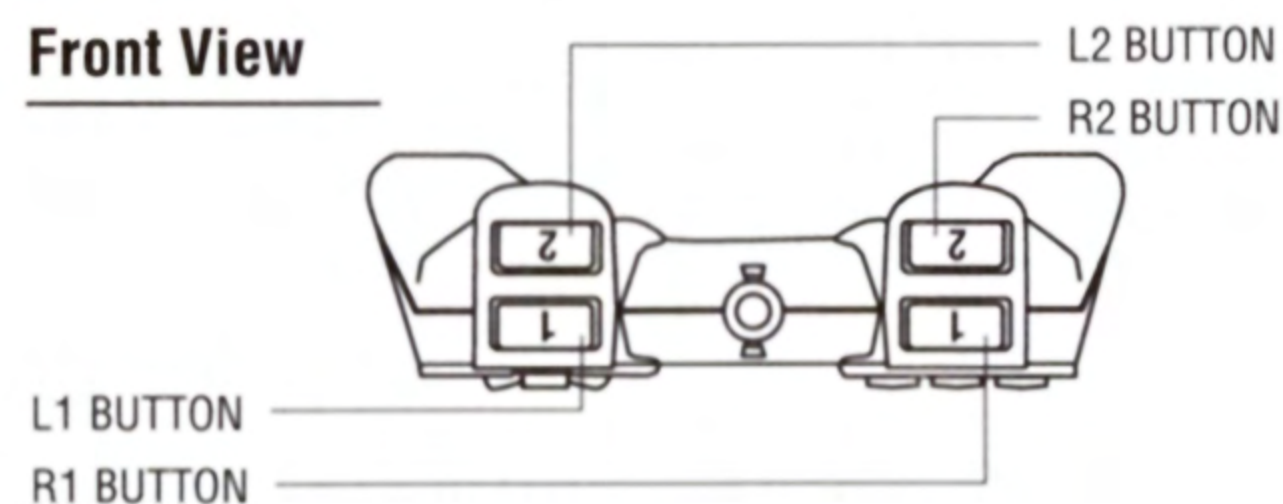
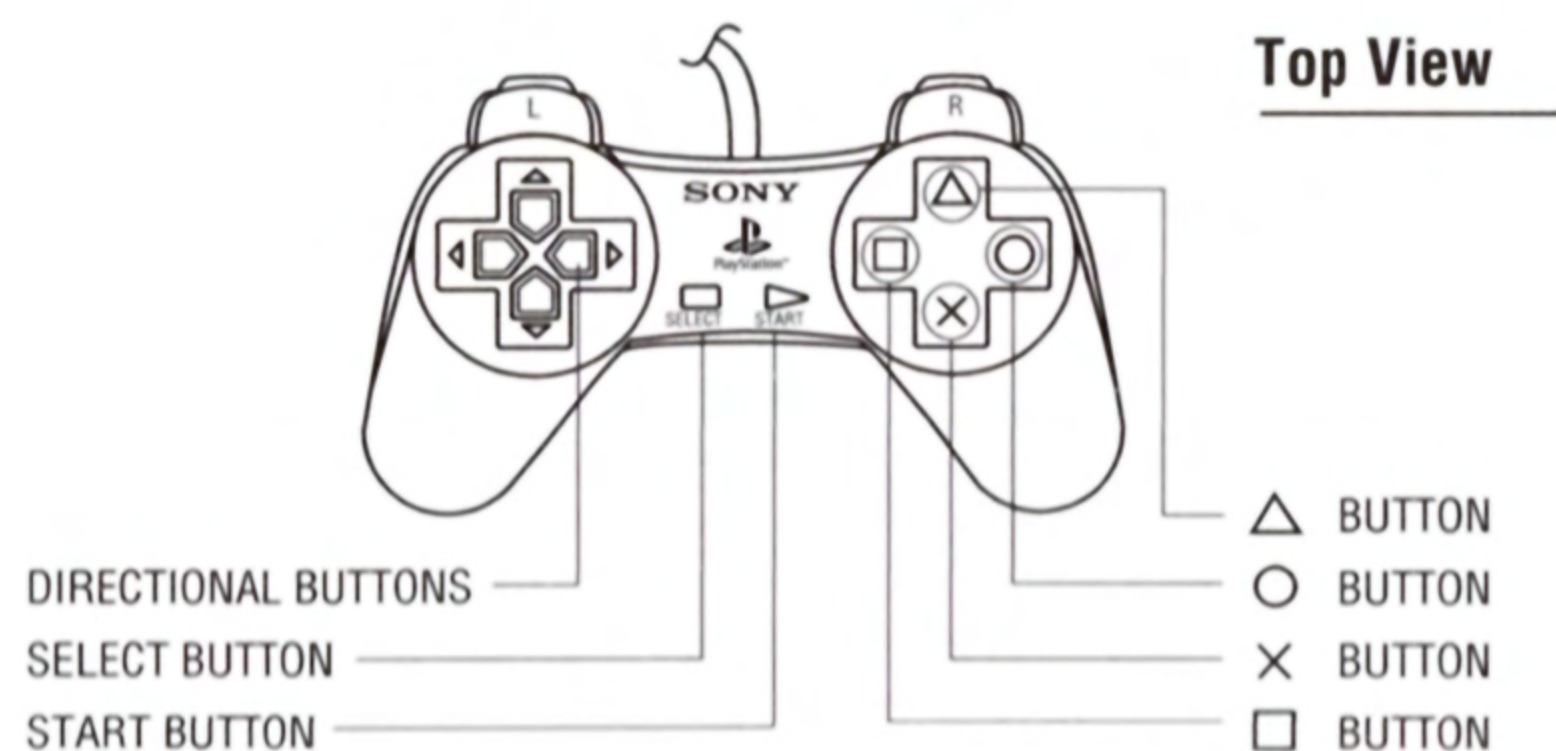
Front View



