

**COMING SOON!**



**SEGA**  
SPORTS  
**NBA 2K2**

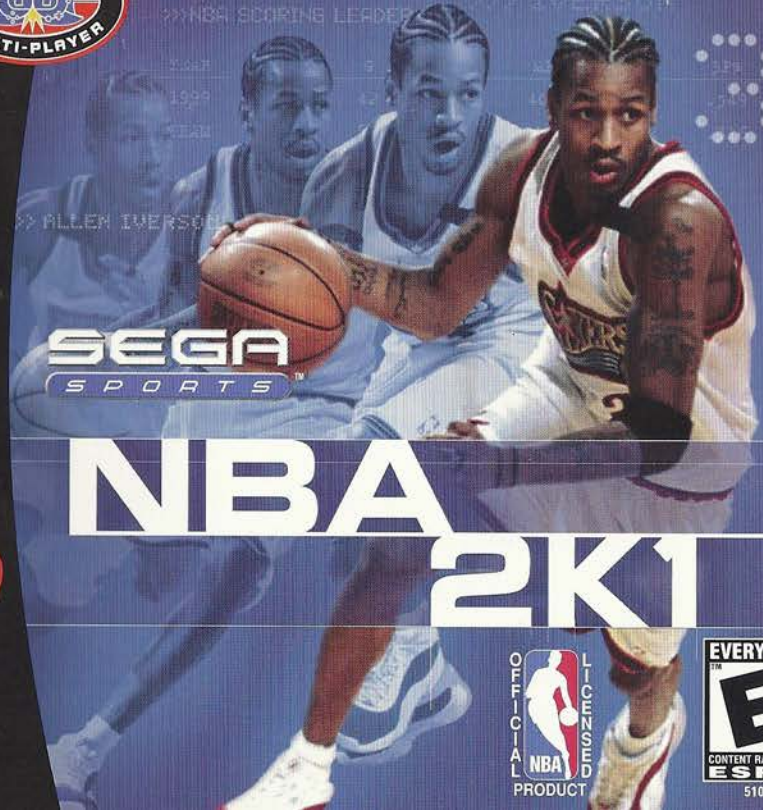


**SEGA**  
SPORTS

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, and Sega Sports are either registered trademarks or trademarks of SEGA © SEGA CORPORATION, 2001. All Rights Reserved. www.sega.com The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in or in part, without prior written consent of NBA Properties, Inc. © 2001 NBA Properties, Inc. All rights reserved.



**Dreamcast™**



**SEGA**  
SPORTS

**NBA 2K1**



51063

NBA  
2K1

## OPPONENTS ARE EVERYWHERE...

10 seconds left on the clock, you have the ball and your team is down by one. Quickly you call a timeout, and while you're trying to figure out what play you want to run, your opponent John is typing in a little message for you. Seems that someone thinks this game is in the bag.

No time to read his comments as they scroll by on the ticker, you need to concentrate. The timeout's up and you've got to inbound the ball.

9...8...7...

A quick look down low and your post-up player is double-teamed. The clock marches down towards zero. Lose this game and you won't be able to show your face tomorrow.

6...5...4...

You quickly scan the floor. If the big man is doubled on the blocks, somebody's gotta be open. There he is, the shooting guard is all alone on the wing. A quick pass cross-court and the ball is in his hands. He squares up...the ball is in the air...

3...2...1...

Swish! Nothing but net!

You grab the keyboard and type frantically. "Only needed a two but the trey works too. How's it feel getting beat out of state?"

Thank you for purchasing  
Sega Sports NBA 2K1.

You have in your hands the most detailed and realistic basketball simulation ever created.

The power of the Dreamcast brings the NBA to life as never before and challenges all of your previous conceptions about sports video games. From the draft to the Championship, from fantasy tournaments to real NBA schedules, from player creation to dynasty domination, it's all in NBA 2K1.

Oh, and have we mentioned online play yet? NBA 2K1 has full online support—making for some intense Dreamcast-to-Dreamcast action. With up to four players per console, NBA 2K1 is the first 8-player online basketball game in history.

Tired of trading players to get your rosters in the game to match the flurry of roster moves before the real-life trading deadline? The online function of NBA 2K1 has got you covered there too. Log on to SegaNet and download updated rosters so you can have the most accurate basketball experience possible.

This isn't last year's basketball game. This is NBA 2K1. Do you have what it takes to play tough against this AI? Can you go online and defend the paint against real, live opponents? The only way to tell is to get out of the locker room and onto the hardwood.



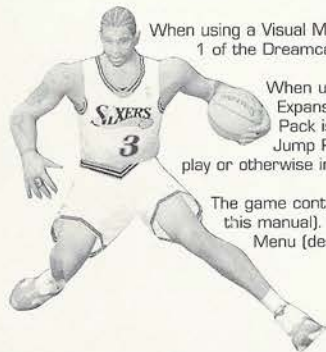


## >>>NOTE

Sega Sports™ NBA 2K1 is a one-to four-player game. Before turning the Dreamcast Power ON, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y, and START buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.



## >>>STARTING THE GAME

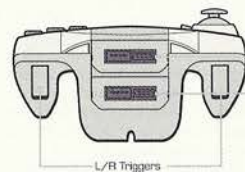


When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Dreamcast controller if you wish to save your game data.

