XBOX 360
NBA 2K12
MICHAEL 23 JORDAN
2K SPORTS

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

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.

NBA 2K12

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Xbox 360 CONTROLLER

	BASIC OFFENSE	BASIC DEFENSE
L	Move Player	Move Player
R	Shot Stick	Hands up / Deny ball
L + LT + RT	N/A	Cutoff
R + RT	N/A	Intentional / Hard foul
✚	N/A	Wrap foul
LT	Dribble / Shot Modifier	Intense D
RT	Sprint	Sprint
LB	Positional Plays / Pick Control	Double Team
RB	Icon Pass	Icon Swap
A	Pass / Touch Pass (press prior to catch)	Player Swap (closest to ball)
B	Fake Pass	Take Charge
B + LT	Alley-Oop	N/A
X	Pump Fake (tap) / Shoot (press)	Steal
Y	Post Up on / off	Block / Rebound
◯	Change Camera	Change Camera
◯	OTFC Quick Plays	OTFC Defensive Sets

	BASIC OFFENSE (continued)	BASIC DEFENSE (continued)
◯	OTFC Offense Strategy	OTFC Defense Strategy
◯	OTFC Substitutions	OTFC Substitutions
BACK	Timeout	Intentional Foul
START	Pause	Pause

ADVANCED OFFENSE

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 and release LB to call for a Pick & Roll (press LB again to have the screener slip); hold LB until screener gets set for a Pick & Pop
Icon Pick Control	Tap LB, hold player icon of desired screener: release early for Pick & Roll, hold longer for Pick & Pop
Alley-Oop	LT + B
Off-Glass Alley-Oop	LT + B, with trailing teammate
Give & Go	LT + A
Putback Dunk or Layup	RT + X
Pass Stick	Tap or hold RB, move R to pass
Total Control Passing	Tap RB, hold player icon of desired receiver, move receiver with L, release player icon 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

SHOT STICK

Jump Shot	Move and hold R to begin shot, release R to shoot
Fadeaway	Move L away from basket + move R while standing
Dribble Pull-Up	From a moving dribble, center L and move R in any direction
Escape Dribble Pull-Up	From Triple Threat or Stand dribble, hold LT and move R in any direction
Spin Jumper	From a moving dribble, rotate R in a circular motion
Stepback Jumper	While dribbling across basket, move R away from basket

SHOT STICK (continued)

Side Hop Jumper	While driving toward basket, center L, hold LT, + move R back left / right
Runner	While dribbling toward basket, keep L held, hold LT, + move R away from basket
Layup Left / Right	While driving, move R forward left / right toward basket
Layup Reverse	While driving along the baseline, move R toward baseline
Eurostep Layup	While driving, hold LT + move R toward basket
Hopstep Layup	While driving, hold LT + move R left / right
Spin Layup	While driving, hold LT + rotate R in a circular motion
Normal / Signature Dunk	While dribbling toward basket, hold RT + move R toward basket
Reverse Dunk	While dribbling toward basket, hold RT + move R away from basket
Spin Dunk	While dribbling toward basket, hold RT and rotate R in a circular motion+
Mid-Air Change Shot	Start any dunk or layup, center R, then move R again in the direction you want to finish
Pump Fake	Start one of the shots or layups listed above, then immediately move R back to center
Up & Under / Stepthrough Shot	Perform a Pump Fake, then move R again before the Pump Fake finishes

ISOMOTION™

Sizeup	From a Stand dribble, hold LT + move L toward basket
Sizeup Cross	From a Stand dribble, hold LT + move L from ball hand to off hand
Sizeup Inside Out	From a Stand dribble, hold LT + move L toward ball hand
Sizeup Escape	From a Stand dribble, hold LT + move L away from basket
Hesitation	From a Stand dribble, tap LT
Crossover	Hold LT + move L toward non-ball hand
Double Cross	Hold LT + move L toward non-ball hand, then back toward ball hand rhythmically

ISOMOTION™ (continued)

In and Out	Hold LT + move L toward non-ball hand, then immediately back to ball hand
Spin	Hold LT + rotate L in a circular motion
Half Spin	From a moving dribble, tap RT
Behind Back	Rotate L in a circular motion from ball hand to opposite hand (going around player's back)
Stepback	While driving, press and hold LT + move L away from player's movement direction

PASSING

Alley-Oop	LT + B
Off-Glass Alley-Oop	LT + B, with a trailing teammate
Give & Go	LT + A
Rolling Inbound	LT + A, during baseline inbounds
Fake Pass	B while standing
Right Stick Passing	Press and hold Icon Pass Activate control; move R to pass; "Directional" selects receiver in direction R is deflected (default option); "Zone" passes to general location of court (enable this option in the Controller Settings menu)
Total Control Passing	Tap RB, hold player icon of desired receiver, move receiver with L, release player icon to pass (Total Control Passing option must be enabled in the Controller Settings menu)
Icon Lead Passing	Tap RB, move L in direction you want to lead receiver, then press his corresponding action button
Disengage Post Catch	Tap RB, move L away from post defender guarding desired receiver, then press action button of desired receiver to disengage him from his post position

ON-BALL DEFENSE

Aggressive Block	Hold LT + press Y
Steal	Press X
Hands Up	Move R in any direction when near ball handler
Deny Ball	Move R in any direction when near an opponent without the ball
Cutoff Move	Hold LT + move R in direction you want to hop to

ON-BALL DEFENSE (continued)

