



NBA 2K12



MICHAEL **23** JORDAN



⚠ 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.

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Xbox 360 CONTROLLER



	BASIC OFFENSE	BASIC DEFENSE
	Move Player	Move Player
	Shot Stick	Hands up / Deny ball
	N/A	Cutoff
	N/A	Intentional / Hard foul
	N/A	Wrap foul
	Dribble / Shot Modifier	Intense D
	Sprint	Sprint
	Positional Plays / Pick Control	Double Team
	Icon Pass	Icon Swap
	Pass / Touch Pass (press prior to catch)	Player Swap (closest to ball)
	Fake Pass	Take Charge
	Alley-Oop	N/A
	Pump Fake (tap) / Shoot (press)	Steal
	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
	Timeout	Intentional Foul
	Pause	Pause














ADVANCED OFFENSE	
Positional Playcall	Tap , tap desired teammate's player icon, choose play from menu
Send Teammate on Cut	Tap , tap desired teammate's player icon, move in direction you want him to cut
Pick Control	Hold and release to call for a Pick & Roll (press again to have the screener slip); hold until screener gets set for a Pick & Pop
Icon Pick Control	Tap , hold player icon of desired screener: release early for Pick & Roll, hold longer for Pick & Pop
Alley-Oop	+
Off-Glass Alley-Oop	+ , with trailing teammate
Give & Go	+
Putback Dunk or Layup	+
Pass Stick	Tap or hold , move to pass
Total Control Passing	Tap , hold player icon of desired receiver, move receiver with , release player icon to pass (Total Control Passing option must be enabled in the Controller Settings menu)
Offball Player Lock	Tap , press player icon of teammate you want to control, then tap

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









SHOT STICK (continued)

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

















ISOMOTION™

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








ISOMOTION™ (continued)

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

PASSING

Alley-Oop	 + 
Off-Glass Alley-Oop	 +  , with a trailing teammate
Give & Go	 + 
Rolling Inbound	 +  , during baseline inbounds
Fake Pass	 while standing
Right Stick Passing	Press and hold Icon Pass Activate control; move  to pass; "Directional" selects receiver in direction  is deflected (default option); "Zone" passes to general location of court (enable this option in the Controller Settings menu)
Total Control Passing	Tap  , hold player icon of desired receiver, move receiver with  , release player icon to pass (Total Control Passing option must be enabled in the Controller Settings menu)
Icon Lead Passing	Tap  , move  in direction you want to lead receiver, then press his corresponding action button
Disengage Post Catch	Tap  , move  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  + press 
Steal	Press 
Hands Up	Move  in any direction when near ball handler
Deny Ball	Move  in any direction when near an opponent without the ball
Cutoff Move	Hold  + move  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 LB + 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 LB and move L toward player's left or right side
Jab & Go / Cross	Perform a Jabstep, then immediately release LB + move L left / right
Protect Ball	Hold LB and move L away from basket
Protect to Drive	From Protect Ball stance, roll L toward player's facing direction + quickly release LB
Protect Spin Out	From the Protect Ball stance, roll L opposite player's facing direction + quickly release LB
Escape from Protect	From the Protect Ball stance, hold L away from basket and release LB




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 LB + move L toward key
Spin Fake	While posted up with a live dribble, hold LB + move L toward baseline
Shoulder Fake	While posted up with a live dribble, hold LB + move L toward basket
Lean Back	While holding the ball in the post, hold LB + move L toward basket
Create Space	While holding ball in the post, hold LB + 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 LB + move R away left / right from basket
Post Stepback Shot	While posted up with a live dribble, hold LB + move R away from the basket
Dropstep Layup	While posted up with a live dribble, hold LB + move R forward left / right toward the basket
Dropstep Dunk	While posted up with a live dribble close to basket, hold LB + 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  into offensive player
Post Steals	While engaged in the post or during a post move, press 
Pull Chair or Flop	While engaged in the post and being aggressively backed down, move  away from ball handler

OFF-BALL – OFFENSE



Call for Ball	
Set Screen	Hold 
Call for Screen	Hold 
Offball Cut	Move  in direction of desired cut
Post Engage	With player's back to defender, press + hold 
Post Spin Out for Lob	While engaged in the post, release  + move  to left or right side of defender
Post Battle for Position	Hold  + move  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  + move  to navigate to a better position around defender