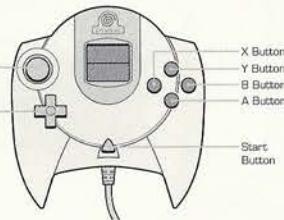
When using a Jump Pack™ (sold separately), insert it into Expansion Socket 2 of the Dreamcast controller. When the Jump Pack is inserted into Expansion Socket 1 of the controller, the Jump Pack does not lock into place and may fall out during gameplay or otherwise inhibit operations.

The game controls are all set to their default settings (which are listed in this manual). To change the control settings, see the Game Options Menu (described on page 20).

## >>>CONTROL SUMMARY



Analog  
Thumb Pad  
Directional  
Pad (D-Pad)



It's easy to use. Simply plug into a Dreamcast controller port.

Key spacing, size and tactile feedback same as the finest keyboards.

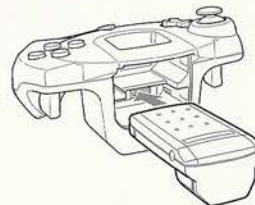
Compatible with Dreamcast internet browser.



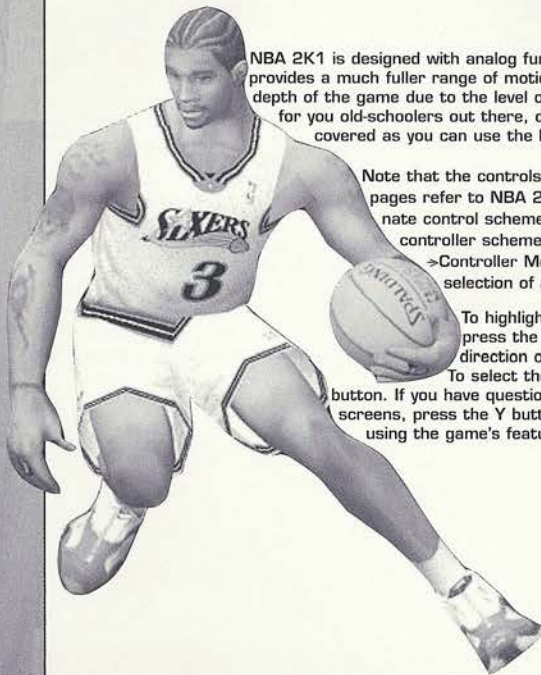
Unique shape.

Full keyboard functionality.

**NOTE:** Never touch the analog stick, R, or L while turning the Dreamcast power on. Doing so may disrupt the controller initialization procedure and result in malfunction.



## >>>MENU CONTROLS



NBA 2K1 is designed with analog functionality in mind. Analog not only provides a much fuller range of motion, but also adds to the overall depth of the game due to the level of precision control it allows. But for you old-schoolers out there, don't worry. NBA 2K1 has got you covered as you can use the D-Pad as well.

Note that the controls and tips offered on the following pages refer to NBA 2K1's default controls, but alternate control schemes are available. To change the controller schemes, go to the Game Options > Controller Menu. There you can choose from a selection of alternate control schemes.

To highlight and select specific menu items, press the Analog Stick (or D-pad) in the direction of the menu item until it highlights. To select the highlighted item press the A button. If you have questions when viewing most menus and screens, press the Y button for information and tips on using the game's features.

## >>>BUTTON ASSIGNMENT

### Button

Analog Stick (or D-Pad)

A

B

X

Y

### Action

Highlight menu options

Select / Scroll forward through the highlighted selections.

Cancel selection / return to previous.

Scroll Backwards through highlighted selections

Command Help Menu

### >>>COACH'S FILE GETTING HELP

If at any time you need help navigating through the menus, press Y and a help screen will help you find the way.

## >>>OFFENSIVE CONTROLS

### Button

A

B

X

Y

L

R

D-pad

D+A,B,X,Y

D+L

D+R

### Action

Pass

Crossover / Juke

Shoot / Rebound

Pass Icons

Back Down

Turbo

Playcall / Shift

Call Play

Call for Pick

Alley-Oop

**Note:** Alternate control schemes may be chosen off of the Options > Controller Menu.



## >>>BASIC OFFENSE

Here is a brief description of all your fundamental offensive plays. Master the basics and you'll be ready for advanced offense in a few pages.

## >>>DIRECTIONAL PASSING: A

You can pass to any of your teammates by pressing the analog stick in the direction of the intended player, and then pressing A. Before you make the pass, make sure you have a lane to get him the ball. You wouldn't want to commit a turnover and wind up back on defense without a score.

## >>>ICON PASSING: Y

Use Icon Passing to guarantee that your pass goes to the right teammate. If you press the Y button, pass icons appear above each of your teammates. When you've located the player you want to pass to, press the corresponding button.

### >>>COACH'S FILE | Icon Passing

Icon Passing works great for getting the ball to the open man. Here's a table of which button corresponds to which teammate.

A	Point Guard
B	Shooting Guard
X	Small Forward
Y	Power Forward
R	Center

## >>>CROSSOVER / SPIN: B

Some people think that the crossover dribble is all flash and no substance. Just hope that your friends think that way, because you'll be burning them all day until they figure it out. You can also use the crossover to get the ball into your player's other hand and away from a pesky defender trying to make the steal. For maximum offense, hold turbo (R) and press the B button for an evasive spin move



## >>>SHOOTING: X

The way to shoot is by pressing and holding the X button. Once you release the button, your player will release the ball. Try to release the ball at the top of your jump for the best chance of making it.