Hard Foul	Hold RT + move R toward shooter
Wrap Foul	Click R when near an opponent in a shooting motion
Quick Shuffle Movement	Hold LT + RT to move quickly laterally
Intentional Foul	Hold RT + move R toward ball handler
Double Team	Tap LB to bring up player icons, press icon of teammate you want to double with (normal press of LB auto-selects double teamer)

TRIPLE THREAT

Jabstep / Stepover	Hold LT and move L toward player's left or right side
Jab & Go / Cross	Perform a Jabstep, then immediately release LT + move L left / right
Protect Ball	Hold LT and move L away from basket
Protect to Drive	From Protect Ball stance, roll L toward player's facing direction + quickly release LT
Protect Spin Out	From the Protect Ball stance, roll L opposite player's facing direction + quickly release LT
Escape from Protect	From the Protect Ball stance, hold L away from basket and release LT

POST MOVES

Enter & Leave Post	Press Y
Post Movement	While posted up, move L any direction
Inside Faceup	While holding ball in the post, press Y
Outside Faceup	While holding ball in the post, move L away from basket + press Y
Dribble Disengage	While posted up with an active dribble, move L away from basket + press Y
Stepback	While posted up with a live dribble, move L away from basket + press RT
Drive to Basket	While posted up with a live dribble, move L toward basket + press Y
Aggressive Backdown	While posted up with a live dribble, move L toward basket + press RT
Quick Spin	While posted up with a live dribble, move L toward baseline + press Y

POST MOVES (continued)

Drive to Spin	While posted up with a live dribble, move L toward baseline and press RT
Drive to Key	While posted up with a live dribble, move L toward key + press Y
Aggressive Drive to Key	While posted up with a live dribble, move L toward key + press RT
Drive Fake	While posted up with a live dribble, hold LT + move L toward key
Spin Fake	While posted up with a live dribble, hold LT + move L toward baseline
Shoulder Fake	While posted up with a live dribble, hold LT + move L toward basket
Lean Back	While holding the ball in the post, hold LT + move L toward basket
Create Space	While holding ball in the post, hold LT + move L away from basket
Shimmy Left / Right	While holding ball in the post, quickly move R toward player's left or right side, then quickly to opposite side
Double Shimmy Shot Left / Right	While posted up, quickly move R to player's left or right, to the opposite side, then back again
Post Hook Left / Right	While posted up close to basket, move + hold R left / right
Post Fade Left / Right	While posted up mid to far range, move + hold R left / right
Post Hop Shot Left / Right	While posted up with a live dribble, hold LT + move R away left / right from basket
Post Stepback Shot	While posted up with a live dribble, hold LT + move R away from the basket
Dropstep Layup	While posted up with a live dribble, hold LT + move R forward left / right toward the basket
Dropstep Dunk	While posted up with a live dribble close to basket, hold LT + move R forward left / right toward the basket + RT
Running Hook	After facing up, drive across paint + move R in same direction as player's movement
Running Fade	After facing up, drive across paint + move R away from basket
Running Spin Shot	After facing up, drive across paint + rotate R in a circular motion
Running Floater	After facing up, drive across paint + move R toward basket

POST PLAY – DEFENSE (ON-BALL)	
Neutralize Move	While engaged in the post and offensive player executes a move, attempt to neutralize the move by moving L into offensive player
Post Steals	While engaged in the post or during a post move, press X
Pull Chair or Flop	While engaged in the post and being aggressively backed down, move L away from ball handler

OFF-BALL – OFFENSE	
Call for Ball	A
Set Screen	Hold A
Call for Screen	Hold LB
Offball Cut	Move R in direction of desired cut
Post Engage	With player's back to defender, press + hold LT
Post Spin Out for Lob	While engaged in the post, release LT + move L to left or right side of defender
Post Battle for Position	Hold LT + move L into defender to push him out of his current position on court
Counter Deny / Front in Post	While engaged in an offball post battle, hold LT + move R to navigate to a better position around defender

OFF-BALL – DEFENSE	
Post Engage	While next to an offensive player, press LT
Deny Ball	While next to an offensive player, move R toward player
Fight for Position in Post	While engaged in the post, hold LT + move L into defender to push him in desired direction
Deny / Front Post	While engaged in offball post battle, hold LT + move R to navigate to a better position around offensive player
Steal Post Entry Pass	While engaged in the post, press X when ball handler starts to pass into the post

SHOOTING THE BALL

Shot Release Prompt

The Shot Release Prompt flashes at the ball handler's feet to help you release a shot at the perfect moment. Begin the shot by holding R or X. Complete the shot by releasing the button at the moment the green prompt flashes.

Note: Training Camp can help you with shot timing.

Shot Accuracy Meter

View the Shot Accuracy Meter to judge your player's chances of sinking a shot from his on-court position. The more bars, the better the chance of a field goal. The Shot Accuracy Meter is specific to each ball handler's real-world attributes.

ON THE FLY COACHING (OTFC)

Basketball is a fast moving game and you need to deploy your strategies in real time. Use ◯ to bring up the On The Fly Coaching menu and get your team ready to go.

Quick Games & QG Player Lock

	OFFENSE	DEFENSE
◯	Change Camera	Change Camera
◯	OTF Quick Plays	OTF Defensive Sets
◯	OTF Freelance Strategy	OTF Defensive Strategy
◯	OTF Substitutions	OTF Substitutions
BACK	Timeout	Intentional Foul
START	Pause	Pause

Team-Up

	OFFENSE	DEFENSE
◯	OTF Camera Change	OTF Camera Change
◯	OTF Quick Plays	N/A
◯	OTF Substitutions	OTF Substitutions
BACK	Timeout	Intentional Foul
START	Quit / Quick Stats	Quit / Quick Stats

- Point Guards call plays, regardless of captain status.
- Individuals can only sub in a player for themselves during regular gameplay.
- Only Camera Changes are available to players who are not Point Guards or Captains.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more 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 contentrating. 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.