OFF-BALL – DEFENSE

Post Engage	While next to an offensive player, press 
Deny Ball	While next to an offensive player, move  toward player
Fight for Position in Post	While engaged in the post, hold  + move  into defender to push him in desired direction
Deny / Front Post	While engaged in offball post battle, hold  + move  to navigate to a better position around offensive player
Steal Post Entry Pass	While engaged in the post, press  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  or . 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
	Timeout	Intentional Foul
	Pause	Pause

Team-Up

	OFFENSE	DEFENSE
	OTF Camera Change	OTF Camera Change
	OTF Quick Plays	N/A
	OTF Substitutions	OTF Substitutions
	Timeout	Intentional Foul
	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 content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

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 **Y** 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 recreations. 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 .
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 .
3. **Set Up Your Game**
 - On the Home Screen, select Quick Game.
 - Use  to select Home or Away for the team controlled by your controller.
 - Use  /  to select your team.
 - Use  /  to select team jerseys.
 - Press .

MAIN MENU

From the Home Screen, move  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 , 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 Loading Rosters on/off.



警告

請在開始遊戲前，閱讀 Xbox 360® 主機與配件的使用手冊，以獲得重要的安全及健康資訊。請妥善保存所有的手冊以便日後參考。如需取得備份的主機與配件使用手冊，請移至 www.xbox.com/support。

進行視訊遊戲的重要健康警告

光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作，這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀，這類未經診斷的症狀稱為「光刺激癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀，相較於成人，兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險，可以進行下列預防措施：

- 坐在距離螢幕較遠的地方
- 使用較小的螢幕
- 在照明充足的室內進行遊戲
- 不要在感覺疲累或倦怠時進行遊戲

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。

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Xbox 360 CONTROLLER (Xbox 360 控制器)



BASIC OFFENSE (基本進攻)

BASIC DEFENSE (基本防守)

	球員移動	球員移動
	投籃控制	舉手 / 阻球
	無功能	斷球
	無功能	故意 / 惡意犯規
	無功能	抱人犯規
	運球 / 投籃修改功能	緊迫盯人
	快跑	快跑
	位置動作 / 單打控制	包夾
	指定傳球	切換標示
	傳球 / 第一時間傳球 (事先按下後接球)	交換球員 (最靠近球)
	假動作傳球	製造進攻犯規
	空中接力	無功能
	假動作 (輕點) / 投籃 (按下)	抄截
	背對籃框頂人開啟 / 關閉	蓋火鍋 / 搶籃板
	改變視角	改變視角
	OTFC 快速遊戲	OTFC 防守陣式

BASIC OFFENSE (continued) (基本進攻 (承上))

BASIC DEFENSE (continued) (基本防守 (承上))

	OTFC 進攻戰術	OTFC 防守戰術
	OTFC 換人	OTFC 換人
	暫停比賽	故意犯規
	暫停遊戲	暫停遊戲

ADVANCED OFFENSE (進階進攻)

位置指令	輕按 、輕按想選的隊友標示、從選單中選擇動作
派出隊友站定位置	輕按 、輕按想選的隊友標示、將 朝要他站定的方向移動
擋人控制	按住然後放開 要求擋切 (再按一次 讓掩護者切往禁區)； 按住 直到掩護者準備好要擋切。
標示單打控制	輕按 、按住想選為掩護者的球員標示：早點放開執行擋切；按久一點則執行擋拆
空中接力	+
反彈籃板空中接力	+ ，以及跟進的隊友
傳切戰術	+
補籃或上籃	+
傳球控制	輕按或按住 、移動 傳球
完全控制傳球	輕按 、按住要接球的球員標示、以 移動球員、放開球員標示傳球 (必須開啟「控制器設定」選單中的「Total Control Passing (完全控制傳球)」選項。)
鎖定未持球的球員	輕按 、按下要控制的隊友標示然後輕按

SHOT STICK (投籃控制)

跳投	移動並按住 開始投籃、放開 進行投籃
後仰跳投	將 朝籃框的反方向移動 + 站住時移動
運球切入	行進運球時將 置中並朝任意方向移動
躲避運球切入	在三重威脅或站立運球時按住 並朝任意方向移動
轉身投籃	行進運球時以畫圓圈的方式轉動
跳步後側投籃	運球過籃框時將 朝著籃框的反方向移動

SHOT STICK (continued) (投籃控制) (承上)