### >>>COACH'S FILE | Timing the Shot

The skills of the shooter you have will determine how critical nailing the timing down on your shot [release] will be. If you're controlling a sharpshooter, the timing will be a bit more forgiving. If you're controlling a bricklayer who rides the end of the pine, your timing will have to be perfect to have a good chance of sinking the shot.





## >>>LAYUPS AND DUNKS: X

A good rule of thumb is that if your player is standing still or is far away from the basket when you press X, you're going to wind up taking a jump shot. But if you're closer in and moving to the hoop when you press X, your player will try a layup or a dunk instead.



## >>>TURBO: R

Turbo is just like it sounds, it makes you go faster. When the turbo button (R) is pressed, your player will pick up speed and his momentum will carry him forward. In addition, combining turbo with other actions can result in more powerful moves:

Button	Action	w/ Turbo
B	Crossover / Juke	Spin Move

### >>>COACH'S FILE | Learn your Players

Some players can dunk better than others and you should know who they are. Head on out to the practice floor and take some shots. Knowing who can take it to the hole will be helpful when you need to penetrate the lane during a real game.

## >>>ADVANCED OFFENSE

Here is a brief description of some of the advanced offensive plays. Master these and you'll be unbeatable.

## >>>BACKING DOWN: L



Do you have a size advantage over your defender? Do you have great post-up moves? Well then, hold down the L button while moving your player to back your man down. Of course, if there's no defender there, you can't exactly post anyone up! Once you've worked in close enough to the basket, press the Shoot button (X) to put up a classic low post hook. Oh, and don't forget the NBA post-up rule. You can only have your back to the basket for five seconds.

### >>>COACH'S FILE | Post-Up Moves

Another good scoring opportunity is the drop step shot. To execute this move, get in a post-up battle and press X while holding the analog stick left or right. Your player will take a step in that direction and take the shot. The post defender can attempt to counter this move by pressing X and holding the stick in the same direction.

## >>>ALLEY-OOP: D-pad + R

Press the D-Pad then the right trigger button (R) to throw your teammate an alley-oop. Two things to keep in mind about alley-oops:

1. You will ALWAYS throw an alley-oop pass regardless of whether or not your teammate is in position to finish the play.
2. An alley-oop pass will ALWAYS be passed to your teammate that is closest to the basket – so check to see who it is, and if he has an open lane.

### >>>COACH'S FILE | Alley-Oop

If you see a teammate cutting to the basket and he's waving his hand in the air, he's looking for an alley-oop pass. He doesn't have to wave his hand for the alley-oop to work, it's just a good indicator that your man has a shot at the bucket. Slamming home an alley-oop pass is a great way to show up your friends online, but don't get cocky! If your teammate doesn't have a path to the basket, you're going to be looking at a turnover.



## >>>PIVOT MODE

If you do not move your player upon receiving a pass, he will be in Pivot Mode. He will automatically attempt to protect the ball by shielding it with his body. Don't wait too long though, a pesky defender will be able to sneak in there over time.

## >>>PUMP FAKES

To get an open shot, tap the Shoot Button (X) and pump fake the defender into the air. Your shot has a much better chance of going in if you have a clean look at the basket.

### >>>COACH'S FILE | Show And Go

To perform a "Show and Go," try doing a pump fake, then when your defender has gone for the fake, you can quickly drive around him to the basket. Of course, you can't perform a "Show and Go" if you've already picked up your dribble.





## >>>CALLING FOR A PICK

Try having a teammate set a pick for you to slip that pesky defender. To do this, press the D-Pad, and then the L trigger button – your nearest teammate will create a wall for you to go around.

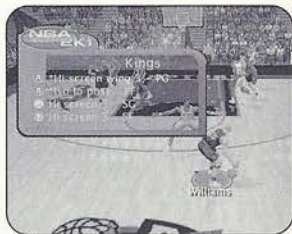
### >>>COACH'S FILE | Call a Pick

You can create a mismatch by calling for a pick. If you do a good job of rubbing the defender off on the pick, the loose defender will pick you up. You can use this to get a fast guard matched up with a slow forward or get your center matched up with a guard that he can punish in the paint.



## >>>PLAYCALLING

Each team has 26 plays in their playbook. You can select from four plays via the in game playcall menu, which is brought up by pressing the D-Pad. From there, call the play you want by pressing the corresponding button. If you want to assign different plays to the playcall menu, you can do so in the Coach>Playbook menu.



## >>>TOUCH PASSING

Press the A button to pass the ball to your teammate. Then, before he receives the ball, tap the pass button (A) again to execute a touch pass. Touch passing is a useful way to get the ball quickly around the floor to the open man.

## >>>CLEARING OUT

After you grab a rebound, press the B button repeatedly BEFORE YOU LAND. This will cause your player to "clear out" the defenders around you and is a good way to keep defenders away from the ball as you land.

## >>>PASS OUT OF SHOT

You can make a pass in the middle of a jump shot, layup, or rebound. To make the pass, first press the X button to start the shot or rebound, then press the A button to pass. You must roll your finger from the shoot button over to the pass button to execute this move. If you release your finger from the shoot button before pressing pass, the shot will be released or you will come down with the rebound before you can get rid of the ball.

