XBOX 360

NBA 2K13

EXECUTIVE PRODUCED BY JAY Z

2K SPORTS

WARNING Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to **www.xbox.com/support** or call Xbox Customer Support.

For additional safety information, see the inside back cover.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

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For more information, visit www.ESRB.org.

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Product Support

http://support.2k.com

US Support	**Phone:**	1-866-219-9839
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Please note that NBA 2K13 online features are scheduled to be available until **November 2013** though we reserve the right to modify or discontinue online features on 30-days' notice.

www.2ksports.com/serverstatus

Playing KINECT Safely

Make sure you have enough space so you can move freely while playing. Gameplay with KINECT may require varying amounts of movement. Make sure you won't hit, run into, or trip over other players, bystanders, pets, furniture, or other objects when playing. If you stand or move during gameplay, you need good footing.

Before playing: Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip over. Be sure your play area is far enough away from windows, walls, stairs, etc. Make sure there is nothing you might trip on—for example, toys, furniture, loose rugs, children, pets, etc. If necessary, move objects or people out of the play area. Don't forget to look up—be aware of light fixtures, fans, or other objects overhead when assessing the play area.

While playing: Stay far enough away from the television to avoid contact. Keep enough distance from other players, bystanders, and pets—this distance may vary between games, so take account of how you are playing when determining how far away you need to be. Stay alert for objects or people you might hit or trip on—people or objects can move into the area during gameplay, so you should always be alert to your surroundings.

Make sure you always have good footing while playing. Play on a level floor with enough traction for the game activities, and make sure you have appropriate footwear for gaming (no high heels, flip flops, etc.) or are barefoot if appropriate.

Before allowing children to use KINECT: Determine how each child can use KINECT and whether they should be supervised during these activities. If you allow children to use KINECT without supervision, be sure to explain all relevant safety and health information and instructions. **Make sure children using KINECT play safely** and within their limits, and make sure they understand proper use of the system.

To minimize eyestrain from glare: Position yourself at a comfortable distance from your monitor or television and the KINECT sensor; place your monitor or television and KINECT sensor away from light sources that produce glare, or use window blinds to control light levels; choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity; and adjust your monitor's or television's brightness and contrast.

Don't overexert yourself. Gameplay with KINECT may require varying amounts of physical activity. Consult a doctor before using KINECT if you have any medical condition or issue that affects your ability to safely perform physical activities or if: You are or may be pregnant; you have heart, respiratory, back, joint, or other orthopedic conditions; you have high blood pressure or difficulty with physical exercise; or you have been instructed to restrict physical activity. Consult your doctor before beginning any exercise routine or fitness regimen that includes KINECT. Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

Stop and rest if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY, and consult a doctor.

See the Healthy Gaming Guide at **www.xbox.com** for more information.

Xbox LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to **www.xbox.com/live** to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

How to Get Help with KINECT

Learn More on Xbox.com

To find more information about KINECT, including tutorials, go to **www.xbox.com/support**.

Xbox 360 CONTROLLER

Basic Offense	Control	Basic Defense
Move Player	L	Move Player
Control Stick: Dribble Moves & Shooting	R	Hands Up / Lunge / Hard Foul (+ Sprint)
N/A	R	Hard/Wrap Foul
Switch between Dribble Stick & Shot Stick	LT	Intense D
Sprint	RT	Sprint
Positional Plays / Pick Control	LB	Double Team
Icon Pass	RB	Icon Swap
Pass / Touch Pass	A	Player Swap (closest to ball)
Hop Step	B	Take Charge
Pump Fake (tap) / Shoot (press)	X	Steal
Post-Up	Y	Block / Rebound
Signature Skills HUD		Signature Skills HUD
OTFC Quick Plays		OTFC Defensive Sets
OTFC Offense Strategy		OTFC Defense Strategy
OTFC Substitutions		OTFC Substitutions
Timeout	BACK	Intentional Foul
Pause	START	Pause

ADVANCED OFFENSE

Action	Command
Positional Playcall	Tap LB, tap desired teammate's player icon, choose play from menu
Send Teammate on Cut	Tap LB, tap desired teammate's player icon, move R in direction you want him to cut
Pick Control	Hold LB (length of hold determines roll, pop, or slip)
Icon Pick Control	Tap LB, hold player icon of desired screener
Bounce Pass	LT + A
Fake Pass	Double-tap A
Alley-Oop	X + A (L chooses recipient, point at rim for oop-to-self)
Off-Glass Alley-Oop	X + A, with trailing teammate
Give & Go	A + B
Putback Dunk or Layup	RT + X
Pass Stick	Hold RB, move R to pass
Total Control Passing	Tap RB, hold icon of desired receiver, move receiver with L, release icon button to pass (Total Control Passing option must be enabled in the Controller Settings menu)
Offball Player Lock	Tap LB, press player icon of teammate you want to control, then tap RB