側邊投籃	朝籃框行進時將 L1 置中、按住 R2 然後向後左 / 右移動 R1
跑投	朝籃框運球時按住 L1 、按住 R2 然後將 R1 朝著籃框的反方向移動
左 / 右上籃	行進時向前左 / 右將 R1 朝著籃框移動
反手上籃	沿著底線行進時將 R1 朝著底線移動
慢步上籃	行進時按住 R2 並將 R1 朝著籃框移動
小跳步上籃	行進時按住 R2 並將 R1 朝左 / 右移動
轉身上籃	行進時按住 R2 並以畫圓圈的方式轉動 R1
標準扣籃	朝籃框運球時按住 R2 並將 R1 朝著籃框移動
背後扣籃	朝籃框運球時按住 R2 並將 R1 朝著籃框的反方向移動
轉身扣籃	朝籃框運球時按住 R2 並以畫圓圈的方式轉動 R1
空中變向投籃	開始扣籃或上籃將 R1 置中，然後朝著想要動作結束的方向移動 R1
假動作	開始上述的投籃或上籃動作，然後立刻將 R1 移到中央
上下 / 過人投籃	做假動作然後在假動作結束前移動 R1

ISOMOTION™

爭取空間	站立運球時按住 R2 並將 L1 朝著籃框移動
爭取空間過人	站立運球時按住 R2 並將 L1 從持球的一方朝著另一方移動
爭取空間外切	站立運球時按住 R2 並將 L1 朝著持球的一方移動
爭取空間躲避	站立運球時按住 R2 並將 L1 朝著籃框的反方向移動
運球急停	站立運球時輕按 R2
胯下換手運球	按住 R2 + 將 L1 朝著未持球的一方移動
連續胯下換手運球	按住 R2 + 將 L1 朝著未持球的一方移動，然後有節奏的往回朝持球一方移動

ISOMOTION™ (continued) (ISOMOTION™) (承上)

內切後外帶	按住 R2 + 將 L1 朝著未持球的一方移動，然後立刻往回朝持球一方移動
轉身	按住 R2 + 並以畫圓圈的方式轉動 L1
半轉身	行進運球時輕按 R2
背後換手運球	從朝持球一方將 L1 轉向未持球的一方 (繞著球員的背後)
回球	運球時按住 R2 然後將 L1 朝著球員行進的反方向移動

PASSING (傳球)

空中接力	R2 + B
反彈籃板空中接力	R2 + B ，以及跟進的隊友
傳切戰術	R2 + A
將球滾入場內	從底線將球滾入時按 R2 + A
假動作傳球	站立時按 B
右搖桿傳球控制	按下標示傳球啟動控制：移動 R1 傳球；「Directional (方向)」選擇偏斜方向 R1 的接球員 (預設)；「Zone (區域)」則傳球給球場上的一般位置 (可在「Controller Settings (控制器設定)」選單中開啟這個選項)
完全控制傳球	輕按 RB 、按住要接球的球員標示、以 L1 移動球員、放開球員標示傳球 (必須開啟「控制器設定」選單中的「Total Control Passing (完全控制傳球)」選項)
標示領前傳球	輕按 RB ，將 L1 移往接球員，然後按下他的相對應動作按鈕
解除背對籃框接球	輕按 RB ，將 L1 向前場防守接球員的反方向移動，然後按下該接球員的動作按鈕解除他的位置

ON-BALL DEFENSE (防守持球球員)

積極蓋火鍋	按住 R2 然後按 Y
抄截	按 X
舉手	靠近持球球員時朝任意方向移動 R1
阻球	靠近未持球球員時朝任意方向移動 R1
斷球	按住 R2 並朝你想跳的方向移動 R1

ON-BALL DEFENSE (continued) (防守持球員) (承上)

惡意犯規 按住 **Alt** 然後將 **R** 往投籃球員移動

抱人犯規 接近要進行投籃的球員時按 **R**

快速曳步動作 按住 **W** 與 **Alt** 側向快速移動

故意犯規 按住 **Alt** 並將 **R** 移向持球的球員

包夾 輕按 **LB** 顯示球員標示，按下要配合包夾的隊友標示（一般來說按 **LB** 會自動選擇隊友）

TRIPLE THREAT (三重威脅)