## >>>OFFENSIVE CONTROLS

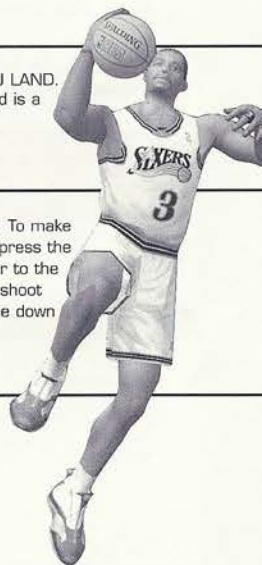
### WITHOUT THE BALL

#### Button

A  
B  
X  
Y  
L  
R  
D-Pad

#### Action

Change Player  
Set Pick  
Rebound  
Call for pass  
Call for Shot  
Turbo  
Playcall Menu (A,B,X,Y to call play)





## >>>FREE THROWS

NBA 2K1 uses the innovative Free Throw system that NBA 2K developed last year. The trick to successful Free Throw shooting is to press both the L and R triggers simultaneously and also at the same level for each. When you have managed to line the arrows together over the basket, press Shoot (X) to release your shot.

If you need a little help from the charity stripe, head on over to Practice Mode and toggle the "Practice" option to "Free Throw." Then step up to the line and polish up so you can punish rival teams for fouling your players.

### >>>COACH'S FILE | Home Advantage

If you've got the home court advantage, you can rattle your opponents when they're at the line. Just tap the X button to get your crowd pumped up, and watch the power of distraction go to work.



## >>>DEFENSIVE CONTROLS

### Button

A  
B  
X  
Y  
L  
R  
D-PAD  
D+A,B,X,Y  
D+L  
D+R

### Action

Swap  
Steal  
Block / Rebound  
Last Defender  
Face Up  
Turbo  
Defensive Set / Shift  
Call Set  
Call for Double Team  
Call for Intentional Foul

## >>>DEFENSIVE PLAYS

Here is a brief description of all your fundamental defensive plays. Master the basics and you'll be ready for advanced defense in a couple of pages.

### >>>SWAPPING: A

Swapping allows you to switch to the player closest to the ball-handler. The purpose of swapping is to always give you a chance at making the defensive play by selecting the player with the best chance of stopping the offense.

### >>>STEALING: B

Press the B button to attempt a steal. You must get your hand on the ball to knock it away or else you'll be called for a reach-in foul. Once you've gotten the ball away from the offense, push the ball up the court. For the best chance at getting a steal, try facing up the ball-handler by pressing the L Trigger and then the Steal button (B).

### >>>BLOCKING: X

A good way to stop the offense is by blocking the shot (X). For your best chance at blocking a shot, press and release "X" at the same time as the offensive player. Having a shot-blocking center like Shaq or a dominant power forward like Tim Duncan can be a big plus. Holding turbo (R) while pressing "X" will cause your player to attempt a "swat" block, further increasing your chances of blocking the shot but also your chance of committing a foul.

### >>>LAST DEFENDER: Y

This will give you the player closest to the basket. This is a particularly useful button when you need to defend against a breakaway rush. It is also helpful when you want to gain control of one of your low post defenders.

## >>>FACING UP: L

This is the best position you can be in to stop a player from driving past you. It essentially makes you a bigger object to get around. The disadvantage is that you have slower movement in this lateral position. Pressing Turbo (R) will help compensate.

### >>>COACH'S FILE | Charging / Blocking

So what's the difference between a charge and a block? NBA rules say you have to have your feet set. So how do you set your feet? By making sure the analog stick is dead center at the moment of contact. If you're moving the stick you'll get called for blocking. If you're set and the stick is in the middle, the offense will get called for a charge.

## >>>DEFENDING PASSES

A good way to steal the ball is by closing the passing lanes. Jump in front of passes to deflect them away from their target and into your possession – however, you need to be quick to pick up the loose ball.

## >>>DEFENSIVE SETS

Press the D-Pad to bring up the menu and then press A, B, X, or Y to select the corresponding defensive set:

- A** Full Court Press: Defenders pick up their man after the inbound pass
- B** Half Court Press: Defenders pick up their man at the half court line
- X** Half Court Trap: Defenders try to trap the ball handler at the half court line
- Y** Half Court Set: Instructs players on your team to set up in a basic defense

## >>>INTENTIONAL FOUL

With the default control scheme you must call for an intentional foul. This is done by pressing D-pad then the R Trigger. This does two things. First, it toggles the steal button to an intentional foul button (for one play only). Second, it instructs all your computer-controlled teammates to intentionally foul the ball-handler.

**NOTE:** there are alternate control schemes available that have intentional foul on a primary button

## >>>DOUBLE TEAMING

You can call for a double team at any time by pressing the D-pad and then the L trigger. The nearest teammate will switch from his man over to yours and help tighten the defense on the ball-handler.

### >>>COACH'S FILE | Defending the Post

When you are being posted up, watch for the player to make his move. When you see him start to spin left or right, push your stick in the same direction and press the block button. If you time it right you can block or at least affect the





## >>>PAUSE MENU

Stats	Current game stats for both teams, as well as an updated injury report can be accessed here.
Cameras	There are many different camera angles to choose from.
Replay Controls	
A	Play at real time speed
B	Zoom Out
X	Zoom In
Y	Replay Panel ON / OFF
L	Rewind (analog)
R	Fast forward (analog)
D-Pad	Moves aim indicator
Analog Stick	Controls the camera angle

**Note:** While moving the aim indicator, you can also "lock on" to any player to follow them throughout the entire replay. To do so, simply move the aim indicator directly on top of whatever target you wish to track. You can preview each of them before picking the one you want.



