



NBA 2K15

MUSIC CURATED BY PHARRELL WILLIAMS

NOW INCLUDING 25
 **EUROLEAGUE**
BASKETBALL
TEAMS



KEVIN 35 DURANT





IMPORTANT HEALTH WARNING: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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16 LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT & INFORMATION USE DISCLOSURES



Product Support:

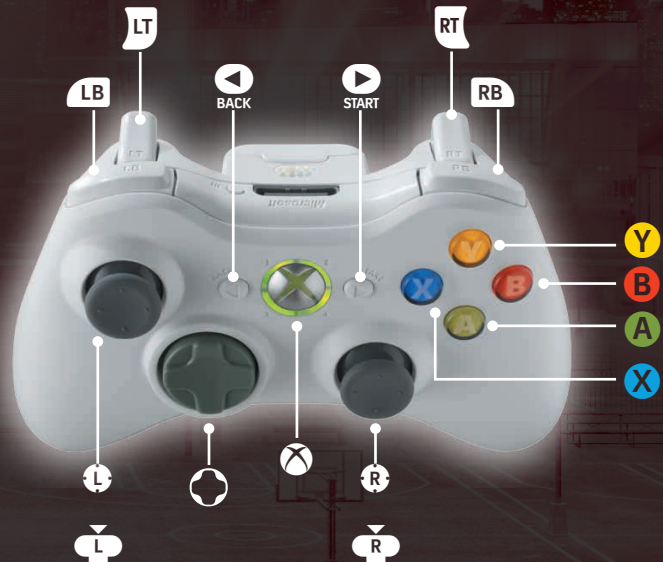
For technical and Customer Support, please visit the 2K website <http://support.2k.com> where you will find answers to the most frequently asked questions in the self-help knowledge database.

If this does not solve your problem then you can submit your query by clicking on the "SUBMIT A REQUEST" tab.

Please note that NBA 2K15 online features are scheduled to be available until **November 2015**, though we reserve the right to modify or discontinue online features on 30-days' notice. Visit www.2ksports.com/serverstatus for more information.

CONTROLS

This manual refers to the Microsoft Xbox 360® Controller. Other gamepads can be used. Your controller may have different nomenclature for each button. Refer to your controller's documentation or the Game Controllers section of the Windows Control Panel.



Xbox 360 CONTROLLER	LOGITECH RUMBLE PAD 2	KEYBOARD
	Left Stick	A / S / D / W
	Button 1	Numpad 5
	Button 2	Spacebar
	Button 3	Numpad 0
	Button 4	Numpad . (period)
	Button 5	⇧ Shift
	Button 6	Numpad ← Enter
	Button 7	Left Tab
	Button 8	Numpad +
	Button 10	Esc
	Button 9	Pg Up
	D-Pad	↑ / ← / → / ↓
	Right Stick	Numpad 2 / 4 / 6 / 8

BASIC OFFENSE	GAMEPAD	KEYBOARD	BASIC DEFENSE
Move Player		A / S / D / W	Move Player
PRO STICK™: Dribble Moves / Shooting / Passing		Numpad 2 / 4 / 6 / 8	Quick Step/ Hands Up
Pass Modifier		⇧ Shift	Intense D
Sprint		Numpad ← Enter	Sprint
Call Play		Left Tab	Double Team
Icon Pass		Numpad +	Icon Swap
Pass / Touch Pass		Spacebar	Player Swap (closest to ball)
Pick Control		Numpad 0	Take Charge
Shoot (press) Pump Fake / Hop (tap) Spin Gather (double tap)		Numpad 5	Steal (press) Intentional Foul (hold)
Post-Up		Numpad .	Block / Rebound
Gameplay HUD		↑	Gameplay HUD
Points of Emphasis		→	Points of Emphasis
OTFC Quick Plays/ Offense Strategy		←	OTFC Defense Strategy
OTFC Substitutions		↓	OTFC Substitutions
Timeout		Pg Up	N/A
Pause		Esc	Pause

ADVANCED OFFENSE

Positional Playcall	Tap LT or Left Tab , tap desired teammate's player icon, choose play from menu
Pick Control	Hold B or Numpad 0 (length of hold determines roll, or fade, press B or Numpad 0 again to slip the screen)
Bounce Pass	LT + A or ⇧Shift + Spacebar
Overhead/Lob Pass	LT + Y or ⇧Shift + Numpad 1
Flashy Pass	LT + B or ⇧Shift + Numpad 0
Fake Pass	X + A or Spacebar + Numpad 5
Alley-Oop	LT + X or ⇧Shift + Numpad 5 (L or A / S / D / W chooses recipient, point at rim for oop-to-self)
Off-Glass Alley-Oop	LT + X or ⇧Shift + Numpad 5 , with trailing teammate
Give & Go	Press and hold A to retain control of passer, release A to pass the ball back to him
Putback Dunk/Layup Finish Alley-Oop (when controlling receiver)	Hold X or hold Numpad 5
PRO STICK™ Pass	LT + R


PRO STICK™












The PRO STICK™ gives you more control over your offensive arsenal than ever before. If you're using an Xbox 360 Controller, use **R** to perform actions using the PRO STICK™.