左右跨步 按住 **W** 並將 **L** 朝球員的左或右側移動

探步前進 先做左右跨步的動作，然後立刻放開 **W** 並將 **L** 朝左或右側移動

保護球 按住 **W** 然後將 **L** 朝籃框的反方向移動

護球前進 在保護球的狀態下將 **L** 朝球員面對的方向滾動並快速放開 **W**

護球轉身突破 在保護球的狀態下將 **L** 朝球員面對的方向滾動並快速放開 **W**

脫離保護 在保護球的狀態下朝籃框反方向按住 **L** 並放開 **W**

POST MOVES (背向籃框動作)

進入及離開背對籃框動作 按 **Y**

背向籃框移動 背對單打時將 **L** 朝任何方向移動

面對（內） 背對籃框持球時按下 **Y**

面對（外） 背對籃框持球時，將 **L** 朝著籃框的反方向移動並按下 **Y**

運球解除 背對籃框運球時，將 **L** 朝著籃框的反方向移動並按下 **Y**

回球 運球背對籃框頂人時，將 **L** 朝著籃框的反方向移動並按 **Alt**

前進至籃框 運球背對籃框頂人時，將 **L** 朝著籃框的方向移動並按 **Y**

強勢背後頂人 運球背對籃框頂人時，將 **L** 朝著籃框的方向移動並按 **Alt**

快速轉身 運球背對籃框頂人時，將 **L** 朝著底線的方向移動並按 **Y**

POST MOVES (continued) (背向籃框動作) (承上)

前進轉身 運球背對籃框頂人時，將 **L** 朝著底線的方向移動並按 **Alt**

前進至禁區 運球背對籃框頂人時，將 **L** 朝著底線的方向移動並按 **Y**

積極前進禁區 運球背對籃框頂人時，將 **L** 朝著禁區的方向移動並按 **Alt**

前進假動作 運球背對籃框頂人時，按住 **W** 並將 **L** 朝著禁區的方向移動

轉身假動作 運球背對籃框頂人時，按住 **W** 並將 **L** 朝著底線的方向移動

肩部假動作 運球背對籃框頂人時，按住 **W** 並將 **L** 朝著籃框的方向移動

回靠 背對籃框持球時，按住 **W** 並將 **L** 朝著籃框的方向移動

製造空間 背對籃框持球時，按住 **W** 並將 **L** 朝著籃框的反方向移動

左 / 右晃肩 背對籃框持球時，快速將 **R** 朝著球員的左 / 右側移動，然後快速往反方向移動

連續左 / 右晃肩投籃 背對籃框持球時，快速將 **R** 朝著球員的左 / 右側移動，然後往反方向移動，接著再移回來。

左 / 右低位勾射 背對接近籃框時，移動並朝左 / 右按住 **R**

低位後仰 背對籃框並距離籃框一段距離時，移動並朝左 / 右按住 **R**

左 / 右低位勾射 運球背對籃框頂人時，按住 **W** 並將 **R** 朝著籃框的反方向向左 / 右移動

跳步後側投籃 運球背對籃框頂人時，按住 **W** 並將 **R** 朝著籃框的反方向移動

跨大腳上籃 運球背對籃框頂人時，按住 **W** 並將 **R** 朝著籃框的方向向左前 / 右前移動

跨大腳灌籃 運球背對籃框頂人並接近籃框時，按住 **W** 並將 **R** 朝著籃框的方向向左前 / 右前移動同時按 **Alt**




跑動勾射 面對面之後通過罰球區，將 **R** 朝著球員前進的方向移動

跑動後仰 面對面之後通過罰球區，將 **R** 朝著籃框的反方向移動

跑動轉身投籃 面對面之後通過罰球區，將 **R** 以畫圓的方式轉動

漂浮跑動 面對面之後通過罰球區，將 **R** 朝著籃框的方向移動







POST PLAY – DEFENSE (ON-BALL) (背向籃框 – 防守)

拆解動作	進行背向籃框對抗而進攻球員執行動作時，只要將  朝進攻球員的方向移動就可試著拆解他的動作
背向籃框抄截	進行背向籃框對抗或進行背向籃框動作時，按 
搖晃	進行背向籃框對抗並採強勢背後頂人，將  朝持球者的反方向移動

OFF-BALL – OFFENSE (未持球 – 進攻)



要球	
設定掩護	按住 
呼叫掩護	按住 
空手跑位	將  移向理想的方向
背向籃框對抗	玩家背向防守球員時按住 
背向籃框轉身挑球	進行背向籃框對抗時，放開  並將  向防守球員的左側或右側移動
背向籃框爭位	按住  並將  移向防守球員將他從現在的位置中推開
阻擋 / 站前防守	與未持球員進行背向籃框對抗時，按住  並移動  在進攻球員身旁找出較佳的位置