3D SETTINGS

To benefit from 3D in NBA 2K12, select the 3D Settings from the game Options menu.

IMPORTANT: Full HD 3D television with compatible 3D active glasses and high speed HDMI cable required for 3D features. Consult your television's documentation for 3D capability and safety information.

CAUTION: Some people may experience discomfort (including eye strain, eye fatigue, or nausea) while watching 3D video images or playing 3D games on 3D televisions. If you experience such discomfort, you should immediately discontinue viewing and/or playing the game until the discomfort subsides. We recommend that viewers take regular breaks while watching 3D video, or playing 3D games. The length and frequency of necessary breaks may vary from person to person. Take breaks that are long enough to allow any feelings of discomfort to subside. If you experience serious discomfort or pain or if symptoms persist, stop gameplay immediately and consult your doctor. Be sure to review and comply with safety warnings and instructions supplied with your 3D television and 3D glasses.

NEW FOR NBA 2K12

- **Total Shot Stick Control**
  Perform all IsoMotion™ offensive moves with the right stick, providing for more intuitive control and split-second shot adjustments.

- **New Post Play System**
  - Press Ⓨ to enter / leave the post.
  - Execute full 360-degree player movement.
  - Use the defensive counter system and moves such as drives, Stepbacks and Backdowns.
  - Combine moves, and queue moves ahead of time.

- **New Play Branching System**
  Offensive plays evolve instantly. Change plays on the fly to counter the defense.

- **NBA's Greatest**
  Join 15 NBA legends to relive the epic showdowns that helped define each as a superstar. MJ, Bird, Magic Johnson, Kareem Abdul-Jabbar and 11 other NBA greats play classic, historically accurate game re-creations. The players, the teams, the venues—*they're all real*. Even go "way back" to the days before 3-pointers—and play with black and white TV coverage! Unlock these classic teams for Quick Games against modern NBA teams. Those endless "who's the greatest" arguments could be settled once and for all.

- **Enhanced My Player Mode**
  Create and manage your dream basketball player's career: hear Commissioner Stern call your name on draft night, play in the all-new Rookie Showcase, and negotiate contracts while raking in fresh new endorsement deals.

- **The Association: Online**
  Form your own online NBA league with up to 29 other gamers, and make GM decisions from your computer or console. Make trades and schedule games online. Your season progresses in real-time; scheduled games are simulated when you can't be present. Receive regular email updates that keep you connected to your team 24/7/365.

- **Dynamic Shoe Updates**
  Want to play in Kobe's new shoes on Christmas Day? Or see D-Wade in the Air Jordan 2012 All-Star colorways? Now when the pros wear it on the court, they'll wear it in **NBA 2K12**, because when new Nike and Jordan brand shoes release in real life, they will also be downloaded to the game!
  - Use NIKEiD to trick out your shoes with custom designs.
  - Super-charge shoes with skill points to enhance specific player attributes.

- **NBA: Creating a Legend**
  In this high-powered version of My Player, select an established pro and create his future as a superstar *your way* while directing the remaining seasons of his legendary career.

- **NBA 2K Online**
  Create a My2K account for access to NBA 2K Online and a more powerful online experience. The more you interact, the faster you rank up.
  - Find online friends more quickly.
  - Play quick 5-on-5 online games.
  - Using HP Media Zone, post highlight reels to YouTube and Facebook, and tweet about your latest victory.
  - Your ranking is constantly updated on the Home screen.

- **NBA Training Camp**
  NBA legends from present and past teach the game of basketball by example while providing instant feedback as you practice. Training is organized by specific skill sets.

- **Improved Game Accuracy**
  As the NBA changes, so does **NBA 2K12**. Game graphic detail is updated dynamically, including player and venue details. Broadcast improvements include quick player displays promoting their upcoming games, and dynamic pre-game highlight reels set to 2K Beats music.

- **2K Beats Soundtrack**
  New soundtrack music includes artists Travis Barker, Busta Rhymes, Lil Jon, Twista, CeeLo, Q-Tip, Freddie Gibbs, Friendly Fires, Chiddy Bang, Hudson Mohawke, Bassnectar, Middle Class Rut, Jamaica, Shinobi Ninja and Cyhi da Prince.

QUICK GAME

1. **Start the Game**
   On the Title Screen, press START.

2. **Create a Profile the First Time You Play**
   The first time you play the game, you will be prompted to create a profile for tracking game progress, statistics and achievements. Create a name using the virtual keyboard and press START.

3. **Set Up Your Game**
   - On the Home Screen, select Quick Game.
   - Use LS to select Home or Away for the team controlled by your controller.
   - Use LT / RT to select your team.
   - Use LB / RB to select team jerseys.
   - Press START.

MAIN MENU

From the Home Screen, move RS to display the Main Menu.

MAIN MENU OPTIONS

- **Home**
  Select this to close the Main Menu and display the Home Screen.

- **NBA's Greatest**
  15 legendary NBA players, 15 real games that defined each as a superstar. Take the court as any player and experience his hallmark game. Win a game to unlock both of its teams. You can even unlock additional bonus teams. Unlocked teams become available for Quick Games.