ADVANCED DEFENSE

Action	Command
Shade Stance Change	LT + R left/right
Crowd Dribbler	LT (when near non-dribbling ball handler)
Quick Shuffle Movement	LT + RT + L left/right
Hands Up Defense	R in any direction
Lunge Side	R tap left/right
Lunge Overhead	R tap away from player facing
Lunge Forward	R tap toward facing player
Flop	While taking charge (B), release B, press B
Intentional Foul	RT + R toward ball handler

SHOT BUTTON & CONTROL STICK (SHOOTING)

Use the Shot Button controls to get the most out of your moves! For example, press B while in the post and press the left stick away from the basket to perform a stepback shot. Do the same left stick motion while pressing X and you'll make a fade shot. For a complete list of controls and more, download the COMPLETE NBA 2K13 manual at www.2ksports.com/manual/NBA2K13.

CONTROL STICK: SHOOTING (BALL IN RIGHT HAND)

Action	Shot Stick	Shot Button	Context
Jump Shot	LT + R	X	Any
Pump Fake	LT + tap R	Tap X	Any
Standing Floater	LT + R toward hoop	RT + X	Standing Dribble or TPT (mid-range)
1-Dribble Pull-Up	LT + double-tap R back left/right	Tap B (L chooses hop direction), then hold X	Standing Dribble
Runner	LT + R away from hoop	X + L away from hoop	Driving (mid range)
Pull-Up Jumper	LT + R	X	Driving (deep) or Lateral
Stepback Jumper	LT + double-tap R away from hoop	B + L away from hoop, then hold X	Driving Lateral
Ripover Jumper	LT + double-tap R toward hoop	B + L toward hoop, then hold X	Driving Lateral
Hop Jumper	LT + double-tap R with momentum	B + L with momentum, then hold X	Driving Lateral
Snatchback Jumper	LT + double-tap R opposite Momentum	B + L opposite momentum, then hold X	Driving Lateral
Spin Jumper	LT + R twirl clockwise	Double-tap B, then press and hold X	Far from hoop
Half-Spin Jumper	LT + R twirl counter-clockwise	n/a	Far from hoop
Normal Layup	LT + R (R direction chooses finish)	X (L chooses finish)	Driving to hoop
Euro Step Layup	LT + tap R one direction then quickly in the opposite direction	Double-tap X	Driving or Lateral
Hop Step (Layup)	LT + double-tap R (direction determines finish)	Tap B (L sets hop direction), then hold X	Driving to hoop
Spin Layup	LT + R twirl	Double-tap B, then press and hold X	Driving or Standing Close
Reverse Layup	LT + R toward baseline	X + L toward baseline	Driving along the baseline
Dunks	LT + RT + R	RT + X	Driving to hoop
Spin Dunk	LT + RT + twirl R	RT + double-tap B, then press and hold X	Driving to hoop

CONTROL STICK: DRIBBLING (BALL IN RIGHT HAND)

Action	Input	Context
Triple Threat Stepover/ Jab Step	Ⓡ left/right	Triple Threat
Triple Threat Spinout	Ⓡ twirl	Triple Threat
Triple Threat Start Dribble	Ⓡ away from hoop	Triple Threat
Stutter	Ⓡ toward hoop	Dribbling
Hesitation	Ⓡ right	Dribbling
In and Out	Double-tap Ⓡ toward ball hand	Dribbling
Crossover (front)	Ⓡ left	Dribbling
Crossover (between legs)	Ⓡ back left	Dribbling
Behind the Back	Ⓡ away from hoop	Dribbling
Spin	Ⓡ twirl clockwise	Dribbling
Cross Spin	Ⓡ twirl counterclockwise	Dribbling
Half-Spin	Ⓡ twirl CW -> CCW	Dribbling
Cross Half-Spin	Ⓡ twirl CCW -> CW	Dribbling
Stepback	Ⓛ away from hoop	Driving to hoop

DEFENSIVE CONTROLS

Action	Input	Context
Move	Ⓛ	Any
Fast Shuffle	RT + LT + Ⓛ	Any
Steal	X	Any
Block	Y	Any
Rebound	Y (ball in air)	Any
Take Charge	B	Any
Flop	Double-tap B	Onball Defense
Wrap Foul	Click Ⓡ	Any
Intense Defense	LT	Onball Defense
Shade Stance Left	LT + Ⓡ right	Onball Defense
Shade Stance Right	LT + Ⓡ left	Onball Defense
Shade Stance Even	LT + Ⓡ away	Onball Defense
Crowd Dribbler	Hold LT	Onball Defense
Lunge Left	Tap Ⓡ left	Any
Lunge Right	Tap Ⓡ right	Any
Lunge Overhead	Tap Ⓡ away from shooter	Any
Lunge Forward	Tap Ⓡ toward shooter	Onball Defense
Hands Up	Hold Ⓡ	Onball Defense
Deny Ball	Hold Ⓡ	Offball Defense
Double Team	LB	Any