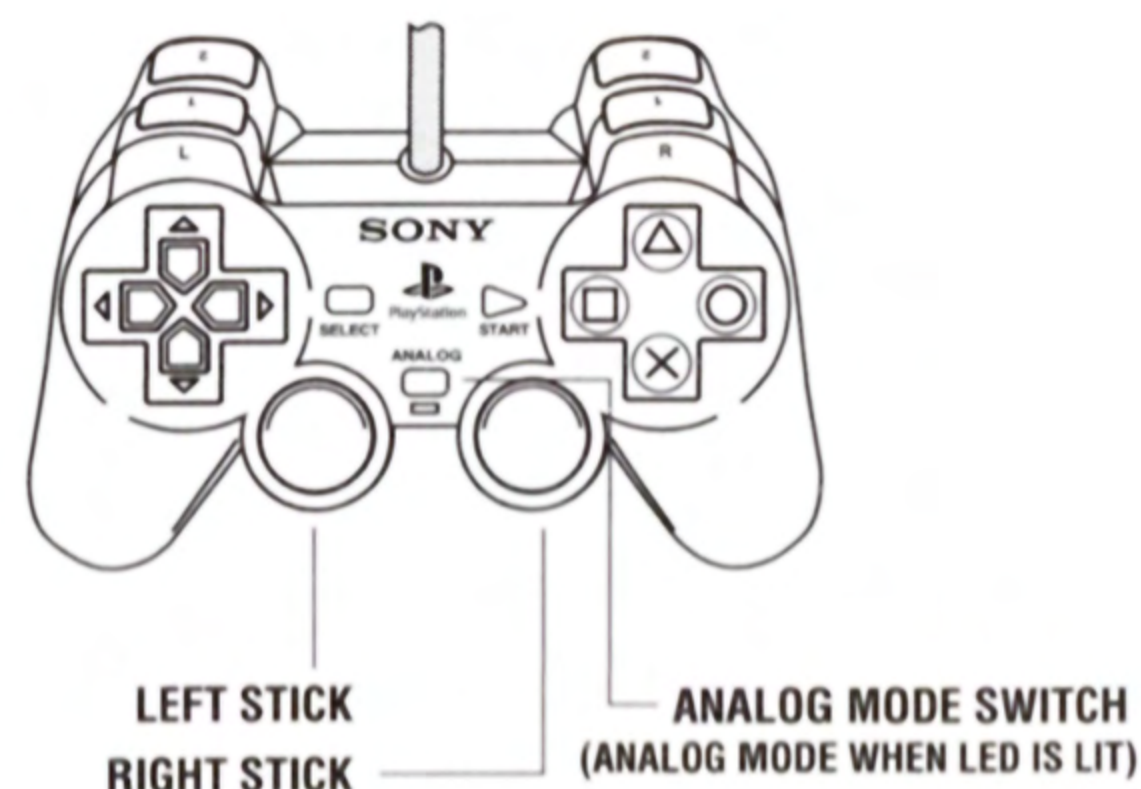
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the NBA ShootOut 2003 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