  The 15 basketball greats are:

· Bill Russell	Center
· Oscar Robertson	Point Guard
· Wilt Chamberlain	Center
· Julius Erving	Forward
· Larry Bird	Small Forward
· Kareem Abdul-Jabbar	Center
· Isiah Thomas	Small Guard
· Earvin "Magic" Johnson	Point Guard
· Michael Jordan	Shooting Guard / Small Forward
· Jerry West	Guard
· Patrick Ewing	Center
· Hakeem Olajuwon	Center
· Scottie Pippen	Small Forward
· John Stockton	Point Guard
· Karl Malone	Power Forward

- **My Player**
  Create a custom NBA rookie and make him a legendary NBA superstar. Build his skill points by completing game objectives and drills. The player is graded on his talent and teamwork as he rises up through the organization. Start from nothing and reach the pinnacle of NBA greatness.

- **Game Modes**
  Choose your gameplay mode. Game modes are explained on page 14.

- **Online**
  Go online for Quick Match team play or Vs games with friends. Compare Stats and check out Virgin Gaming.

- **Features**
  Enjoy old and new features that expand your **NBA 2K12** experience. Features are listed on page 14.

- **Manage Rosters**
  View or change Rosters, Rotations, Situationals, Tendencies by player and team, and Playbooks. Use Create Player and Create Team to develop custom players. Load, edit or create a new Draft Class.

  To edit players: select a player from Rosters, press A, select Edit Player, and then select a player feature to change. Move sliders to change settings.

- **Options**
  Adjust game options settings to customize your gameplay. Options are explained on page 15.

GAME MODES

- **The Association: Online**
  Custom create and run every detail of your own online organization with up to 29 other players.

- **NBA: Creating a Legend**
  This supercharged alternative to creating a Rookie via My Player lets you start out with the NBA pro player of your choice. Your Superstar can increase his already pro-level skill points and attributes by meeting gameplay objectives and drills.

- **The Association**
  Create, customize and run your own NBA Team.

- **Season**
  Play one season.

- **Playoffs**
  Cut to the chase and play it the way you want.

- **NBA Blacktop**
  Get back to the asphalt. The best players in the world never forget where they came from.

- **Training Camp**
  Practice your skills while an NBA mentor shows you just how to do it. Press the SELECT button to have your mentor demonstrate a move or shot. Training covers Dribble Moves, Shooting, Post Game, Offball Offense, Defense, Passing and Offense.
  - For shooting, a green icon appears on-screen when your shot release was good. A red icon appears when your release was less than optimal. These Icons appear during Training Mode only.

- **Practice**
  Perform freestyle play or drills designed to improve specific game talents.

NBA 2K12 FEATURES

- **2K Shoes**
  - **My Shoes**
    Suit up any player with cool major-label footwear. These shoes pump up skill points to dial in specific on-court talents—not only jumping and hustle but passing, 3-pointers, stealing, low post skills and more. Shop the skill number improvement for each shoe before selecting a pair. More shoes become unlocked as gamplay progresses.
  - **NIKEiD**
    Fire up your color style to create a custom shoe that fits existing and created players.

- **HP Media Zone**
  - Create, view and share Reelmaker videos.
  - Use 2K Beats to control in-game music.
  - Use Arena Music Manager.

- **My2K**
  - Create an online My2K profile including a customized player.
  - Stay connected to the **NBA 2K12** network plus other social networking sites including Facebook, Twitter and YouTube.
  - View your 2KRank in real time on the Home Screen.

- **NBA2K.com**
  - View your Online Association standings, stats and leaderboards.
  - See your My Player milestones, and compare personal stats and Hall of Fame progress.
  - Watch highlight videos and interact directly with the **NBA 2K12** development team.

- **2K Insider**
  Get late-breaking news from the 2K Insider Blog and check out the biggest movers.

- **2KShare**
  Share created players, rosters, teams, draft classes and slider settings.

- **VIP Viewer**
  View detailed stats and tendencies including performance by category.

- **Extras**
  Enter Codes and view **NBA 2K12** game credits.

OPTIONS

Access Options from either the Main Menu or the Pause Menu.

- **My NBA Settings**
  - Gameplay — Set Game Difficulty and Game Speed.
  - 3D Settings — Set 3D Type, Adjust 3D Intensity and Depth.
  - Presentation — Set Audio Settings, Ball Handler Text, Help and Play Quality Feedback.
  - Coach Settings — Turn Coach Mode on / off and adjust settings.
  - Sliders — Adjust User and CPU settings.
  - Coach Profiles — Adjust coaching priorities.
  - NBA Rules — Turn rules on / off or set to default.

- **Load/Save**
  Adjust User Profiles, Settings, Sliders, and Rosters. Turn Autosave and Living Rosters on/off.

- **User Profile**
  Load a saved user profile, set controller options for that profile or create a new profile.

- **Reset Roster**
  Reset your roster to the default lineup.

- **My Controller**
  - **Choose from 3 alternates to the default control scheme.**
  - **Change controller settings.**
  - **View Advanced Controls.**

- **Choose Side (available from in-game Pause Menu Options only)**
  Switch sides during a game.

PAUSE MENU

- **Resume**
  Return to gameplay.

- **Performance (My Player and NBA: Creating a Legend only)**
  Check out the current performance of your player, including teammate grade and objectives met.

- **Director's Cut Replay**
  Review the previous play. Edit and create a video of the replay for viewing or sharing in HP Media Zone.

- **Coaching**
  - **Call in subs, view player match-up, call for double teams and pressure D, and review playbook.**
  - **Be a full-time coach: select Options> My NBA> Coach Setting and set Coach Mode to on.**

- **Game Stats**
  View Stats, Box Score, Gametrack and Injuries.