## >>>OPTIONS

Customize the way you play NBA 2K1 prior to the opening tip-off with this menu. Press A to cycle forward through an option, press X to cycle backward.

NBA Rules	Every rule in the game is adjustable, or is able to be turned OFF - so check them out.
Gameplay	Simulation or Arcade Mode. Simulation will try to emulate the real thing as accurately as possible while Arcade Mode turns off most NBA rules and will appeal more to the casual hoop fan.
Presentation	Adjust sound effects, commentary, music, overlays and more.
Controller	Check out the different control schemes.
Codes	FREE SECRETS! There, that should get your attention. Once you've found a code, enter it in from this menu.

## >>>GAME MODES

From the Main Menu, you've got a ton of choices. Here is a quick description of all of the different game modes that NBA 2K1 has to offer.

### EXHIBITION

Choose two teams and head out to the courts. You can choose from any of the teams or leave the choice up to NBA 2K1. To play a game between random opponents, press and hold "L," "R," and "A" while over the team select icon. To experience the stuff of legends, don't forget to try out the new teams from the 50s, 60s, 70s, and 80s.

### SEASON

Select Season on the Main Menu to go to the Season / Playoffs menu. Here you can start a 14, 28, 56, or 82 game regular season. You can also jump straight into the playoffs by simulating a season or setting up your own custom playoff tree.

Once in the Season Menu, you can jump in feet-first and start the day's games or take a moment to customize your plays, players, and teams.

### PRACTICE

Practice makes perfect. Head on over to the practice court to get familiar with the players of your favorite team. The Shot Rater will help you perfect your form and timing.

### TOURNNEY

Choose to either play in a new tournament or load a previously saved one. Select your teams and determine human or CPU control for each of the 4, 8, or 16 teams that are participating in your tournament.

### FRANCHISE

New in NBA 2K1 is franchise mode. Guide your team through season after season in your quest to build a dynasty. Pick your team, choose your roster (standard or fantasy draft), whether you want to play a pre-season and whether there will be trades.

## >>>STREET COURTS

In NBA 2K1, not only can you play in all of the 3D-rendered stadiums of the NBA, but you can also ball on a few of the most famous street courts in the country. After selecting Street Courts from the Main Menu, you will be brought to the Street Courts Menu. From there, you can pick the court you wish to play on and the type of gameplay: from 2-on-2 to 5-on-5.

### The Street Courts you can pick from are:

Rucker Park (New York City)  
The Cage (New York City)  
Goat Park (New York City)  
Franklin Park (Chicago)



## >>>HISTORIC PLAYERS

Suit up and hit the court with the masters of the game. In NBA 2K1, you can play with legends from the 1950s, 60s, 70s and 80s, including Magic Johnson, Larry Bird, Dr. J, Wilt Chamberlain and Oscar Robertson. All of the stars wear their classic team uniforms and play just like they did in their heyday!

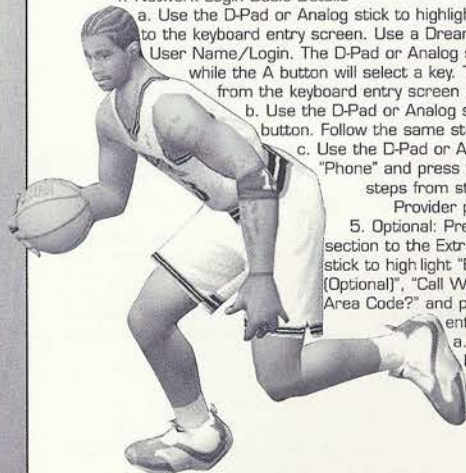


## >>>NETWORK PLAY

NBA 2K1 has something you've never experienced before in a console basketball game: Head-to-Head online action. Use the built-in modem on your Dreamcast to go online and play with either the person down the street or someone from across the country.

### Starting a Network Game

1. Select "Network" on the Main Menu and press the A button.
2. Then Select "YES" to sign up for 50 FREE HOURS trial on SegaNet. If you plan to use your own ISP, press the A button to select "NO" when prompted for "50 FREE HOURS" trial.
3. Press the A Button to select "OK" when the ISP warning screen appears.
4. Network Login Basic Details
  - a. Use the D-Pad or Analog stick to highlight "User Name" and press the A button to go to the keyboard entry screen. Use a Dreamcast keyboard or controller to enter your User Name/Login. The D-Pad or Analog stick will move the cursor on the keyboard while the A button will select a key. The Enter Key or Start Button will advance from the keyboard entry screen once the user name has been entered.
  - b. Use the D-Pad or Analog stick to highlight "Password" and press the A button. Follow the same steps for entering your password as in step 4a.
  - c. Use the D-Pad or Analog stick to highlight "Phone" and press the A button. Follow the same steps from step 4a to enter your Internet Service Provider primary dial-up number.
5. Optional: Press the X button to toggle from Basic Detail section to the Extra Details section. Use the D-Pad or Analog stick to highlight "Backup Phone 1 (Optional)", "Backup Phone 2 (Optional)", "Call Waiting Prefix", "Outside Dial Prefix", or "Your Area Code?" and press the A button. Follow the same steps for entering information in these fields as in step 4a.
  - a. Press the Start Button to dial up to the Internet.