CONTROLLER DIAGRAMS

Digital Controller



DUALSHOCK® analog controller



NOTE: COMPATIBLE ONLY IN ANALOG MODE

MULTITAP

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


SAVING DATA

You must insert your MEMORY CARD before you save or load a file. NBA ShootOut 2003 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 2003 data will be lost when you turn OFF your PlayStation game console. See *MEMORY CARD* on page 23 for more information.










GAME CONTROLS

QUICK START CONTROLS

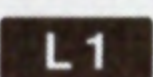
Quick Start Controls are a basic set of game controls that give you enough ability to play and enjoy the game without having to learn advanced control combinations.

At any time during a game, press  to pause the action and bring up the Pause Menu. See *Game Pause Menu* on page 24 for more information.

OFFENSE

Move player	 /  /  / 
Shoot / Attempt free throws	
Pass	
Special dribble / Rebound	
Pivot and protect ball / Post player	
Turbo	

ON-THE-FLY PLAY CALLING

On-The-Fly Play Calling allows you to make a play call during gameplay. Hold  to bring up the play calling screen. Press the icon button of the play that you want to run.

DEFENSE

Move player	← / → / ↑ / ↓
Jump / Block shot / Rebound	△
Switch to closest defender	×
Steal	□
Intentional foul	◎
Turbo	R1

ADVANCED CONTROLS

OFFENSE WITH THE BALL

Special dribble	△
Back-down / Post player	Hold □
Pump fake	Tap ◎
Tip-in (after a missed shot hits the rim)	◎ or △
Alley-oop	L1 + L2
Jump pass (jump to shoot, then pass off)	◎ then ×
On-The-Fly Play Calling (see page 4)	L1 + ×, □, △, or ◎
Total Control Passing (see page 7)	L2 + ×, □, △, ◎ or R2
Screen (closest man to the ball screens)	R2

OFFENSE WITHOUT THE BALL

Jump / Rebound	
On-The-Fly Play Calling (see page 4)	L1 + , , , or
Switch to a different offensive player (in a multi-player game)	
Total Control Switching (see page 7)	L2 + , , , or R2
Box out	R2

DEFENSE

Auto defend	Hold
Take charge	R2
On-The-Fly Play Calling (see page 4)	L1 + , , , or
Total Control Switching (see page 7)	L2 + , , , or R2

CPU PLAYER CONTROL

During a multi-player game or when using the Player Lock function, when the ball is in the hands of a CPU controlled player, you can force that player to pass or shoot the ball.

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

TOTAL CONTROL PASSING™

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.

TOTAL CONTROL SWITCHING

Total Control Switching allows you to switch control to any player on your team. On offense, this can only be done if your player is not handling the ball. Press **L2** to bring up the switching icons and switch to a different player by pressing the icon button that corresponds to that player.

SELECT GAME

EXHIBITION

Use Exhibition games to play a game without worrying about Season standings, as their results are not recorded and cannot be saved to the MEMORY CARD. Play for fun or use these games for practice, getting to know each team and its players.



EXHIBITION TEAM MATCHUP

Choose two teams for your game from this year's NBA teams or Eastern and Western All-Star teams.

- Scroll **↑** / **↓** through each team's league rankings to rate each team's strengths and help you with your team selection.
- Press **L1** / **L2** to choose an away team and **R1** / **R2** to choose a home team.

ROSTERS

When choosing a roster, a Current Roster is one that has been changed by trading, releasing, signing, or creating players. A 2002-2003 Roster is the original makeup of a team before any roster changes have been made.

- Press ← / → to choose a roster.
- Press  to bring up the Rosters Menu. See *Rosters* on page 13 for more information on how to trade or create players, sign free agents, or hold a draft.
- Press  to move to the Controller screen.