- **Options**
  Customize gameplay, rules, presentation settings and controller setup.

- **Quit**
  End current play and return to the Main Menu.

Please note that NBA 2K12 online features are scheduled to be available until November 2012, though we reserve the right to modify or discontinue online features on 30-days' notice. Check www.2ksports.com/serverstatus for details.

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- **User Profile**（使用者設定檔）
  載入或儲存使用者設定檔、設定設定檔的控制器選項或或是建立新設定檔。

- **Reset Roster**（重設球員名單）
  將球員名單重新設定為預設陣容。

- **My Controller**（我的控制器）
  - 除了預設的配置外，還有其他 3 種控制方式可選擇。
  - 更改控制器設定。
  - 查看「**Advanced Controls**（進階控制）」。

- **Choose Side**（選擇球隊）（只有在遊戲中的「**Pause Menu Options**（暫停選單選項）」中可使用）在遊戲時更換隊伍。

PAUSE MENU（暫停選單）

- **Resume**（恢復遊戲）
  回到比賽中。

- **Performance**（表現；只有在「**My Player**（球員生涯）」與「**NBA: Creating a Legend**（NBA：創造傳奇）才有）查看你球員現有的表現，包括隊友的評分與達成目標。
- **Director's Cut Replay**（精彩重播）
  欣賞前一個動作表現。編輯並建立重播影片，也可以在「**HP Media Zone**（HP 媒體區）」裡分享。

- **Coaching**（指導）
  - 更換球員、查看球員的對決、下達包夾與緊迫盯人指令以及查看戰術。
  - 如果要全場指導的話，請：選擇「**Options**（選項）> **My NBA**（我的 NBA）> **Coach Setting**（教練設定）」，然後設定「**Coach Mode**（教練模式）」。

- **Game Stats**（遊戲統計）
  查看「**Stats**（統計數據）」、「**Box Score**（比分表）」、「**Gametrack**（遊戲追蹤）」及「**Injuries**（傷兵）」。

- **Options**（選項）
  調整遊戲方式、規則、表現設定與控制器設定。

- **Quit**（結束）
  結束目前遊戲回到「**Main Menu**（主選單）」。

NBA 2K12 GAME CREDITS（NBA 2K12 遊戲製作人員名單）

VISUAL CONCEPTS ENTERTAINMENT, INC.

Lead Engineer
Andrew Marrinson

Studio Art Directors
Matt Crysdale
Alvin Cardona

Art Director
Lynell Poonee Jinks

ENGINEERING:
AI Engineers
Shawn Lee
Eddie Park
Gordon Read
Mark Horsley
Ivan Myers Jr.
Ben Hester

Engineers
Chris Larson
Matt Hamre
Johnnie Yang
Nick Jones
Mark Robert
Nate Bamberger
Evan Harsha
David Copelovici
Matt Townsend
Matthias Wloka
Harlan Young
Steven Fuller
Tim Schroeder
Paul Hale
Brad Jones
Thomas Anderson
Sang-Won Kim
Kijin Keum
Barry LaVergne
Jordan Sztanyo
Alex O'Konski
Bryan Harris
Bryan Austin
Glen Hempstock
John Brough
David Burchanowski
Doug Hyde
Beom Sik Kim
Evan Young
Brian Townsend

TECH GROUP:
Director of Technology
Tim Walter

Lead Library Engineer
Ivar Olsen

Lead Tools Library Engineer
Jason Dorie

Library Engineers
Boris Kazanskii
Zhe Peng
Brian Ramagli

PRODUCTION:
Executive Producer
Jeff Thomas

Producers
Asif Chaudhri
Erick Boenisch
Felicia Whitehouse
Grant Wilson

Gameplay Producer
Rob Jones

Production & Design
Zach Timmerman
Kyle Lai-Fatt
Jerson Sapida
Mike Wang
Dion Peete
Ocie Henderson
Jay Iwahashi
Jason Souza
Dan Indra
Joe Levesque
Ben Bishop
Abe Navarro
Jonathan Corl

ART TEAM:
Character Lead
Jonathan Gregory

Character Artist
Winnie Hsieh

Environment Lead
John Lee

Environment Artist
Tim Loucks

Outsourcing Manager
Kurt Lai

UI Art Lead
Herman Fok

User Interface
David Lee
Justin Cook
Carrie Dinitz
Chris Darroca
Myra Lim
Quinn Kaneko
Anthony Yau

Rigging
Nathan Frigard

Technical Art
Alex Steinberg
Don Bhatarakamol

Special Thanks
Zhen Tan
Ray Wong

Animation Director "4-Ever"
Roy Tse

Lead Animator
Elias Figueroa

Animators
Paulette Trinh
Wilster Phung
Derrik McGinnis

MOTION CAPTURE:
Supervisor
David Washburn

Coordinator
Steve Park

Specialists
Jose Gutierrez
Gil Espanto
Anthony Tominia

Audio Director
Joel Simmons

Sr. Audio Engineer & Audio Tools
Daniel Gardopee

Sr. Audio Engineers
Todd Gunnerson
Randy Rivas

Script Writers
Tor Unsworth
Rhys Jones

Additional Audio
John Crysdale
Justin Rothaug

Additional Script Writing
Kevin Asseo

BROADCAST TEAM & VOICE TALENT:
Play-by-Play Announcer
Kevin Harlan

Color Analysts
Clark Kellogg
Steve Kerr

Sideline Reporter
Doris Burke

Studio Announcer
Damon Bruce

PA Announcer
Peter Barto

Promo Announcer
Tony Azzolino

Press Conference
Mark Middleton

2K SPORTS THEME MUSIC:
The Contest and *Network Sports Tonight*
Written, Engineered, and Produced by
Bill Kole