OFF-BALL – DEFENSE (未持球 – 防守)

背向籃框對抗	在進攻球員身旁按下 
阻球	在進攻球員身旁將  移向該球員
背向籃框時爭取位置	進行背向籃框對抗時，按住  並將  移向防守球員，讓他進入理想的位置。
阻擋 / 站前防守	與未持球員進行背向籃框對抗時，按住  並移動  在進攻球員身旁找出較佳的位置
低位抄球	進行背向籃框對抗時，持球者開始傳球到背向籃框時按 

SHOOTING THE BALL (投籃動作)

Shot Release Prompt (出手提示)

在持球者的腳下會有投籃提示，讓你知道最佳的出手時機。按住  或  開始投籃。在綠色提示開始閃爍時放開按鈕完成投籃動作。

備註：你可以在訓練營裡練習投籃時機。

Shot Accuracy Meter (準確度指標)

準確度指標可讓你判斷球員出手位置的投籃準確度。指標長度越長，命中機率就越高。準確度指標是參考每位實際球員的能力所設定。

ON THE FLY COACHING (OTFC) (場邊指導 (OTFC))

籃球是快節奏的運動，你必須即時決定各種戰術。利用 1 可叫出「On The Fly Coaching (場邊指導)」，選單為球隊下達指令。

Quick Games & QG Player Lock (快速遊戲與球員鎖定)

	OFFENSE (進攻)	DEFENSE (防守)
	改變視角	改變視角
	OTF 快速動作	OTF 防守設定
	OTF 自由戰術	OTF 防守戰術
	OTF 換人	OTF 換人
	暫停比賽	故意犯規
	暫停遊戲	暫停遊戲

Team-Up (組隊)

	OFFENSE (進攻)	DEFENSE (防守)
	OTF 改變視角	OTF 改變視角
	OTF 快速動作	無功能
	OTF 換人	OTF 換人
	暫停比賽	故意犯規
	結束 / 即時統計	結束 / 即時統計

- 不管隊長狀態，由控球後衛主控賽局。
- 正規比賽時，玩家只能更換自己控制的球員。
- 只有不是控球後衛或隊長的玩家可以使用「Camera Change (改變視角)」。

Xbox LIVE

Xbox LIVE® 可讓您接觸到更多遊戲、更多娛樂及更多歡笑。請至 www.xbox.com/live 進一步了解。

CONNECTING (連線)

在進入 Xbox LIVE 之前，請將您的 Xbox 360 主機連結到高速網際網路，並註冊成為 Xbox LIVE 的會員。如果想要瞭解有關連線的詳細資訊，或確認您所在的區域是否提供 Xbox LIVE 的服務，請瀏覽 www.xbox.com/live/countries 網頁。

FAMILY SETTINGS (家長監護)

家長和照護人可以利用這些簡單、彈性的工具，依內容分級決定未成年玩家可以進行的遊戲。家長可透過設定禁止孩童存取成人內容、核可孩子透過 LIVE 進行線上互動的對象，並可設定進行遊戲的時間。如需更多資訊，請前往 www.xbox.com/familysettings。

3D 設定

想要享受「NBA 2K12」的 3D 功能，可以從遊戲的「Options (選項)」裡選擇「3D Settings (3D 設定)」。

注意事項：要使用 3D 功能必須搭配全功能的 HD 3D 電視機與支援的 3D 眼鏡和高速 HDMI 端子線。關於 3D 功能與安全資訊，請參閱電視的使用說明。

注意：部分使用者在 3D 電視觀賞 3D 視訊影像或進行 3D 遊戲時會出現不適的現象（包括眼睛疲勞、酸痛或噁心）。如果出現不適的現象，應立即停止觀賞及/或進行遊戲，直到恢復正常為止。建議在您觀賞 3D 視訊或進行 3D 遊戲時應定時休息。休息的時間長短與頻率因人而不同，必須讓所有不適感都消除為止。若您出現嚴重的不適現象、疼痛或症狀持續存在，請立即停止遊戲並求助醫生。請務必閱讀並遵守 3D 電視與 3D 眼鏡的安全警告與使用說明。






NEW FOR NBA 2K12 (NBA 2K12 新功能)