CONTROLLER SETUP

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

PLAYER LOCK


With the Player Lock function, you can lock onto one player, controlling him for the entire game. For example, if you lock your controller on Ray Allen, you would control him during a game.

After selecting a team for your controller:

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

USER LOGIN

With the User Login option, you can set a user name to your controller allowing you to keep track of personal records. See *User Records* on page 21 for more information.

- 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 82 games in length and also includes an All-Star game. At the end of a Season, if your team makes the Playoffs, it will compete for the NBA Championship.

NEW SEASON

Select New Season to begin a new regular Season.

SEASON OPTIONS

Season Options allow you to adjust the attributes for the Season. Once a Season team is chosen, this screen will no longer be accessible.

ROSTER

Select the type of roster you would like to use. 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. See *Rosters* on page 13 for more information on how to trade or create players, sign free agents, or hold a draft.

SEASON LENGTH

Set the number of games played during the Season to 28, 56, or 82.

PLAYOFF LENGTH

Set the format of the Playoffs to one using a 5-game series followed by three 7-game series (5-7-7-7) or by using a single elimination format.

TRADE DEADLINE

A Trade Deadline is a date by which all Season trades must be completed.

INJURIES

Player injuries are a part of the game. To keep injuries from taking place, set this option to OFF. Injuries will be recorded during simulated Season and Playoff games.

TRANSACTIONS

Trade offers are made from around the league during the course of the Season. Setting Transactions to ON allows you to consider those offers and make the trades.

SEASON SCHEDULE

From the Season Schedule screen, you will choose your team for the Season and be able to make any last minute changes to your roster.

- Press **L1** / **L2** and **R1** / **R2** to find a team.
- Press **X** or **□** to select your team.
- To go to the Rosters Menu to make any last minute changes to your roster, press **○**.
- Press **↑** / **↓** to choose a game on the schedule, and then press **X** to play. By playing a game further down in the schedule, all games prior to it will be simulated.

During a Season, from the schedule screen, games can be simulated for the entire league by pressing **□**. When a game is finished, go to the MEMORY CARD screen to save your Season.

NOTE: During a Season, 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. To use the Continue Season option, you must have already started a Season or loaded a Season from a MEMORY CARD.

STATISTICS

Statistics are updated after each game. Check in on the league leaders as well as team and player comparisons. See *Statistics* on page 20 for more information.

SEASON REPORT

Use the Season Report to view the current activity from around the league.

TRADE UPDATE

View the Season's trades and the player comparisons of those involved in each trade.

INJURY REPORT

View the list of player injuries that have occurred over the course of the Season.

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.

ROSTERS

Change the existing makeup of your team or any other team in the league. See *Rosters* on page 13 for more information.

MEMORY CARD

Use your MEMORY CARD to save, load, or delete files. See *MEMORY CARD* on page 23 and *Saving Data* on page 3 for more information.

PLAYOFFS


You can bypass the regular Season and go straight to the Playoffs. The Playoff Menu allows you to choose a new Playoff, continue a previously started Playoff, view Playoff Statistics, and view the Playoff Report.

NEW PLAYOFFS

A New Playoff consists of two Conference brackets, each made up of eight teams that will compete for the NBA Championship. If you would like to continue a previously saved Playoff, you must first load the series from a MEMORY CARD.






PLAYOFF OPTIONS

Use Playoff Options to set the attributes of your Playoff series. See *Season Options* on page 9 for information on these options.

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

PLAYOFF TEAM SELECT

Start the Playoffs with the existing bracket lineups or change as many matchups with teams not already in the Playoffs.








- Press  /  to choose the Eastern or Western Conference bracket.
- Press  /  to highlight a team within a particular matchup.
- Press , **L1** / **L2** or **R1** / **R2** to cycle through unseeded teams not already in the Playoffs.

When the teams have been set for each match:

- Press  /  /  /  to select a team, and then 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  /  to move through the Eastern and Western Conference brackets.
- Press  /  to highlight a game. For a team comparison of this matchup, press . To return to the Playoff Tree, press .
- Press  to bring up the Controller Setup screen.