The Comeback, *The Rivalry*, and *The Breakdown*
Written by
Joel Simmons
Engineered and Produced by
Bill Kole

2K Themes performed by
CosmoSquad

Arena Organ, Beats, & Music
Casey Cameron

Special Thanks
Tim Anderson
Phil Johnson
Fresno State Bulldog Marching Band

Additional Special Thanks
Greg Ortiz
Aggie Pack
California Aggie Marching Band
Craig Rettmer

Player Chatter
Donell Dshone Johnson Jr.
Sean Lasatar
Shane Meston
Matt Pymm
Nick Powers
Carney Lucas
Michael Distad
Will Dagnino
Michael Turner
Spencer Douglass
Todd Bergmann
Cecil Hendrix
Sean Pacher
Brian Shute
Eric White

Crowd Chatter
Niko Ackerman
Steven Baston
Marcus Boddy
Vincent Byrne Davis
Philip Floyd
Ben Hader
Daryll Jones
Khaleisheia Jones
Jesse Langland
Rolan Jed Negranza
Hana Ohira
Danielle Strickland
Joshua Cervantes
Reinard Coloma
Stephen Bernad
Justin Balague
Joshua Balague
Ryanson S. Aspiras
Nathan Runner
Eric Distad
Francis Sameon
Ken Sameon
Christopher Nichols
Jaymi Valdes
Yusuf Hansia
Jason Arnold
Jordan Carson
Byron Deme
Thomas Brewer
Michael McCoy
Rebecca Friedman
Savon Cleveland
Colety Kaltschmidt
Daniel Stafford
Megan Knapp
Eliott Whitehurst
Dustin Ragozzino
Guido Sontori
Billy Harris
Leslie Peacock
Paulette Trinh

2K PUBLISHING

President
Christoph Hartmann

C.O.O.
David Ismailer

SVP, Sports Development
Greg Thomas

Director of PD Operations
Kate Kellogg

Director of Technology
Jacob Hawley

SVP, Marketing
Sarah Anderson

VP, Sports Marketing
Jason Argent

VP of International Marketing
Matthias Wehner

Director of Marketing
Chris Snyder

Senior Brand Manager
Mark Goodrich

Product Manager
Ryan Hunt

Global Director of Public Relations
Markus Wilding

International Associate PR Manager
Erica Denning

Director of Marketing Production
Jackie Truong

Art Director, Marketing
Lesley Zinn

Web Director
Gabe Abarcar

Web Designer
Keith Echevarria

Jr. Graphic Designer
Christopher Maas

Marketing Production Assistant
Ham Nguyen

Video Production Manager
J. Mateo Baker

Video Editor
Kenny Crosbie

Jr. Video Editor
Michael Howard

Game Capture Specialist
Doug Tyler

Director of Creative Production
Jack Scalici

Senior Manager of Creative Production
Chad Rocco

Manager of Creative Production
Josh Orellana

Consumer Engagement Manager
Ronnie Singh

VP, Business Development
Kris Severson

VP, Sales & Licensing
Steve Glickstein

Strategic Sales and Licensing Director
Paul Crockett

VP, Legal
Peter Welch

Director of Operations
Dorian Rehfield

Licensing/Operations Specialist
Xenia Mul

Director of Analysis & Planning
Phil Shpilberg

Director of Licensing, Strategic Partnerships & In-game Media
Shelby Cox

Associate Manager of Partner Marketing
Dawn Burnell

2K GAMES INTERNATIONAL

General Manager
Neil Ralley

International Marketing Manager
Sian Evans

International PR Manager
Emily Britt

Assistant International PR Manager
Sam Woodward

International PR Executive
Matt Roche

Licensing Director
Claire Roberts

International Digital Marketing Manager
Martin Moore

2K QUALITY ASSURANCE

Vice President of Quality Assurance
Alex Plachowski

Quality Assurance Test Manager
David Arnspiger

Quality Assurance Test Manager – Support Teams
Alexis Ladd
Doug Rothman

Project Lead
Jeremy Ford

Lead Tester – Support Teams
Nathan Bell
Scott Sanford
Casey Ferrell

Senior Testers
Shant Boyatzian
Adam Klingensmith
Brian Salazar
Justin Waller
Marc Perret
Ruben Gonzalez

Quality Assurance Team
Shane Coffin
Chris Beltran
Dewayne Wilbert Jr.
Ali Akhavan-Rajabi
Edgar Solis
Ryan Walter
Jordan Rush
Alex Maltsev
Rico Serrano
David Boo
Ramon Villacorta
Justin Jordan
Lee Irvin
Craig Baroody
Dustin Gibbs
Peter Long
Kyle Adamson
Cody Starr
Sergio R. Sanchez
Devon Stewart
Cody Paterso
Cris Maurera
Jason Berlin
Michael Speiler
Stephanie Anderson
Benjamin Sorofman
Jeremy Thompson
Manny Juarez
Chris Adams
Matthew Foley
Erin O'Malley
Luke Williams
Andrew Garrett
Ivan Preciado
Joshua Glover
Robert Newman
Bill Lanker
Mark Vazquez
Luis Nieves
Keith Doran
Nigel Nikitovich
Davis Krieghoff
Andrew Vietri
Noah Ryan-Stout
Colin Campbell
Kevin Skorcz
John Hernande
Chris Henderson
Gabe Woods
Antonio Monteverde-Talarico
Josh Lagerson