- **Total Shot Stick Control (完全投籃控制)**
可使用右搖桿執行所有 IsoMotion™ 進攻動作，讓玩家以更直覺、更快速的投籃調整動作控制球員。
- **New Post Play System (全新禁區單打系統)**
 - 按 **Y** 執行 / 離開動作。
 - 執行 360 度球員移動。
 - 使用像是前進、回球與背後頂人等防守對抗系統與動作。
 - 提前結合動作與系列動作。
- **New Play Branching System (全新遊戲分歧系統)**
立即執行進攻動作。可因應防守隨即改變動作。


- **NBA's Greatest (NBA 最偉大的球星)**
加入 NBA 傳奇球員的聖殿，讓 MJ、Bird、Magic Johnson、Kareem Abdul-Jabbar 及其他 11 位 NBA 傳奇人物的不朽身影重現在經典的賽事裡。無論是球員、球隊與比賽內容都與真實賽事如出一轍。甚至帶你回到 3 分球規則出現前的比賽，並以黑白轉播的方式重溫復古風情。只要解除這些經典球隊，就可以在「Quick Games (快速比賽)」裡與現今的 NBA 球隊同場比賽。誰才是史上最強的籃球員，將可在遊戲中分出個高下。
- **Enhanced My Player Mode (更進步的「My Player (球員生涯)」模式)**
開創個人籃球生涯的另一章：你可以聽到播報員在選秀會上喊出你的名字、有全新的「Rookie Showcase (新人表演時間)」，還能根據名氣的高低與球隊協商合約事宜。
- **The Association: Online (線上聯盟)**
與其他 29 位玩家共同組成線上 NBA 聯盟，並可以從電腦或是遊戲主機上執行管理決策。球季採即時的方式進行，如果你無法進行排定的比賽的話，遊戲會使用模擬的方式進行。每天都會以電子郵件的方式，讓你了解球隊的最新狀況。
- **Dynamic Shoe Updates (Dynamic Shoe 更新)**
想要在聖誕節看到 Kobe 的最新球鞋嗎？或是看 D-Wade 穿上 2012 明星賽配色的 Air Jordan 球鞋呢？只要這些球員在球場上有了新的球鞋，「NBA 2K12」的遊戲裡也會隨著換上新鞋，一旦 Nike 與 Jordan 這些品牌推出新的鞋款，遊戲裡就會馬上更新。
 - NIKEiD 的特殊球鞋功能。
 - 你的球鞋可增加技術點數，強化球員能力值。
- **NBA: Creating a Legend (建立聯盟)**
這算是功能更豐富的「My Player (球員生涯)」，你可以選擇一位職業球員，你可以用自己的方式讓他在職業生涯中成為未來的籃壇巨星。
- **NBA 2K Online**
建立可進入「NBA 2K Online」的 My2K 帳戶體驗更豐富的線上功能。參與度越高，排名晉升的速度就越快。
 - 可快速找到線上好友。
 - 可進行 5 對 5 的快速線上遊戲。
 - 使用 HP Media Zone (HP 媒體區) 將比賽精彩鏡頭放上 YouTube 與 Facebook，還可以在 Twitter 上討論你的最新戰況。
 - 「Home (首頁)」畫面會不斷更新你的排名。

- **NBA 訓練營（開始遊戲）**
NBA 的傳奇球星會在你練習時給予即時的指導，讓你在示範中學習籃球的技术。訓練方式會以特定的技巧組合進行。
- **遊戲正確性再加強（開始遊戲）**
隨著 NBA 賽事的變革，「NBA 2K12」也有因應之道。首先在遊戲的畫面上，包括球員與球場的細膩度都提昇不少。在轉播的進步上，會快速顯示球員之後的賽事訊息，以及配上 2K Beats 音樂的動態賽前焦點報導。
- **2K Beats 配樂（開始遊戲）**
新配樂的作曲陣容有 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 以及 Cyhi da Prince。

QUICK GAME (快速遊戲)

1. **Start the Game (開始遊戲)**
在標題畫面上按 。
2. **Create a Profile the First Time You Play (第一次進行遊戲時先建立個人檔案)**
第一次進行遊戲時，遊戲會要求你建立個人檔案以便記錄進度、統計數據與成就。請使用虛擬鍵盤輸入名字，然後按 。
3. **Set Up Your Game (設定遊戲)**
 - 請在「Home (首頁)」畫面中選擇「Quick Game (快速遊戲)」。
 - 使用控制器的  選擇「Home (主場)」或「Away (客場)」球隊。
 - 使用  /  選擇球隊。
 - 使用  /  選擇球衣。
 - 按 。