- Press **← / →** to choose a team. Follow the instructions for Player Lock and User Login under *Controller Setup* on page 8 for more information.
- Press **⊗** to bring up the Pregame Menu.

CONTINUE PLAYOFFS

Continue a previously started or saved Playoff series. Selecting this option will bring you straight to the Playoff Tree.

INJURY REPORT

View the list of player injuries that have occurred over the course of the Season and Playoffs.

ROSTERS

The Rosters Menu gives you a chance to view and alter the roster of each NBA team. For information regarding how to save created players and changed rosters, see *MEMORY CARD* on page 23 for more information.

EDIT STARTERS

Edit the starting lineups for your game. Substitute a starter for a player off the bench or just switch players to different starting positions.

- Press **L1**, **L2**, **R1** or **R2** to choose a team.
- Press **← / → / ↑ / ↓** to select a starter. To change players, press **↑**, and then press **← / →**. Press **△** to return to Edit Starters.
- Press **⊗** to edit the selected position.
- Press **↑ / ↓** 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

You can make as many trades as you like with any team. Note that 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 **↑** / **↓** from each team to highlight a player for the trade. To view a player comparison before making the trade, press **○**. From the Player Comparison screen, press **△** to return to the Trade Player screen.
- Press **⊗** to trade the players.

FREE AGENTS

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. Choose a player that you've created or one from a list of players that have been released from other teams.

- Press **R1** / **R2** to choose a team.
- Press **↑** / **↓** to select a player, and then press **⊗** to release him. This will place him into the Free Agent Pool. Continue these steps with any team to stock the Free Agent Pool.
- Press **R1** / **R2** to select your team.
- Press **←** to move to the Free Agent Pool, and then press **↑** / **↓** to select a Free Agent to add to your roster. Press **○** to view a player comparison before picking up the player.
- Press **⊗** to sign a Free Agent.

CREATE PLAYER

Create an great athlete, a perfect role player, 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 **↑** / **↓** to highlight the option, and then by pressing **⊗**.
- Press **←** / **→** to highlight a slot, and then press **↑** / **↓** to select a letter. To delete a letter, press **←** / **→** / **↑** / **↓** to that letter, and then press **⊠**.
- Spell out a name and press **⊗** to accept your changes.

To continue to customize your player:

- Press **↓** through the rest of the player information, and then press **←** / **→** to make a selection.


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

- Press **↑** / **↓** to choose a player attribute.
- Press **←** / **→** to raise or lower the skill levels of your player. There are 1170 points to distribute among the 23 categories.









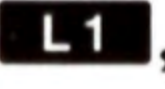
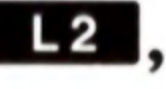
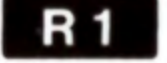
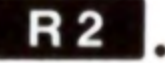
When you have completed the athletic makeup of your player, press **⊗** to set the player's personality.

- Press **↑** / **↓** to select a personality trait, and then press **←** / **→** to change his tendencies.
- Press **⊗** to create the player.
- Press **↑** / **↓** to select YES, and then press **⊗** to add him to 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 for up to 16 teams and have the CPU finish the picks or have the CPU hold the entire draft. You can cancel the draft at any time by pressing .

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







- Press  /  /  /  to select a team.
- Press  to mark a team for manual drafting. To remove a team from manual drafting, highlight that team and press .
- To shuffle the draft order, press .
- Press  to start the draft. To speed up the draft between your selections, hold , ,  or .

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

- Press  /  to choose a player position.
- Press  /  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 , ,  or  to cycle through the teams and view the drafted rosters.
- Press  or  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.

GAME OPTIONS

Use the following options to set your game attributes. Press **X** to toggle between the Game Options and Game Rules Menus. Press **△** to return to the Main Menu.

GAME MODE

Simulation mode best represents an NBA game with its realistic gameplay. Arcade mode has exaggerated gameplay that includes special moves.

DIFFICULTY

The difficulty levels of Rookie, Veteran, All Star, and Hall of Fame will determine each player's offensive and defensive abilities.

QUARTER LENGTH

Choose a quarter length for your game. There are four quarters per game and additional overtime periods if the game is tied when regulation ends.

FATIGUE

Players naturally get fatigued during the game. To avoid fatigue from setting in, turn the Fatigue option to OFF and keep your players fresh throughout the game.