POST MOVES (PRESS Y TO POST UP)

Command	From Hold	From Dribble	No Dribble Left
Hold Ⓛ all directions	Post Backdown Movement	Post Backdown Movement	~
Tap Ⓛ to basket	Start Dribble	One Backdown Dribble to Basket	~
Tap Ⓛ to key	Start Dribble	One Lateral Dribble to Key	~
Tap Ⓛ to baseline	Start Dribble	One Lateral Dribble to Baseline	~
Tap Ⓛ away	Start Dribble	One Dribble Away from Basket	~

POST Y MOVES

Command	From Hold	From Dribble	No Dribble Left
Ⓛ neutral + Y	Inside Faceup	Dribble Disengage	Inside Faceup
Ⓛ to basket + Y	Inside Faceup	Faceup Drive to Basket	Inside Faceup
Ⓛ to key + Y	Inside Faceup	Faceup Drive to Key	Inside Faceup
Ⓛ to baseline + Y	Inside Faceup	Faceup Drive to Baseline	Inside Faceup
Ⓛ away + Y	Outside Faceup	Quick Dribble Disengage	Outside Faceup

CONTROL STICK Ⓡ: POST MOVES

Command	From Hold	From Dribble	No Dribble Left
Ⓡ to basket	Lean Back	Shoulder Fake	Lean Back
Ⓡ to key	Shimmy	Drive Fake	Shimmy
Ⓡ to baseline	Shimmy	Spin Fake	Shimmy
Ⓡ away	Create Space	Drive Fake	Create Space
Ⓡ CW TWIRL	Hook Drive	Hook Drive	~
Ⓡ CCW TWIRL	Spin	Spin	~

POST RT MOVES

Command	From Hold	From Dribble	No Dribble Left
RT + Ⓛ hold to basket	Aggressive Backdown	Aggressive Backdown	~
RT + Ⓛ hold to key	Drive to Key	Drive to Key	~
RT + Ⓛ hold to baseline	Drive to Baseline	Drive to Baseline	~
RT + Ⓛ hold away	Dribble out of Post	Dribble out of Post	~

PROTECT Y MOVES

Command	From Hold	From Dribble	No Dribble Left
L neutral + Y	Inside Faceup	Protect Dribble (in and out of it)	Inside Faceup
L to right of player + Y	Inside Faceup	Back to Dribbler	Inside Faceup
L to front of player + Y	Inside Faceup	Regular Dribble Forward	Inside Faceup
L to back of player + Y	Inside Faceup	Outside Shoulder Drive (spin)	Inside Faceup
L to left of player + Y	Outside Faceup	Regular Dribble Away (faceup)	Outside Faceup

PROTECT RT MOVES

Command	From Hold	From Dribble	No Dribble Left
RT + L to right of player	Sprint to Right	Sprint to Right	~
RT + L to front of player	Sprint Forward	Sprint Forward	~
RT + L to back of player	Spin Out	Spin Out	~
RT + L to left of player	Sprint Left	Sprint Left	~

POST SHOTS

SHOT BUTTON

Command	From Hold	From Dribble	No Dribble Left
L to basket left or right + X	Hook left or right (close to hoop)	Hook left or right (close to hoop)	Hook left or right (close to hoop)
L away from basket left or right + X	Fade left or right (further from hoop)	Fade left or right (further from hoop)	Fade left or right (further from hoop)
L any direction + double-tap X	Shimmy Shot left or right	Shimmy Shot left or right	Shimmy Shot left or right
L forward left or right + B then X	Dropstep left or right	Dropstep left or right	~
L away left or right + B then X	Hop Shot left or right	Hop Shot left or right	~
L away + B then X	Stepback Shot	Stepback Shot	~

SHOT STICK

Command	Action
LT + R to basket left or right	Hook left or right
LT + R away from basket left or right	Fade left or right
LT + R left to right or right to left	Shimmy Shot left or right
LT + double-tap R forward left or right	Dropstep left or right
LT + double-tap R left or right	Hop Shot left or right
LT + double-tap R away	Stepback Shot
LT + R clockwise twirl	Drive Stepback Shot
LT + R counterclockwise twirl	Spin Stepback Shot

