XBOX 360

LIVE

NTSC

2K SPORTS NBA 2K9

SELLING + RATED #1* NBA VIDEO GAME

KEVIN 5 GARNETT

EVERYONE E CONTENT RATED BY ESRB

2K SPORTS

WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer 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.

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GAME FEATURES

Adaptive AI

Adaptive AI will read, react, and adjust in real time to your strategies. Your teammates will initiate cuts, picks, and post-ups based on how you handle the ball, while your opponent modifies its strategy to fit the pace of the game.

Enhanced Lock-On D: Shading

With the all-new Shading feature in Lock-On D your defender can shade a player defensively from nine different locations. Once locked onto the ball handler, use the **right stick** to guard him from closer or further away; you can also shade the right or left side of the player being covered to funnel the ball handler in a specific direction.

The Association 2.0

The best just got better. NBA.com is on-hand to provide the latest scores, stories, drama, rumors and more. All-new Customization options open the door to inexperienced and casual Association players. The critically acclaimed Player Personality system gives players Player Ambitions that drive their behavior. The new Development Drills and Player Scouting system further improve the deepest and most robust franchise in sports video gaming.

Gatorade® "Thirst Meter" Icon

This icon will appear whenever a player is fatigued and needs to replenish energy.

Xbox LIVE®

Hop online with Xbox LIVE to test your skills against the world. Compete in Ranked Quick Matches, Ranked Team Games, and Ranked Custom Matches.

Living Rosters

Weekly roster updates guarantee you are playing the most up-to-date NBA game ever! If a trade happens in the NBA, it happens in your game. Rosters are updated behind the scenes, so you're never late on a trade and always have the hottest players on your starting team.

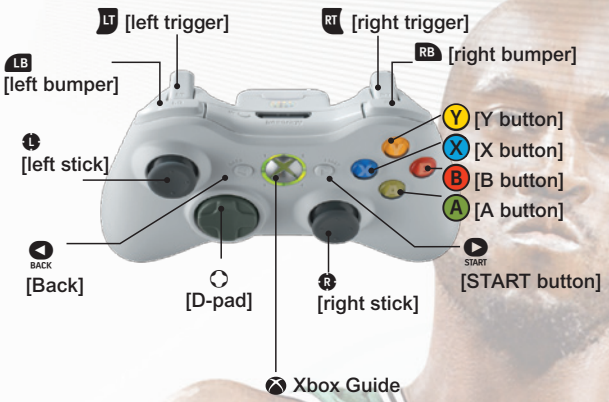
Team-Up

2K Sports' industry leading online service has all new features, like 5-on-5 multiplayer mode with Off Ball Control!

2K Share

Create, upload, and share rosters, sliders, and even players created with the all-new Player DNA feature.

CONTROLS



MENU CONTROLS

Navigate Menus	**left stick**
Bring up 2K Nav Menu	**right stick**
Select option	A
Return to 2K Nav Menu	B

GAME CONTROLS

NBA 2K9 offers alternate control schemes. These control tables list the default control scheme. You can change between the three control schemes via the Options menu. See the on-screen instructions for the different controls.

Offense

Move player	**left stick**
Shot Stick Advanced	**right stick** (move again in mid-air to alter shot)
Pass	A (press)
Touch Pass	A (tap when ball is between teammates)
Call for Slip Screen	B (tap)
Pick & Roll	B (press)
Shoot	X
Pump Fake	X (tap)

Hopstep	Y (with the ball)
Rebound	Y (with ball in air)
Dual Player Control	**left bumper**
Icon Pass	**right bumper**
IsoMotion Pro Hesitation	**left trigger** (tap while moving)
IsoMotion Pro Sizeup	**left trigger** (tap while standing still)
Sprint	**right trigger**
Dunk	**right trigger** + ⊗ or **right stick**
Coaching / Plays	**D-pad**
Timeout	**Back**
Pause	**START**

Advanced Offense

Alley-oop	**left trigger** + A
Pick and Pop	**left trigger** + B
Hopstep Spin	**right trigger** + Y (with ball in hand)
Tip In	**right trigger** + Y (during rebound attempt)

Defense

Move player	**left stick**
Steal / Hands Up	**right stick**
Player Swap	A
Take Charge	B
Block / Rebound	Y
Steal / Dive	X
Lock-On D	**left trigger** (**right stick:** Shading)
Sprint	**right trigger**
Intentional Foul	**BACK**
Pause	**START**

UPDATE YOUR MANUAL

NBA 2K9 is a complex game with a lot of controls. Check out a more elaborate instruction manual at **www.2ksports.com/nba2k9manuals**.