PRO STICK™: SHOOTING
















Action	Input
Jump Shot	Hold R in any direction (toward hoop for bank shot)
Pump Fake	Start a jump shot, then quickly release R
Runner / Floater (driving mid-range)	Hold R away from hoop
Stepback Jumper (driving lateral)	Hold R away from hoop
Hop Gather	Tap X while standing or driving (L determines direction of hop)
Spin Gather	Double tap X while standing or driving
Half-Spin Shot	Rotate R in a quarter-circle from ball hand to hoop, then quickly return to neutral
Normal Layup (driving to hoop)	Hold R toward hoop
Euro Step Layup (driving to hoop)	Hold R away left/right
Hop Step Layup (driving to hoop)	RT + Hold R left/right
Reverse Layup (driving along baseline)	Hold R toward baseline
Dunks (driving to hoop)	RT + Hold R toward hoop
Mid-Air Change Shot	Start dunk/layup, R any direction while in air
Step Through	Pump fake, then hold R again before pump fake ends

PRO STICK™: DRIBBLING

In the chart below, the Input movements refer to .

Action	Input	Context
Triple Threat Jab Step	Tap  Left/Right/Forward	Triple Threat
Triple Threat Spinout	Rotate 	Triple Threat
Triple Threat Stepback	 + Tap  away from hoop	Triple Threat
Signature Sizeup	 + Tap  toward hoop	Dribbling
Hesitation (quick)	Tap  toward ball hand	Dribbling
Hesitation (escape)	 + Tap  toward ball hand	Dribbling
In and Out	 + Tap  toward hoop	Dribbling
Crossover (front)	Tap  toward off hand	Dribbling
Crossover (between legs)	Tap  between off hand and player's back	Dribbling
Behind the Back	Tap  away from hoop	Dribbling
Spin	Rotate  from ball hand around player's back, then quickly return to neutral	Dribbling
Half-Spin	Rotate  in a quarter-circle from ball hand to hoop, then quickly return to neutral	Dribbling
Stepback	 + Tap  away from hoop	Dribbling

DEFENSIVE CONTROLS

Action	Input	Context
Move		Any
Quick Step Movement	Tap 	Any
Fast Shuffle	 +  + 	Any
Steal	Tap 	Any
Block		Any
Rebound	 (ball in air)	Any
Take Charge		Any
Flop	Double-tap 	Onball Defense
Intense Defense		Onball Defense
Crowd Dribbler	Hold 	Onball Defense
Hands Up	Hold 	Onball Defense
Deny Ball	Hold 	Offball Defense
Double Team		Any

POST MOVES (PRESS **Y** TO POST UP)

Action	Input
Post Movement	Hold L
Faceup Drive (from hold)	L toward key or baseline + Y
Disengage Drive (from dribble)	L toward baseline + Y
Aggressive Backdown	RT + L toward hoop
Drive to Key	RT + L toward key
Drive to Baseline	RT + L toward baseline
Quick Spin	Rotate R to outside shoulder
Hook Drive	Rotate R to inside shoulder
Fakes	Tap R in any direction but away from hoop
Post Hop	Hold L to the left or right away from hoop, then tap X
Post Stepback	Hold L away from hoop, then tap X
Dropstep	Hold L to the left or right toward hoop, then tap X

POST SHOTS

Action	Input
Post Hook (close range)	R toward hoop (with L neutral)
Post Fade (beyond close range)	R left or right away from hoop
Step Through Layup	R toward hoop (while holding L toward hoop)
Shimmy Fade	Hold RT then move R left or right away from hoop
Pump Fake	Start a shot listed above then move R to neutral
Up & Under / Step Through	Pump fake, then R again before pump fake ends

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You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

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You shall be responsible for and shall pay and shall indemnify and hold harmless Licensor and any and all of its affiliates, officers, directors, and employees against all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

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All access to and use of the Software is subject to this Agreement, the applicable Software documentation, Licensor's Terms of Service, and Licensor's Privacy Policy, and all terms and conditions of the Terms of Service are hereby incorporated into this Agreement by this reference. These agreements represent the complete agreement between you and Licensor relating to use of the Software and related services and products and supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

MISCELLANEOUS

If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

GOVERNING LAW

This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). You and Licensor consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.

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NOTICE FOR AUSTRALIAN CONSUMERS

IMPORTANT: THE WARRANTY FOR THIS PRODUCT HAS BEEN UPDATED FOR AUSTRALIA. THIS NOTICE SHOULD BE READ IN CONJUNCTION WITH THE WARRANTY TERMS SET OUT ABOVE.

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Goods presented for repair may be replaced by refurbished goods of the same type rather than being repaired. Refurbished parts may be used to repair the goods.

Any benefits to you given by the Licensor's warranty are in addition to other rights and remedies of the consumer in relation to the goods and services to which the warranty relates.

All claims under the warranty for this product should be made to:

Take-Two Interactive Software Pty Ltd, Suites 12 & 16, Upper Deck, Jones Bay Wharf, 26-32 Pirrama Road, Pyrmont Point, NSW 2009

Email: <http://support.2k.com/home>

The procedure for claims under the warranty for this product is outlined within the warranty terms set out above.

Licensor will cover all costs associated with a successful claim under the warranty. Proof of any reasonable costs you incur in making a claim under this warranty should be sent to the Licensor address specified above for reimbursement.

For the avoidance of doubt, none of the limitations contained in this warranty in any way exclude or limit your rights under the Australian Consumer Law. To the extent that this notice is inconsistent with any of the provisions of the warranty terms set out above, this notice supersedes those provisions.

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