Special Thanks
Chris Jones
Todd Ingram
Pedro Villa
Eric Lane
Merja Reed
Daisy Amescua
Rick Shawalker
Lori Durrant

2K INTERNATIONAL QUALITY ASSURANCE

QA Manager
Ghulam Khan

QA Localisation Supervisor
Lena Brenk

Mastering Engineer
Wayne Boyce

Mastering Technician
Alan Vincent

Localisation QA Project Lead
Jose Minana

Localisation QA Leads
Karim Cherif
Luigi Di Domenico
Oscar Pereira

Localisation QA Senior Technicians
Elmar Schubert
Fabrizio Mariani
Florian Genthon
Jose Olivares
Stefan Rossi

Localisation QA Technicians
Giovanni De Caro
Harald Raschen
Javier Vidal
Marcella Franzese
Tirdad Nosrati

Design Team
James Crocker
Tom Baker

2K INTERNATIONAL TEAM

Agnès Rosique
Alex Bickham
Ben Lawrence
Ben Seccombe
Dan Cooke
David Halse
Diana Freitag
Luis De La Camara Burditt
Olivier Troit
Richie Churchill
Ross Purdy
Sandra Melero
Simon Turner
Solenne Antien
Stefan Eder

2K ASIA

Asia Marketing Director
Karen Teo

Asia Product Associate
Albert Hoolsema

Japan Marketing Manager
Takahiro Morita

Localization Manager
Yosuke Yano

Take Two Asia Operations
Eileen Chong
Veronica Khuan
Chermine Tan
Fumiko Okura

Take Two Asia Business Development
Julian Corbett
Andrew Donovan
Ellen Hsu
Henry Park
Satoshi Kashiwazaki

FOX STUDIOS

Rick Fox
Michael Weber
Tim Schmidt
Cal Halter
Keith Fox
Dustin Smith
Joe Schmidt

NATIONAL BASKETBALL ASSOCIATION

Senior Vice President, Licensing & Business Affairs
Vicky Picca

Senior Director, Entertainment Products
Anne Hart

Senior Director, Global Marketing Partnerships
Chad Biggs

Manager, Entertainment Products Licensing
Matt Holt

Manager, Global Marketing Partnerships
Natasha Opong

Account Executive
Amy Blumberg

Department Assistant, Retail Licensing
Lindsay Milne

MOTION CAPTURE TALENT

NBA Talent
Rudy Gay
Dwight Howard
Andre Iguodala
Shaun Livingston
Corey Maggette
Shaquille O'Neal
Chris Paul
Gerald Wallace
Evan Turner
Wesley Johnson

Basketball Talent
Quincy Pondexter
Grayson Boucher aka The Professor
James Flight White
Taurian Fontenette aka Air Up There
Stan Fletcher
Noah Ballou
Deonte Huff
Leigh Gayden
Christopher Devine
Joe Everly
Omar Wilkes
Alain Laroche
Terrence Hundley
Shawn Malloy
Charles Beast Rhodes
Marquis Gilstrap
Tim TP Parham
Brian Laing
Brandon Bush
Quinnel Brown
Kasib Powell
Larry Bone Williams
Terrance Todd
Darren Brooks
Drew Gibson
Johnnie Bryant
Patrick Sanders
Calvin Henry
Gerard Anderson
Jesse Byrd
Purnell Davis
Matthew Elijah

Mascot
Snoop Dogg
Todd Maroldo

Dancers
Jennifer Santich
Rebecca Breining

Special Thanks
Motion Sports Management
Ben Pensack

SPECIAL THANKS

Michael Jordan
Scott Patterson
Jordan Katz
David Cox
Take-Two Sales Team
Take-Two Channel Marketing Team
Siobhan Boes
Hank Diamond
Alan Lewis
Daniel Einzig
Christopher Fiumano
Pedram Rahbari
Jenn Kolbe
2K IS Team
Seth Krauss
Greg Gibson
Take-Two Legal Team
Jonathan Washburn
David Boutry
Ryan Dixon
Michael Lightner
Gail Hamrick
Sharon Hunter
Kate Ryan
Michele Shadid
72 & Sunny
Access Communications
KD&E
Red Sheet
Hanshaw Ink & Image
Gwendoline Oliviero
Robert Nelson
Matt Underwood
Edwin Melendez
Everyone at Operation Sports

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NBA 2K12 MUSIC CREDITS（NBA 2K12 音樂製作人員名單）

Basketball
Performed by Kurtis Blow. (P) 1984 The Island Def Jam Music Group. Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises.

Fast Lane
Performed by Eminem & Royce Da 5'9". (P) 2011 Shady Records/Interscope Records. Courtesy of Interscope Records under license from Universal Music Enterprises

Let's Go
Performed by Travis Barker feat. Yelawolf, Busta Rhymes, Lil Jon, & Twista. Written by Michael Wayne Atha, Carl Terrell Mitchell, Trevor Taheim Smith Jr. Published by EMI Music Publishing, Universal Music Publishing Group, Kobalt Music Publishing America, Bug Music Publishing. Courtesy Interscope Records.

Awesome
Performed by XV. Written by Donovan Johnson, Terrence Thornton, Michael Summers. Published by: Donovan Johnson, Neighborhood Pusha Publishing (BMI) c/o Sony /ATV, ASCAP Man, I Need My Publishing. Courtesy Warner Brothers Records.