DUAL PLAYER CONTROLS

Hold the **left bumper** to perform the Dual Player Controls listed below.

Come Off Screen	A
Set Screen	B
Get Open	X
Postup	Y

POST PLAY

Offense

Post-Up	**left trigger** (hold).
Hopstep	Tap Y.
Dropstep	From any backdown state, release backdown and push the **left stick** to the right / left of the defender.
Spin	From any backdown state with a live/unused dribble, hold sprint and push the **right stick** in the opposite direction the player is facing.
Pump fake	Tap the shot button or any direction on the **right stick**.
Faceup	From a backdown hold ball state, hold backdown and pull the **left stick** away from the defender.
Hold Ball High	From a backdown hold ball state, hold backdown and push the **left stick** toward the defender.
Shoulder Fakes	From a backdown hold ball state, hold backdown and push the **left stick** to right / left of the defender.
Pass Fakes	From a backdown state, tap the pass button.
Pump fake to hopstep	From a backdown state with an unused dribble, initiate a pump fake. Once the pump fake starts, tap the hopstep button.
Pump fake to hopstep spin (same side)	From a backdown state with an unused dribble, initiate a pump fake. Once the pump fake starts, press the **left stick** to the same side as the pump fake and tap the hopstep button. This move can only be made by players with a high OPOST rating
Pump fake to hopstep spin (opp side)	From a backdown state with an unused dribble, initiate a pump fake. Once the pump fake starts, press the **left stick** to the opposite side and tap the hopstep button.

Pump fake to drive	From a backdown hold ball state with unused dribble, initiate a pump fake. Once the pump fake starts, hold sprint and press the **left stick** toward basket to start a drive.
Up & Unders (shot stick)	From any backdown state, tap the **right stick** to one side to initiate the move. If you have established a pivot foot already, you will be forced to fake to a certain side; if not, you can fake to either side based on the shot (**right stick**) direction. After the move starts, push and hold the shot (**right stick**) a second time to follow through with the shot. If this is not done, he'll simply pump fake and return to a post position. The direction you push on the shot (**right stick**) will determine what type of up & under you do.
Post Package Shots	From any backdown state, push and hold the **right stick** to initiate a shot. The direction you push on the **right stick** will determine what type of post shot you do (hook, fadeaway, roll left, roll right).
Faceup Jumpshot	Initiate a faceup by holding backdown and pushing the **left stick** away from the defender. Once the faceup starts, press the shot button.

Off-ball – Offense

Fight for Position	Engage, hold **left trigger** and push the **left stick** into defender.
Basic Movement	Use the **left stick** to move your player side to side, forward or back.
Aggressive Lunge Back	While posting up, press the **right trigger** into defender.
Ward off Fronting	While posting up, press the **left stick** toward the defender's shade attempt.
Spinning out for Lob	While posting up, release the **left trigger** and push the **left stick** either left or right.

Post Play Off-ball – Defense

Take Charge	Press B.
Shade Offensive Player	Move the **left stick** slightly to one side or the other.
Steal Post Entry Pass	Press X as the post offender is receiving the ball.

PLAYER LOCK OFF-BALL CONTROLS

Offense

Move player / Push	**left stick**
Call for Ball	A
Set Screen	B
Call for Alley-oop	Y
Spin for a Lob	Release the **left trigger** + **left stick** left / right
Juke Left	**left trigger** (tap)
Post Up	**left trigger** (in the post)
Sprint	**right trigger** (hold)
Juke Right	**right trigger** (tap)
Icon Swap*	**right bumper**
Timeout	**BACK**
Pause	**START**

*Unranked Matches only.