TOUCH SHOOTING

Touch Shooting allows you to control a player's shooting ability. The use of a shot meter will help you to make your player a successful jump-shooter from anywhere on the court. To give yourself the best chance at making a shot:

- Hold **○** to start the shot.
- Watch the white bar rise on the shot meter.
- Release **○** when the white bar reaches the green area of the meter. If you time it perfectly, you'll hit the shot.

NOTE: If a green layer at the top of the shot meter is not visible, your player is out of range for his skill level.

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. The higher the level, the louder the volume.

VIBRATION

The DUALSHOCK analog controller will vibrate in your hand when things such as slam dunks happen on the court. Keep this option set to ON to feel this sensation.

GAME RULES

FOULS CALLED

Foul calls can be set to a rate of High (frequent calls), Medium (regular calls), Low (a limited number of calls), and None (no calls).

FOUL OUT

Choose the number of fouls each player has per game. By setting this option to OFF, players will have an unlimited number of fouls.

BACKCOURT

Backcourt is a violation that happens when a player brings the ball back over the center court line once it has been crossed. With Backcourt OFF, you can bring the ball into the backcourt at any time.

OUT OF BOUNDS

Once the ball is in play, your players can not step out of the bounds of play. To run out of bounds with the ball without being called for an infraction, turn this option to OFF.

3 SEC CLOCK

Offensive players are only allowed to be in the key for three seconds at a time. Turn this option OFF to allow your offensive players to “camp out” in the key.

5 SEC CLOCK

The ball must be inbounded within five seconds to avoid a turnover. Turn this option OFF to take as much time as you need to inbound the ball.

8 SEC CLOCK

The ball must get past midcourt within eight seconds of being inbounded. Turn this option OFF to take as much time as you need to move past center court.

SHOT CLOCK

Keep Shot Clock ON to limit each team’s time of possession with the ball to 24 seconds.

STATISTICS

Use the Statistics Menu to see how your team and the rest of the league is doing in these statistical categories.

TEAM STATS

Team Stats show each individual team's stats and totals for the current Season and that of the 2001-2002 Season.

PLAYER STATS

Player Stats give you an in-depth look at each player in the league for the current Season and that of the 2001-2002 Season. Three categories make up the Player Stats: Player Stats, Player Info, and Player Attributes.

LEAGUE LEADERS

The League Leaders screen shows a complete list of NBA players and how they are ranked in eight different categories throughout the Season.

STANDINGS

Check the game-to-game status of the League Standings. Multiple team statistics and records are kept during the course of your Season.

TEAM COMPARISON / PLAYER COMPARISONS

Team and player comparisons allow you to see how two particular teams or players match up against one another. These stats are kept for the current and previous year.

USER RECORDS

Keep track of all records and results of games between players, teams, and user vs. user. To keep track of User Records, you must create Logins from the Edit User menu item. For the MEMORY CARD menu item, see *MEMORY CARD* on page 23 for more information.

EDIT USERS

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

- Press **↑** / **↓** to highlight a user slot.
- Press **⊗** to activate the naming system.
- Press **↑** / **↓** to select a letter, and then press **←** / **→** to move to the next space.
- Press **⊗** to create the user. If you decide to edit a created user name, highlight the user name and press **⊗**. If you decide to delete a created user name, press **⦿**, and then press **↓** to choose YES. Press **⊗** to delete the user name.
- Press **△** to return to the User Records Menu.
- 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 for that controller.

PLAYER RECORDS/TEAM RECORDS/USER VS. USER

View the Player and Team Records associated with each user name. These records are kept for the Rookie, Veteran, All-Star, and Hall of Fame difficulty levels. User vs. User allows you to view the head-to-head records of each user name. When a user name is chosen, all other user names are listed and their comparison stats are shown.

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 different dunk types. Use your imagination and create a dunk that will electrify the crowd.