PROTECT SHOTS

SHOT BUTTON

Command	From Hold	From Dribble	No Dribble Left
L to right of player + X	Protect Jumper	Protect Jumper	Protect Jumper
L to front of player + X	Protect Dribble Left Jumper	Protect Dribble Left Jumper	Protect Jumper
L to back of player + X	Protect Dribble Right Jumper	Protect Dribble Right Jumper	Protect Jumper
L to left of player + X	Protect Fadeaway	Protect Fadeaway	Protect Fadeaway
L any direction + double-tap X	Protect Shimmy Shot Left or Right	Protect Shimmy Shot Left or Right	Protect Shimmy Shot Left or Right
L to front of player + B	Protect Side Hop Shot Left	Protect Side Hop Shot Left	Pump Fake
L to back of player + B	Protect Side Hop Shot Right	Protect Side Hop Shot Right	~
L to left of player + B then X	Protect Stepback Shot	Protect Stepback Shot	~

SHOT STICK

Command	Action
LT + R to right of player	Protect Jumper
LT + R to front of player	Protect Dribble Left Jumper
LT + R to back of player	Protect Dribble Right Jumper
LT + R to left of player	Protect Fadeaway
LT + R left to right or right to left	Shimmy Shot
LT + double-tap R to back of player	Protect Side Hop Shot Right
LT + double-tap R to front of player	Protect Side Hop Shot Left
LT + double-tap R to left of player	Protect Stepback Shot
LT + R clockwise twirl	Protect Halfspin Shot
LT + R counterclockwise twirl	Protect Spin Shot

KINECT VOICE COMMANDS

You can use Kinect Voice Commands to implement a variety of actions while playing.

Voice Command	Action
Always Active	
"Switch Camera"	Move to the next camera position
"Gatorade Dunk"	Dunk the coach during applicable situations
"Call the f***ing foul," "That was a f***ing foul," "Bulls***," "That's bulls***," "F*** you!"	Technical foul trigger – (technical foul assessed to team bench) – NO EJECTIONS after multiple infractions (can only happen once per game, then)
Offense	
"Call Time Out"	Call a time out.
"Call" "Post Play" "for" "LeBron James"	Call play by play type ("call" and "for" are optional)
"Isolation," "Post Play," "Pick and Roll," "Three Point"	Playtypes
"Position / Last Name / Full Name"	Call by
"Substitute Player Last Name / Full Name / Position"	Substitutions (always active) – remove a player from game
"Bring in – Bench Player Last Name / Full Name"	initiate a substitution with a specific player
"Pick and Roll," "Quick Isolation," "Quick Iso," "Clear Out," "Quick Post Up," "Quick Spot Up Three," "Cut to Basket," "Backdoor Cut"	Quick play control
"Set a Screen for me," "Set a Pick for me"	Quick screen
Defense – active in both regular play and in MyCAREER	
"Pick up ball"	Call for nearest AI player to switch to the ball handler if he doesn't have him already
"Double Team"	Call for AI double team
"Help Me"	Call for help from team
"Intentional Foul"	Call for intentional foul
"Substitute Player Last Name / Full Name / Position"	Substitutions (always active; invalid for MyCAREER) – remove a player from game
"Bring in – Bench Player Last Name / Full Name"	initiate a substitution with a specific player
"Man to Man," "Zone 2-3," "Zone 3-2," "Zone 1-3-1," "Halfcourt Press," "Halfcourt Trap," "Fullcourt Press," "Fullcourt Trap"	Call for defensive set

Voice Command	Action
MyCAREER Offense	
"Call time out," "Time out"	Call for time out
"Alley-Oop," "Throw the Alley"	Call for alley-oop
"Pass the ball to me," "Pass me the ball," "Pass the ball to Player Last Name / Full Name / Position"	Call for pass
"Quick Post Up," "Quick Isolation,", "Quick Iso," "Clear Out," "Quick Spot Up Three"	Call for quick play
"Set a Screen for me," "Set a Pick for me"	Call for quick screen
"Shoot the Ball!" "Shoot that Shot" "Take that Shot" "Shoot that!" "Shoot it"	Call for AI shot

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OPEN UP
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Chris Paul
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Evan Turner
Wesley Johnson
Quincy Pondexter

Basketball Talent
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aka "The Professor"
James "Flight" White
Taurian Fontenette
aka "Air Up There"
Stan Fletcher
Noah Ballou
Deonte Huff
Leigh Gayden
Christopher Devine
Joe Everly

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Patrick Sanders
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Music Editing
Rick Fox - Fox Sound Studios

Additional Music Edits
Keith Fox
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Performed by The Hours
Courtesy of Adeline Records
Written By Antony Genn and Martin Slattery
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Written by Robert Earl Bell, Ronald N. Bell, George Melvin Brown, Joseph Anthony Budden, Shawn C. Carter, Robert Spike Mickens, Claydes Eugene Smith, Justin Gregory Smith, Dennis Thomas, and Richard A. Westfield
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