## >>>NETWORK PLAY

6. Entering a Screen Name
  - a. When prompted with "Do you have an existing Screen Name?", use the D-Pad or Analog stick and press the A button to select "NO" if you do not have one. If you have an NFL2K1 Screen Name, feel free to use it here.
  - b. Use the D-Pad or Analog stick to highlight "Screen Name" and press the A button to go to the keyboard entry screen. Your Screen Name must be at least 6 characters long with a maximum of 15.
  - c. Use the D-Pad or Analog stick to highlight "Screen Name Password" and press the A button to go to the keyboard entry screen. Your password must be at least 6 characters long with a maximum of 15.
  - d. Use the D-Pad or Analog Stick to highlight "Re-enter Password" and press the A Button to go to the keyboard entry screen. Your re-entered password must be identical to your Screen Name Password.
  - e. Optional: Use the D-Pad or Analog stick to highlight "City (Optional)" and press the A button to go to the keyboard entry screen. Enter the name of the city in which you are located.
  - f. Optional: Use the D-Pad or Analog stick to highlight "State (Optional)" and press the A button to go to the keyboard entry screen. Enter the name of the state in which you are located.
  - g. Press Start to advance
7. Entering the lobby and starting a game
  - a. Choose your preferred region by using the D-Pad or Analog stick to highlight your choice and press the A button to continue.
  - b. Choose a lobby by using the D-Pad or Analog to highlight the lobby of your choice and then press the A button to enter.
  - c. Once in the lobby, use the D-Pad or Analog stick to highlight another player in the lobby and then press the A button to issue a challenge. If challenged, choose "YES" and press the A button to accept.

## >>>NETWORK SETTINGS

Setting	Function
User Name	Your ISP Login name for dialing up to the internet
Password	Your ISP account password
Phone Number	Your ISP dial-up phone number
Screen Name/ Handle	A nickname for while you're online
Server IP	The IP (Internet Protocol) address for the server you're logging into
Server Port	The Port number of the server you're dialing into

## >>>NETWORK OPTIONS

The Network Options Menu allows you to adjust three filters: a rate filter, a keyboard filter, and a game mode filter. The rate filter allows you to "auto-decline" challenges from opponents that have a rate that falls below your accepted threshold. The keyboard filter lets you "auto-decline" based on whether or not the opponent has a keyboard plugged in. The game mode filter lets you "auto-decline" based on the game type to which you are challenged.

**NOTE: WHAT'S MY RATE???** The rate bar describes the connection speed between you and your opponent(s). Therefore, you have no individual rate. Instead, you have a unique rate between you and each opponent.

### >>>COACH'S FILE Updated Rosters

One of the other benefits to going online with NBA 2K1 is picking up the latest rosters. Don't worry about any last minute trades in the NBA. Just go online and download the most current roster to instantly update your game.

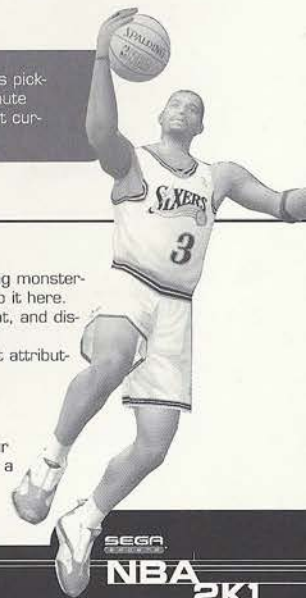
## >>>CUSTOMIZE

### CREATE PLAYER

Whether you want to create a 7-foot, shot-blocking, slam-dunking monster-in-the-middle or just re-create a hot college prospect, you can do it here. Scale each individual body part, shape the face any way you want, and distribute the attribute points to find the perfect fit for your team. To make things easier for you, there are three groups of pre-set attributes to assist you in the player create process.

### CREATE TEAM

You can create up to two created teams and store them on your VMU. Pick a logo, give your team a name, a home city and pick a playbook. Then assign players to your created team's roster.



## COACHING MOVES

From this menu, you can take control of your team. You can assign defensive pressure, assign your defenders to guard certain people, or call for the double team. It's your team, so you make the call.

## TIMEOUTS

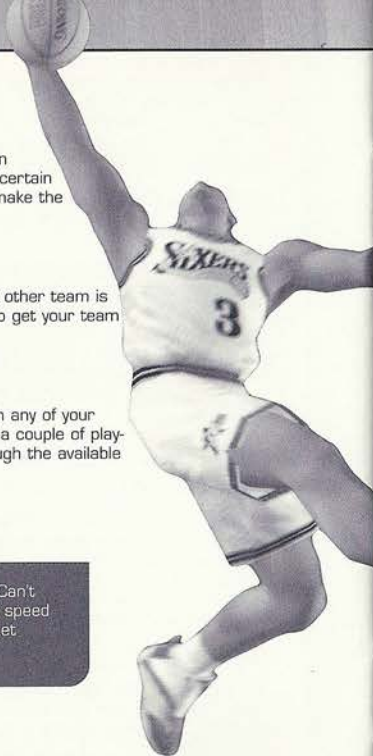
When you see the momentum begin to shift on you (ie. the other team is scoring unanswered points) call a timeout (START button) to get your team back into the swing of things.

## SUBSTITUTIONS

Keep your lineup fresh and out of foul trouble. Substitute in any of your bench players. You can make single-player moves, change a couple of players, or swap the whole team. Press L and R to scroll through the available lineups.