Skeleton Boy
Performed by Friendly Fires. Written by John Frederick Gibson, David MacFarlane, Barnaby Savidge. Published by Universal Music Publishing Group. 2008 XL Recordings.

Let It (Edit Remix) feat. Melo
Performed by Machine Drum. Written by Travis Stewart (Boulder Heave BMI), Sean Rhoden (Meloxtra Publishing BMI). Published by Stones Throw Records.

Sideways (2K Remix)
Performed by Cydel Young. Composer/Lyrics only: Cydel Young aka "Cyhi da Prince." Song Composed and Produced by ENSAYNE Wayne for ENSAYNE Music Group.

We're Through
Performed by James Pants. Written by James Singleton (Boulder Heave BMI). Published by Stones Throw Records

Thunder Bay
Performed by Hudson Mohawke. Written by Ross Birchard. Published by Kobalt Music Publishing. Courtesy of Warp Records

Still A Soldier
Performed by Ancient Astronauts. Written by Tom Strauch, Ingo Moell. Published by Bug Music Publishing. Courtesy ESL Recordings.

Rock Hood
Performed by Shinobi Ninja. Written by: Michael Machinist, David Machinist, David Aaron Gerberer, Edara Johnson, Marcus Hrdina, Jonathan Nunes-Simone. Published by: Shinobi Ninja LLC.

Cozza Frenzy
Performed by Bassnectar . Written by: Lorin Ashton. Published by Blue Mountain Music. Courtesy OM Records.

The Shuffle (instrumental)
Performed by The Freeze Tag. Written by J. Drake (Kid Lucci Music SESAC), B. Smith (Ivee Sessions SESAC). Published by Ivee Sessions. Courtesy Dope Lotus Records.

By The Numbers
Performed by Jamaica. Written by: Antoine Hilaire, Florent Lyonnet, Xavier De Rosnay, Peter Franco. Published by: 2009 Warner Chappell Music France & Control Freak. Courtesy Downtown Records.

It's Another Day
Performed by The Death Set. Written by Johnny Sierakowski (APRA), Daniel Walker (APRA), Jahphet Landis (ASCAP). Published by Just Isn't Music Ltd. Courtesy of NINJA TUNE, 2011.

Make Your Move
Performed by Thunderball. Written by: Sidney Barcelona, Stephen Raskin. Published by Bug Music Publishing. Courtesy ESL Recordings.

Workin' Man Blues
Performed by Aceyalone feat. CeeLo. Written by Eddie Hayes, Stefon Taylor, Thomas Dicarlo Callaway. Published by That Kind of Music (ASCAP), Stefon Taylor Publishing (ASCAP), BMG Chrysalis. (P) + © 2011 Decon Records. CeeLo appears courtesy of Atlantic Records.

Hear You Calling
Performed by Kid Mac feat. Mat McHugh. Written by Nicholas Audino, Lewis Hughes, Mat. McHugh, Macario De Souza. Produced by Twice As Nice. C&P 2011 Move The Crowd Records.

Shapeshift
Performed by DELS. Written by Kieren Dickins (PRS) and Joe Goddard. Published by Just Isn't Music Ltd/ Warner Chappell Music Publishing. Courtesy of NINJA TUNE, 2010.

Haterz
Performed by See-I. Written by: Archie Steele, Salem Steele, Rob Meyers. Published by: See Eye Music (BMI)

Many Stylez
Performed by Zion I feat. Rebelution. Written by A. Anderson, S. Gaines, B. Yonas. Published by Crystal House Music (ASCAP), Gaines For Anja Blue Music (ASCAP), Yonas For Atzwhatimtalkinabout Music (ASCAP). © 2010 Gold Dust Media Part of the !k7Label Group.

They Come Back
Performed by Project Lionheart. Written by: C. Cunningham, T. Berry, J. Keith (ASCAP). Published by: CC Lionheart Publishing (ASCAP).

New Low
Performed by Middle Class Rut. Written by Zack Lopez, Sean Stockham. Published by EMI Music Publishing. © 2010 Bright Antenna Records.

Here We Go
Performed by Chiddy Bang feat. Q-Tip. Written by: James Patterson Jr III, Benjamin Ruttner, Chidera Anamege, Noah Beresin, Kamaal Ibn John Fareed. Published by: EMI Music Publishing, Song Music, Warner Chappell (P) 2010 EMI Records Ltd.

Look Easy
Performed by Freddie Gibbs. Written by Fredrick Tipton, Sidney Miller. Produced by: Speakerbomb. Published by: Willie Watts Music/Sony Music ATV (ASCAP),Stewart Music/Universal Music Publishing Group (ASCAP). Freddie Gibbs appears courtesy CTE World.

Shout The Winners Out (Duck Down All-Stars 2)
Performed by Skyzoo, Smif N Wessun & Pharoahe Monch. Produced by !llmind. Writers: R. Ibanga Jr, G. Taylor, D. Yates Jr, T. Williams, T. Jamerson. Publishing: Little Trouble Big China (ASCAP), Rudy For Real Publishing (BMI), Bucktown USA (ASCAP), Boot Camp Clik (ASCAP), Trescadecaphobia Music (BMI) Songs of Kobalt Music Publishing.

Now's My Time
Performed by D.J.I.G. Produced by Alex Kresovich. Writers: Alex Kresovich, Isaiah DuPree. Publishing: Alexander Kresovich ASCAP

Intermezzo 2 (instrumental)
Performed by Mr. Chop. Written by Corin Littler (Boulder Heave BMI). Published by Stones Throw Records.