Defense

Move player	**left stick**
Make Contact	Push the **left stick** into offensive player.
Steering / Ball Denial	**right stick**
Nudge	A
Take Charge	B
Steal / Dive	X
Block / Rebound	Y
Grab Player	**left trigger**
Sprint	**right trigger** (hold)
Icon Swap*	**right bumper**
Intentional Foul	**BACK**
Pause	**START**

*Unranked Matches only.

PERIMETER PLAY

Perimeter Off-ball - Offense

Push Into Defender	Push the **left stick** into defender.
Push off Defender	First push into the defender with the **left stick**, then pull the **left stick** back.
Swim Around Defender	While in a push-off or fight with a defender, throw the **left stick** diagonally forward to the desired side.
Juke Out Move	Tap the **right trigger** to fake right and tap the **left trigger** to fake left (can do hard plants as well by continuing move).
Spin	Push into the defender with the **left stick**, then hold sprint **(right trigger)** and throw the **left stick** to one side of him.
Call for Ball	Press A.
Set Screen	Press B.
Call for Alley-Oop	Press Y.
Seal Defender	Pull the **left trigger** while on the perimeter. The player must be grabbed by a defender in order to seal him.
Swipe Hands Away	Press the **left stick** on offense (you have to be engaged in a grab/hold move by the defender).

Perimeter Off-ball – Pick & Roll

Pick & Roll	Press B to call for a Pick, wait for contact and then move the **left stick** toward the basket.
Pick & Pop	Press B to call for a Pick, wait for contact and then move the **left stick** away from the basket.
Slip & Go	Tap B to call for a Pick and then move the **left stick** toward the basket.

COACHING / PLAYS

Basketball is a fast moving game and you need to deploy your strategies in real time. Use the **D-pad** to bring up the Coaching / Plays menu and get your team ready to go.

Coaching / Plays: Offense

D-pad UP	Heat Check – see which one of your players is hot and who is not.
D-pad DOWN	This brings up the substitutions menu. At the next stoppage in play the switch you want to make will happen.
D-pad LEFT	Change up your coach settings.
D-pad RIGHT	Call your play. Use the onscreen graphics to see which button calls which play.

Coaching / Plays: Defense

D-pad UP	Player-Matchups – set up who is matched up with whom.
D-pad DOWN	This brings up the substitutions menu. At your next stoppage in play, the switch you want to make will happen.
D-pad LEFT	Change up your coach settings.
D-pad RIGHT	Call your defensive set. Use the onscreen graphics to see which button calls which play.

TOUCH PASSING

You can keep the ball moving with NBA 2K9's Touch Passing feature. Start a normal pass by pressing A. While the ball is between teammates, tap A again. This "logs" the pass so as soon as your teammate gets the ball, he will dish it off to the next player. This can keep the ball flowing, the defense off-guard, and allow you to find the open man more easily.

ISO-MOTION PRO

Crossover	Hold the **right trigger**. With the ball in your right hand, throw the **left stick** to the opposite 45-degree angle.
Double Cross	Hold the **right trigger** and throw the **left stick** opposite to your ball-hand and then back to the ball-hand to perform a Double Cross.
Spin	Hold the **right trigger** and move the **left stick** from the ball-hand to opposite hand in a half circle motion.
Behind the Back	Hold the **left trigger** and the **right trigger** and move the **left stick** from your ball hand to the opposite hand in a half circle motion. The half circle motion of the **left stick** must be in the direction that wraps behind the player's back.
Stepback	Hold the **right trigger** and throw the **left stick** back from the direction of the rim. You must be moving to execute this move.
Half Spin	Hold the **left trigger** and the **right trigger** and throw the **left stick** back from the direction of the rim.
Hesitation	Tap the **right trigger** while standing.
Quick Hesitation	Tap the **right trigger** while running.
Sizeup	Tap the **left trigger** while standing.
In and Out	Hold the **right trigger** and the **left trigger** and throw the **left stick** toward the ball-hand, then back to the opposite ball-hand.