- Press **↑** / **↓** to the Slot option, and then press **L1** / **R1** to choose a dunk number.
- Press **↑** / **↓** to the Name option, and then press **L1** / **R1** to activate the naming system and create a new name for your dunk.
- Press **←** / **→** to choose a space, and then press **L1** / **R1** to select a letter, number, or symbol. To move back a space, press **◻**. Insert spaces by pressing **○** or delete spaces by pressing **⊗**.
- Press **△** to end the naming process.
- Press **↑** / **↓** to the Takeoff and Dunk options, and then press **L1** / **R1** to change the type of your dunk.
- Press **←** / **→** and **↑** / **↓** to the Joint option, and then press **L1** / **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. There are 14 human joints located on the key frame model. Like an actual person, the joints can only be bent in limited directions.
- Press **↑** / **↓** to the Bend, Twist, or Tilt options, and then press **L1** / **R1** to change each setting. To set these options randomly, press **SELECT**.
- Press **△** to choose a save option.
- Press **↑** / **↓** to choose an option and press **⊗**.

NOTE: To get a complete view of your dunk, press **◻** or **○** to rotate the key frame model.

MEMORY CARD

SAVE

If you choose to save a finished game:

- Press **X** to bring up the save screen.
- Name your game by pressing **←** / **→** to select spaces, and then **↑** / **↓** to cycle through the alphabet.
- Press **○** to save the game.

LOAD

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


- Press **↑** / **↓** to choose a game from the MEMORY CARD, and then press **X**.
- Press **↑** / **↓** to select YES, and then press **X** to load the game.

DELETE FILES

To delete files from the MEMORY CARD:

- Press **↓** to choose a game from the MEMORY CARD, and then press **X**.
- Press **↓** to select YES, and then press **X** to delete the file.

GAME PAUSE MENU



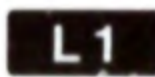




Press  to pause the game and bring up the following options. For menu items not listed below, see *Game Options* on page 17 for more information.

TIMEOUT

Call a timeout to rest your team and think over your team strategies. You must have possession of the ball to call a timeout. Each team receives six timeouts per game.

SUBSTITUTIONS

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

- Press  /  to select a player position.
- Press  /  to cycle through the players on the bench. 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. See *Controller Setup* on page 8 for more information.

CAMERA VIEW

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

REPLAY

Replay gives you a chance to analyze the last play. Use the controls shown on the screen to control the flow of the replay.

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.

During the game:

- Press **L1** to bring up the offensive or defensive strategy windows.
- Press button combinations to change your offensive and defensive sets.

OFFENSIVE PLAYBOOK

- Press **↑** / **↓** to select a slot for the button combination.
- Press **←** / **→** to select a Set or Play for the button combination.
- Press **L1** / **R1** to choose a Set or Play.

DEFENSIVE STRATEGY

- Press **↑** / **↓** to select a slot for the button combination.
- Press **L1** / **R1** to choose a Play.

DEFENSIVE MATCHUPS

To switch a player's defensive assignment:

- Press ← / → to select the opponent's player column.
- Press ↑ / ↓ to a player to switch his defensive assignment and press ⊗.
- Press ↑ / ↓ to select another player for the defensive switch.
- Press ⊗ to switch defensive matchups.

To change defensive pressure:

- Press ← / → to the Defensive Pressure column.
- Press **L1** / **R1** to make a selection.

To change the Double Team option:

- Press ← / → to the Double Team column.
- Press **L1** / **R1** to make a change.

AUTO SUB

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

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. Made shots are shown as red basketballs and missed shots are shown as black basketballs.