MAIN MENU (主選單)

在「Home (首頁)」畫面中移動  就會顯示主選單。


MAIN MENU OPTIONS (主選單選項)

- **Home (首頁)**
選擇 Home (首頁) 後主選單就會關閉並顯示「Home (首頁)」畫面。
- **NBA's Greatest (NBA 最偉大球員)**
15 位 NBA 傳奇球員、15 場訴說這些球員偉大之處的真實賽事。你可以選擇任何一位球員，親身體驗他們的經典戰役。贏得比賽則可以解開雙方的球隊，甚至解開其他隱藏球隊，讓你在「Quick Games (快速比賽)」中使用。

這 15 位偉大的球員分別是：

• Bill Russell	中鋒
• Oscar Robertson	控球後衛
• Wilt Chamberlain	中鋒
• Julius Erving	前鋒
• Larry Bird	小前鋒
• Kareem Abdul-Jabbar	中鋒
• Isiah Thomas	後衛
• Earvin "Magic" Johnson	控球後衛
• Michael Jordan	得分後衛 / 小前鋒
• Jerry West	後衛
• Patrick Ewing	中鋒
• Hakeem Olajuwon	中鋒
• Scottie Pippen	小前鋒
• John Stockton	控球後衛
• Karl Malone	強力前鋒

- **My Player (球員生涯)**
創造自己的 NBA 新人，帶領他成為 NBA 的巨星身份。只要完成遊戲目標與訓練就可獲得技術點數。球員在球隊中的天份與團隊合作是評分重點。體驗從無名小卒成為萬眾矚目的 NBA 巨星之路。
- **Game Modes (遊戲模式)**
選擇遊戲進行模式，在第 14 頁部分會詳加說明。
- **Online (線上)**
可在線上進行「Quick Match (快速配對)」或與好友進行「Vs (對戰)」，比較成績表現並查看 Virgin Gaming。
- **Features (功能)**
讓你盡情享受「NBA 2K12」的各種新舊功能。第 14 頁會列出所有功能。
- **Manage Rosters (管理球員名單)**
可查看與更改 Rosters (球員名單)、Rotations (球員輪替)、Situational (位置)、球員與球隊的 Tendencies (型態) 及 Playbooks (戰術)。使用「Create Player (建立球員)」與「Create Team (建立球隊)」來創造自己的球員。你可以載入、編輯或建立新的「Draft Class (選秀階級)」。
- **Options (選項)**
依照自己的喜好調整遊戲選項設定，這部分會在第 15 頁詳述。

要編輯球員，請從 Rosters (球員名單) 裡選擇球員。按  選擇「Edit Player (編輯球員)」，然後選擇要更改的項目。移動滑桿即可變更設定。

GAME MODES (遊戲模式)

- **The Association: Online (線上聯盟)**
可以與最多 29 位其他玩家在線上建立自己的聯盟。
- **NBA: Creating a Legend (NBA：創造傳奇)**
這個創造新球員的另類功能可以讓你從一名 NBA 職業球員的身份展開生涯。這位巨星只要達到目標與訓練要求，就可以讓自己本來就具職業水準的技術點數與球技更上一層樓。
- **The Association (聯盟)**
建立、自訂並經營自己的 NBA 球隊。
- **Season (球季)**
進行球季賽。
- **Playoffs (季後賽)**
直接進入刺激的季後賽賽程。
- **NBA Blacktop (NBA 之路)**
回到原點，即便是最棒的球員也不會忘記他們的來時路。
- **Training Camp (訓練營)**
由 NBA 的指導員來告訴你怎麼打球。按下 **SELECT** 按鈕，指導員就會示範移動或投籃的動作。訓練課程包括運球、投籃、禁區技巧、非控球進攻、防守、傳球與進攻。
 - 在投籃方面，當你出手的時機正確，畫面就會出現綠色的圖示；而紅色的圖示則表示你錯過了最佳的出手時機。這些圖示只會出現在 **Training Mode (訓練模式)** 裡。
- **Practice (練習)**
自由發揮各種球風或是依計畫練習以增進特定技巧。

NBA 2K12 FEATURES (NBA 2K12 功能)