MAIN MENU

Once the game loads, press **START** and select your Profile. Use the **right stick** to bring up the 2K Nav menu:

NBA Blacktop – Take the NBA out on to the blacktop at the fabled Rucker Park in the heart of New York City. Participate in the Dunk Contest, 3PT Shootout, a Game of 21, or even Pickup Games.

Game Modes – Play the Association, start up a Season, compete in the Playoffs, play in the Rookie Challenge, Practice your moves, or set up a Situation.

Options – Options allows you to change the way you play NBA 2K9. Adjust the camera, switch sides, change the gameplay, My NBA options, Presentation, NBA Rules, or view the Controller Setup.

Features – From the Features menu you can Manage the Rosters, view your Trophy Room, Check out the VIP Viewer, select the soundtrack with 2K Beats, use the 2K Reelmaker to create and upload awesome highlights, Configure the 2K Sports Ticker, enter codes, and view the credits.

Load / Save – Load and save your roster, settings, profile, and configure the Auto Save feature.

Xbox LIVE – Play against people from around the world with Xbox LIVE, get updated rosters, and find downloadable content.

PAUSE MENU

Press **START** during the game to bring up the Pause Menu.

Resume – Get back into the game.

Replay – View the replay of the exciting action on the court.

Coaching – Make substitutions, look at player match-ups, call for double teams / pressure D, edit settings, and review your playbook.

Game Stats – See the Team Stats, Box Score, Gametrack, and check out injuries.

Options – Adjust the camera, switch sides, change the gameplay, My NBA options, Presentation, NBA Rules, or view the Controller Setup.

Quit – Quit the game to the Main Menu or start the game over with a quick rematch.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

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. For more information, go to **www.xbox.com/familysettings**.

SOUNDTRACK CREDITS

"ROOTZILLA BEEZ"
(D. Liverpool)
Produced by Dj Rasta Root for Riddim Kidz Inc.
Mixed by James "Scrappy" Stassen
Dj Rasta Root appears courtesy of Smokin' Needles Records
Mix/Mastered by Morgan Garcia @ Upstairs Studio
2008

"MAC MAC"
Performed by The Bloody Beetroots
Courtesy of Downtown Records
Written by Simone Cogo (SIAE)
2007

"ROOT DOWN"
Performed by the Beastie Boys
Courtesy of Capitol Records
By arrangement with EMI Music
Written by Michael Diamond, Adam Horovitz, and Nathaniel Youch
Published by Universal Polygram International.
℗ 1994

"JUMP N' MOVE"
Performed by the Brand New Heavies
Courtesy of Delicious Vinyl
Written by Simon Bartholomew, Jan Kincaid, Andrew Levy and Jamal Mitchell
Published by Atal Music and Basehead Music, administered by Universal Music Publishing
℗ 1992

"2K PENNIES"
Performed by The Cool Kids
Produced by Chuck Inglish
Additional vocals by Tennille
Written by A. Reed (I'm from the Burbs) ASCAP and E. Ingersoll
(I made that noise) ASCAP for C.A.K.E., L.L.C.
Recorded by Mikey Rocks at The Bakery, Chicago, IL
Mixed by Jonathan "JP" Keller at The Blender, Chicago, IL
Mastered by Dan Stout at Colossal Mastering, Chicago, IL
Management: Ch'rewd Management
2008

"SOFA KING"
Performed by Dangerdoom
Courtesy of Epitaph Records
Written by Brian Burton, Willian Harper, Daniel Thompson
Published by Chrysalis Music and Nettwerk One Music
℗ 2005

"YOU DON'T LOVE ME (NO, NO, NO)"
Performed by Dawn Penn
Courtesy of Atlantic Recording Corp.
By arrangement with Warner Music Group Video Game Licensing
Written by Dawn Pickering
Published by Gunsmoke Publishing, administered by Universal Music Publishing
℗ 2008 Atlantic Recording Corp.