## &gt;&gt;&gt;COACH'S FILE | Lineups

Getting abused in the paint? Send in your Big lineup. Can't get an easy basket? Send in the Small lineup and use speed to get around the defenders. Need a quick 3? Then get your long range bombers out onto the court.

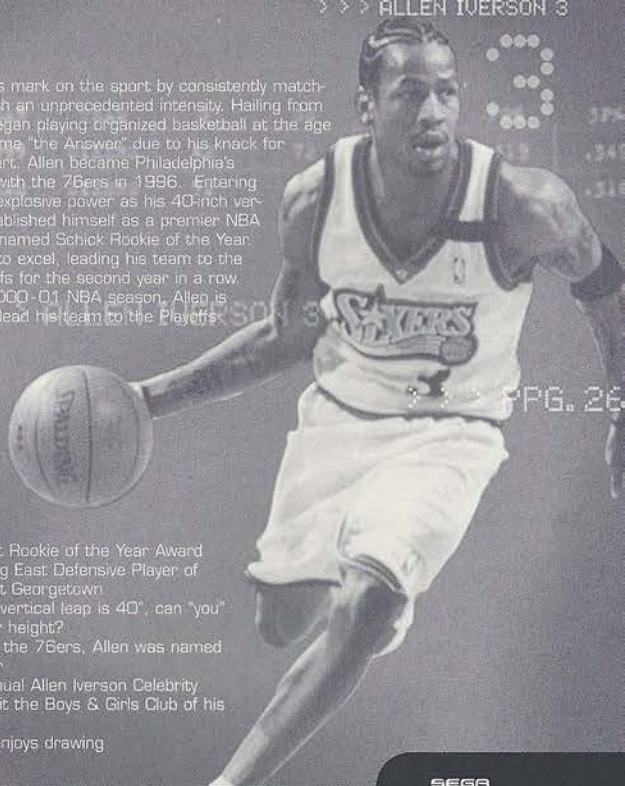


Allen Iverson has made his mark on the sport by consistently matching impressive shooting with an unprecedented intensity. Hailing from Hampton, Virginia, Allen began playing organized basketball at the age of nine, earning the nickname "the Answer" due to his knack for solving disputes on the court. Allen became Philadelphia's "Answer" when he signed with the 76ers in 1996. Entering the league with the same explosive power as his 40-inch vertical leap, Allen quickly established himself as a premier NBA backcourt threat and was named Schick Rookie of the Year. Last year, Allen continued to excel, leading his team to the second round of the Playoffs for the second year in a row. Now, at the start of the 2000-01 NBA season, Allen is back 100% and poised to lead his team to the Playoffs once again.

## All About Allen

Position: Guard  
Height: 6'  
Weight: 165 lbs.  
College: Georgetown  
Born: 6.7.75  
Hometown: Hampton, Virginia

- Allen earned the Big East Rookie of the Year Award as well as consecutive Big East Defensive Player of the Year Awards while at Georgetown.
- Allen's height is 72", his vertical leap is 40", can "you" jump more than half your height?
- During his first year with the 76ers, Allen was named Schick Rookie of the Year.
- Allen hosted the first annual Allen Iverson Celebrity Classic in 1998 to benefit the Boys & Girls Club of his hometown.
- In his spare time, Allen enjoys drawing.





**VISUAL CONCEPTS CREDITS****Lead Engineer**

Andrew Marrinson

**Director of Technology**

Tim Walter

**Art Director**

Matthew Crysdale

**Library Engineers**

Chuck Batson

Ivar Olsen

**Audio Director**

Brian Luzietti

**Programming**

Trevor Stricker

Wolff Dobson

Johnnie Yang

Chris Larson

Matthew Hamre

Alex Lee

**Additional Programming**

Gary Arnold

Mark Horsley

Nick Jones

Tim Meekins

Scott Patterson

**Artists**

David Dame

Eric Apel

Michael Stribling

Kaj Swift

Ray Wong

Desha Chanhdera

Collin Fogel

Joyce Rietveld

**Additional Art**

Roy Tse

Nelson Wang

David Northcutt

Chris Voy

Hsing-Wen Hsu

Daniel Dawson

Fred Wong

**Motion Capture**

Matthew Karnes

Luc Lagarde

Richard Nelson

**Sound Designer**

Larry Peacock

**Dialog Editor**

J. Mateo Baker

**Tools Engineers**

Joshua Lee

Nick Verne

**Executive Producer**

Greg Thomas

**Project Manager**

Asif Chaudhri

**Assistant Project Manager**

Kyle Lai-Fatt

**Game Design**

Derrick Aynaga

Trevor Stricker

**Quality Assurance**

Jeremy Tiner

Joe Gora

Donell Williams

Abe Navarro

**Special Thanks**

Jenn Baker

Wayne Herman

Jeff Thomas

Richard Yee

Solano College Players

Jerry Miller - Coach

Elvis Asseman

Columbus Bender

Mike Dial

Ricky Franklin

Marshaun Jourdan

Lukas Kennedy

Kevin Lucia

Patrick McCoy

Maurice McLemore

Wes Miller

John Ojo

Gabriel Rench

Omar Sanchez

Damon Smith

Kris Thomas

Marin Elite Gymnastics

Art Richardson

Jennifer Horwich

John Williams

**Motion Capture Talent**

Sadiki Fuller

Roy Byrd

Tim Young

Charles "Bo" Outlaw

Sean Lewis

Marcus Smith

Rick Lambert

Brian Grant

**Player Rating and Stat Database**

Kyle Lai-Fatt

Jeremy Tiner

Matt Underwood

**Script Writer**

Rob Thomas

**Voice Over**

Bob Fitzgerald as "Bob Steel"