- **2K Shoes (2K 球鞋)**
 - **My Shoes (我的球鞋)**
為球員穿上各種標籤的球鞋。這些球鞋可增加場上球技的技術點數，不只是跳躍、卡位，還有傳球、三分球與低位等技巧。選擇球鞋前先挑好每雙鞋的技術號碼強化。隨著遊戲的進度增加，還可以解開更多球鞋。
 - **NIKEiD**
創造各種色彩風格的球鞋來搭配球員。
- **HP Media Zone (HP 媒體區)**
 - 建立、觀看並分享 **Reelmaker** 影片。
 - 使用 **2K Beats** 來控制遊戲中的音樂。
 - 使用 **Arena Music Manager (球場音樂管理)**。

- **My2K**
 - 建立包含自訂球員的線上 **My2K** 設定檔。
 - 隨時與「**NBA 2K12**」網路及像是 **Facebook**、**Twitter** 與 **YouTube** 等社交網路保持聯繫。
 - 在「**Home (首頁)**」畫面欣賞即時的 **2KRank**。
- **NBA2K.com**
 - 可查看「**Online Association (線上聯盟)**」排名、統計數據與「**Hall of Fame (名人堂)**」的進展。
 - 查看「**My Player (球員生涯)**」里程碑，並比較個人統計數據與「**Hall of Fame (名人堂)**」的進展。
 - 欣賞精彩影片，並直接與「**NBA 2K12**」開發團隊互動。
- **2K Insider**
2K Insider 的部落格帶給你最新消息與動態。
- **2KShare**
分享自創球員、球員名單、球隊、選秀階級與遊戲的設定。
- **VIP Viewer (VIP 記分板)**
可查看詳細的統技術據，以及包括依類別分類的各項表現趨勢。
- **Extras (其他項目)**
「**Enter Codes (輸入密碼)**」以及「**NBA 2K12**」遊戲製作人員名單。

OPTIONS (選項)

你可以從「**Main Menu (主選單)**」或「**Pause Menu (暫停選單)**」裡進入「**Options (選項)**」。

- **My NBA Settings (我的 NBA 設定)**
 - **Gameplay (遊戲方式)** — 設定「**Game Difficulty (難度)**」與「**Game Speed (速度)**」。
 - **3D Settings (3D 設定)** — 設定「**3D Type (3D 類型)**」、「**Adjust 3D Intensity (調整 3D 強度)**」與「**Depth (深度)**」。
 - **Presentation (遊戲表現)** — 設定「**Audio Settings (聲音設定)**」、「**Ball Handler Text (持球人文字)**」、「**Help (說明)**」與「**Play Quality Feedback (遊戲品質回應)**」。
 - **Coach Settings (教練設定)** — 開啟或關閉「**Coach Mode (教練模式)**」並調整設定。
 - **Sliders (滑桿)** — 調整「**User (使用者)**」與「**CPU (電腦)**」設定。
 - **Coach Profiles (教練檔案)** — 調整指導的優先項目。
 - **NBA Rules (NBA 規則)** — 開啟或關閉規則，或設定為預設。
- **Load (載入) / Save (儲存)**
調整「**User Profiles (使用者設定檔)**」、「**Settings (設定)**」、「**Sliders (滑桿)**」及「**Rosters (球員名單)**」。可開啟或關閉「**Autosave (自動儲存)**」及「**Living Rosters (現存球員名單)**」。

- **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)」。

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Basketball Talent Quincy Pondexter Grayson Boucher aka The Professor James Flight White Taurian Fontenette aka Air Up There Stan Fletcher Noah Bailou Deonte Huff Leigh Gayden Christopher Devine Joe Everly Omar Wilkes Alain Laroche Terrence Hundley Shawn Malloy Charles Beast Rhodes Marquis Gilstrap	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
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Matt Underwood
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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. Yelowolf, Busta Rhymes, Lil Jon, & Twista. Written by Michael Wayne Atha, Carl Terrell Mitchell, Trevor Tahelm 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 Mohawk. 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 Jamsica. 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), Japhet 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, Stefan Taylor, Thomas Dicarito Callaway. Published by That Kind of Music (ASCAP), Stefan 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 Dickens (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 Steels, 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 Ik7Label 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 Illmind. 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 Klik (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, Isaac DuPree. Publishing: Alexander Kresovich ASCAP

Intermezzo 2 (instrumental)

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

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