"GOING ON"
Performed by Gnarls Barkley
Courtesy of Atlantic Recording Corp./ Downtown Music, LLC/Warner Music UK
By arrangement with Warner Music Group Video Game Licensing
Written by Brian Burton, Thomas Callaway, Peter Dunton
Published by Chrysalis Music, Warner Chappell Music Publishing, and Universal Music Publishing
℗ 2008 Gnarls Barkley under exclusive license to Downtown Music, LLC/Atlantic Recording Corp.

"THE UNDAGROUND"
Performed by Jamalski
Written by Jamal Mitchell
Produced by Eric Fabbricino
℗ 2008

"SHARPDREST"
Written and Performed by Mochipet
Courtesy of Daly City Records
℗ 2008

"PRETTY LOSER"
Performed by Mommy and Daddy
Courtesy of Kanine Records
Written by Edmond Hallas
℗ 2005 Kanine Records

"SILLY PUTTY"
Written Performed and Produced by Money Mark
Courtesy of Toys Factory
By arrangement with Fido Speaks (ASCAP)
Administered by Cohaw Music (ASCAP) c/o the Bicycle Music Company
℗ 2007

"SPAZ"
Performed by N.E.R.D.
Courtesy of Interscope Records
Written by Pharrell Williams
Published by EMI Blackwood Music Inc, and Waters of Nazareth Publishing
℗ 2008

"FUNKY IN THE MIDDLE"
Performed by Nickodemus
Courtesy of ESL Music
Written by Victor Axelrod, Nicolas De Simone, Hernan Rodriguez-Sierra
Published by Flick Flack Publishing, administered by Bug Music
℗ 2006

"PASSIN' ME BY"
Performed by the Pharcyde
Courtesy of Delicious Vinyl
Written by Tré Hardson, John Martinez, R. Robinson, D. Stewart, Emandu Wilcox
Published by Bug Music, Alley Music Co., and EMI Music Publishing
℗ 1992

"CREATOR"
Peformed by Santogold feat. Switch & Freq Nasty
Courtesy of Downtown Records
Written by McFadyen, D., Taylor, D., White, S.
Published by Downtown Music
℗ 2008

"LIGHT THE FUSE"
Performed by Skeewif
Courtesy of Jalepeno Records
Written by Rizzo, Ireland
Published by Outro Music
℗ 2006 Jalepeno Ltd.

"LOOSE (INSTRUMENTAL)"
Performed by Spank Rock
Courtesy of Downtown Records
Written by Luther Campbell, David Hobbs, Naeem Juwan, Ben Levin, Mallory, Amanda, Ross, Mark, Chris Wong Won
Published by Downtown Records and Lil Joe Music
℗ 2007

"CISSY STRUT"
Performed by The Meters
Courtesy of Rhino Entertainment Company/ Josie Records
By Arrangement with Warner Music Group Video Game Licensing
Written by Ziggy Modeliste, Art Neville, Leo Nocentelli, George Porter, Jr.
Published by EMI Music Publishing
℗ 1974

"DUKE OF HAZZARD"
Performed by Blockhead
Courtesy of Ninja Tune Records
Written by James Anthony Simon
Published by Just Isn't Music
℗ 2007 Ninja Tune Records

"DEM NO READY FOR WE (BLACKWIZARD REMIX)"
Performed by Blackwizard & Jamalski
Written by Jamal Mitchell
Produced by Blackwizard
℗ 2008 Folistar

"COLEEN"
Performed by The Heavy
Courtesy of Counter Records
By arrangement with Ninja Tune Records
Written by K. Swaby, D. Taylor, S. Page
Published by Just Isn't Music
℗ 2007

"MOVING CLOSER TO THE SOFA"
Performed by the Limp Twins
Courtesy of Ninja Tune Records
Written by Will Holland and Russ Porter
Published by Third Side Music
℗ 2003

"IN YO FACE"
Performed by DJ UNK
Courtesy of Koch Records
Published by Oomp Atlanta and Sony ATV
℗ 2008

"STEP BACK (DEEKLINE & ED SOLO REMIX)"
Performed by Ursula 1000
Courtesy of ESL Music
Written by Alex Gimeno and B. Nugent
Published by Bug Music
℗ 2007