NBA ShootOut 2003 Credits

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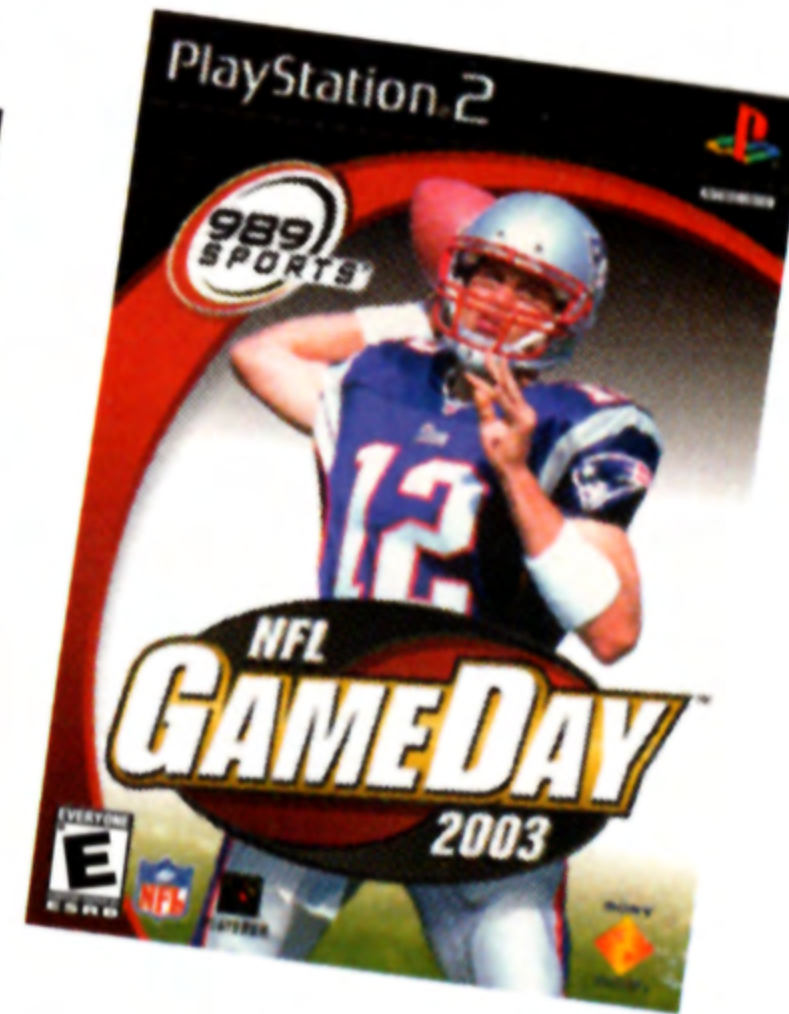
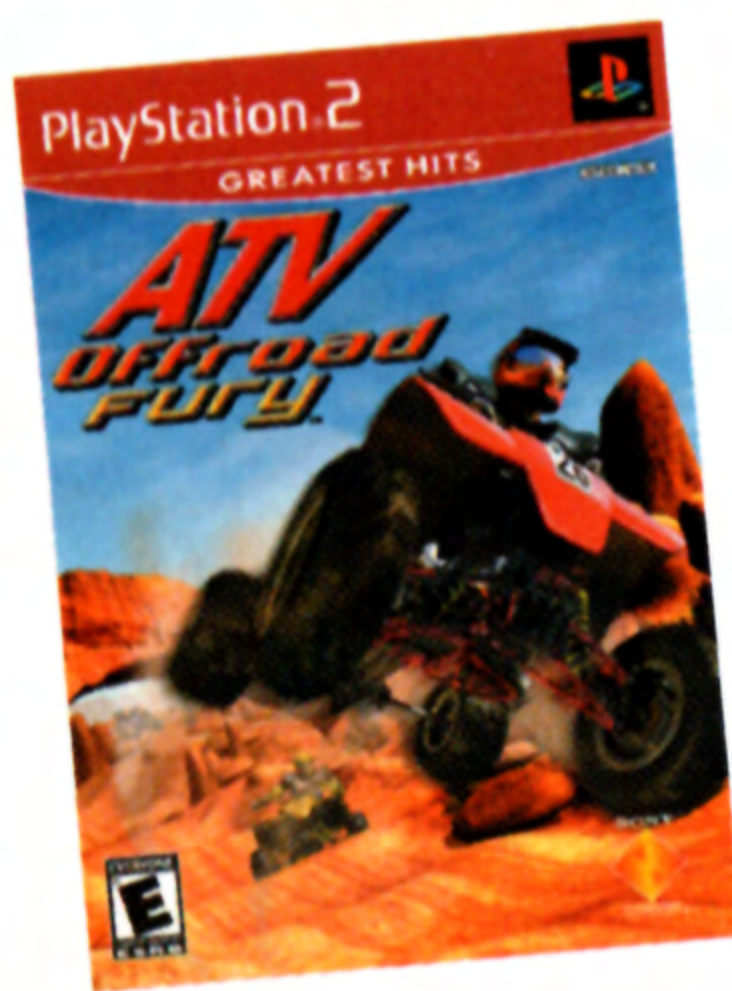
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