Rod Brooks as "Rod West"

Dick Callahan as "The PA Announcer"

**Coach Voice**  
Jerry Miller

**Recording Studio**  
Conscious Sound Studios  
Benjamin Grant DePauw

**Arena Music**  
Scorpio Sound

**Tracks composed and produced by:**  
Mike Reagan  
Gregory J. Hainer

**Additional Arena Music**  
Directed and Supervised by  
CouchLife Ltd., London, UK

**Tracks composed and produced by:**  
Matt Hales  
HSP (Tom Hills)

### Sega.com CREDITS

**Associate Producer**  
Art Datangel

**Assistant Producer**  
Josh Simpson

**Game Integration Analyst Manager**  
Lance Nelson

**Lead Game Integration Analyst**  
Nic Azizian

**Game Integration Analysts**  
Darren Nagtalon  
Malakai Rida  
Paco Youngel  
Ryan Sindedecker  
Samir Gupta

**Server System Engineers**  
Eugene Archibald  
Aiyu Li  
Steve Willers

**SegaNet Marketing**  
Bee Yinn Low  
Julia Miller

**Sega.Net and Sega.Com Online Support**  
Chris Olson  
Marc Cellucci  
David Cahill  
Fred Borchedt  
Tina Mendez

**Special Thanks**  
Sirr Less  
Damien Edwards  
Kevin Kwan  
Britt Morris  
Jason Nolen  
Joey Berrios  
Jerry Markota  
Jeff "HAL9000" Hedges  
Ryan Hurth  
Tom Bortels

### SEGA CREDITS

**Director of Sport Marketing**  
Martha Hill

**Sports Marketing Coordinator**  
Cheryl Williams

**Product Manager**  
Stacey Kerr

**Associate Product Manager**  
Cord Smith

**Manual Design**  
Simon A. McIlroy

**Lead Tester:**  
Ed Brady

**Assistant Lead Testers:**  
Jay Baldo  
Brent Fillmore  
Fred Acebo

**Testers:**  
Richard Allard  
Joseph Amper  
Steven Campbell  
Daniel Chang  
Curtis Chiu  
Joey Edwards  
BJ Enriquez

Kurt Ermshar  
Jerome Fernandez  
Tom Fong  
Benjie Galvez  
Daniel Goh  
Mark Gonzalez  
Maurice Hill  
Stephen Hsu  
Nick Jaochico  
Michael Jones  
Shaheed Khan  
William Kus  
Chester Lee  
Joe Mora  
Robert Reich  
Kenny "Quick" Robinson  
Mike Schmidt  
Jeff Sidero  
Todd Slepian  
John Starks (yes, that's his name)  
David Talag  
JR Villatuya  
Roy Woodard

**Special Thanks**  
John Golden  
Bob Schonfish  
Angela Santos  
Rob Lightner  
Kathleen Joyce  
Heather Kashner  
Heather Hawkins  
Mike Strecker



## ADDITIONAL MUSIC

"DA GOODNESS" (featuring Busta Rhymes)

Performed by Redman

Courtesy of Def Jam Music Group under license from Universal Music Enterprises.

p) 1998 The Island Def Jam Music Group.

(Trevor Smith, Reggie Noble, Duke Ellington, Irving Mills, Juan Tizol)

©1998 WARNER-TAMERLANE PUBLISHING CORP. (BMI).

T'ZIAH'S MUSIC (BMI).

FUNKY NOBLE PRODUCTIONS/FAMOUS MUSIC CORPORATION (ASCAP).

EMI MILLS MUSIC, INC. (ASCAP)

ALL RIGHTS ON BEHALF OF T'ZIAH'S MUSIC (BMI)

ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP. (BMI)

ALL RIGHTS RESERVED. USED BY PERMISSION.

CONTAINS SAMPLES FROM "CARAVAN" BY DUKE ELLINGTON, JUAN TIZOL, IRVING MILLS.

FAMOUS MUSIC CORP. (ASCAP) (U.S. ONLY - 33 1/3%)

EMI MILLS MUSIC, INC. (ASCAP)

Redman's new album in stores December 12, 2000

www.defjam.com

**The names and logos of all stadiums/arenas are trademarks of their respective owners and are used by permission.**

**Sega would like to thank Chris Rucker, Dexter Gordon, Rey Madhere and the Rucker Family, and the memory of Mr. Holcombe Rucker.**

**Special thanks to Greg Lassen at NBA Entertainment, Inc.**

**\*THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN SEGA DREAMCAST SOFTWARE MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!**

## Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Dreamcast GD-ROM shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective GD-ROM or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

## Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- \* web site [http://www.sega.com/customer\\_service](http://www.sega.com/customer_service)
- \* e-mail [support@sega.com](mailto:support@sega.com)
- \* 800 number 1-800-USA-SEGA
- \* Instructions en français, téléphoner au: 1-800-872-7342.

## LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

## ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, and Sega Sports are registered trademarks or trademarks of Sega Corporation. © SEGA CORPORATION, 2001. All Rights Reserved. [www.sega.com](http://www.sega.com) The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2001. NBA Properties, Inc. All Rights Reserved. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions, or Sega Dreamcast systems. Product covered under one or more U.S. Patents: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; 6,102,800 Re. 35,839; Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.