

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

3D GAME NOTICE:

Some people may experience discomfort (such as eye strain, eye fatigue, or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

SCE recommends that all viewers take regular breaks while watching 3D video, or playing stereoscopic 3D games. The length and frequency of necessary breaks may vary from person to person — please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. Consult with a doctor (such as a pediatrician or eye doctor) before allowing a young child to watch 3D video images or play stereoscopic 3D games. When using any 3D enabled device with your PlayStation®3 you should read the instruction manual for that device and check www.us.playstation.com/support/3D for updated information.



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3D SETTINGS

3D effects can be turned on/off in the 3D Settings Menu located in: Options -> 3D Settings.

The following options are available to adjust the effects of 3D:

- **3D Type** - Choose the type of 3D you wish to view, or turn it off entirely.
- **3D Intensity** - Adjust the intensity level of the 3D effect to balance both comfort and effect.
- **3D Depth** - Set the depth level you would like see between players on the court.

NOTICES:

PS3™ system software v3.30 (or later), 3D display with compatible 3D active glasses and high-speed HDMI cable (all sold separately) required for 3D features. Visit www.us.playstation.com/support/3D for details. Video output in HD requires cables and an HD- compatible display, both sold separately. Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the NBA 2K12 disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the X button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

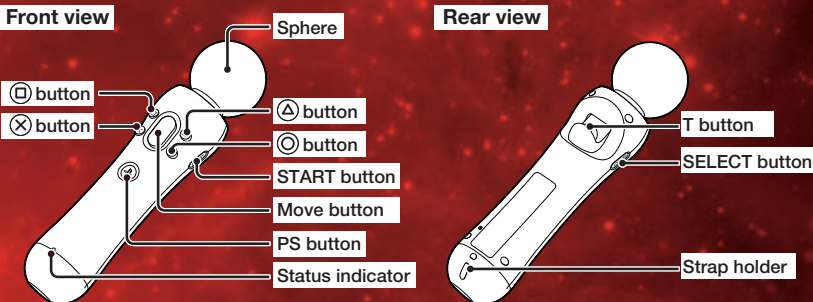
NBA 2K12 GAME CONTROLS

NBA 2K12 offers alternate control schemes, using either the PlayStation® Move Controller or the DUALSHOCK®3 Wireless Controller. The control tables in this manual list the default control schemes. Use the Options Menu, available from both the Main Menu and the Pause Menu, to select different control schemes, and see the on-screen instructions for different controls.

PLAYSTATION®MOVE MOTION CONTROLLER

Controls

Using the PlayStation®Move motion controller



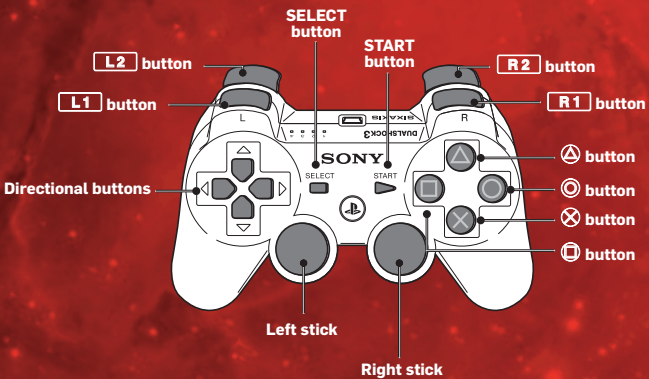
Note: Always wear the included wrist strap with the PlayStation®Move motion controller. To use the controller, you must first register or "pair" the controller with the PlayStation®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

	BASIC OFFENSE	BASIC DEFENSE
Move button	Pass (when pointing cursor at teammate) / Drive (when pointing cursor at basket)	Steal (with player closest to ball handler)
T button	Shoot (press) / Pump Fake (tap)	Block / Rebound (when pointing cursor at player)

PLAYSTATION®MOVE MOTION CONTROLLER (continued)

	ADVANCED OFFENSE	ADVANCED DEFENSE
button	Drive / Cut to basket (when pointing cursor at player)	Toggle Team Defense (Trap / Press / Man-to-Man)
button	Get Open for 3 (when pointing cursor at player)	Take Charge (when pointing cursor at player)
button	Pick & Roll (when pointing cursor at player)	Toggle Individual Defensive Pressure (when pointing cursor at player)
button	Post Up (when pointing cursor at player)	Double Team (when pointing cursor at player)
Move button	Lead Pass (when pointing cursor into open space near teammate)	N/A
SELECT button	N/A	Intentional Foul

DUALSHOCK®3 WIRELESS CONTROLLER



	BASIC OFFENSE	BASIC DEFENSE
Left stick	Move Player	Move Player
Right stick	Shot Stick	Hands up / Deny ball
Right stick + button	N/A	Cutoff
Right stick + button	N/A	Intentional / Hard Foul
Press right stick	N/A	Wrap Foul
button	Dribble / Shot Modifier	Intense D
button	Sprint	Sprint
button	Positional Plays / Pick Control	Double Team
button	Icon Pass	Icon Swap
button	Pass / Touch Pass (press prior to catch)	Player Swap (closest to ball)
button	Fake Pass	Take Charge
button + button	Alley-Oop	N/A
button	Pump Fake (tap) / Shoot (press)	Steal
button	Post Up on / off	Block / Rebound
directional button ↑	Change Camera	Change Camera
directional button →	OTFC Quick Plays	OTFC Defensive Sets
directional button ←	OTFC Offense Strategy	OTFC Defense Strategy
directional button ↓	OTFC Substitutions	OTFC Substitutions
SELECT button	Timeout	Intentional Foul
START button	Pause	Pause

ADVANCED OFFENSE	
Positional Playcall	Tap button, tap desired teammate's player icon, choose play from menu
Send Teammate on Cut	Tap button, tap desired teammate's player icon, move right stick in direction you want him to cut
Pick Control	Hold and release button to call for a Pick & Roll (press button again to have the screenerslip); hold button until the screener gets set for a Pick & Pop
Icon Pick Control	Tap button, hold player icon of desired screener: release early for Pick & Roll, hold longer for Pick & Pop

ADVANCED OFFENSE (continued)

Alley-Oop	L2 button +  button
Off-Glass Alley-Oop	L2 button +  button, with trailing teammate
Give & Go	L2 button +  button
Putback Dunk or Layup	R2 button +  button
Pass Stick	Tap or hold R1 button, move right stick to pass
Total Control Passing (Total Control Passing must ON in Controller Settings Menu)	Tap R1 button, hold player icon of desired receiver, move receiver with left stick, release player icon to pass
Advanced Shooting	L2 button + right stick
Dunk	R2 button + right stick

SHOT STICK

Jump Shot	Move and hold right stick to begin shot, release right stick to shoot
Fadeaway	Move left stick away from basket + move right stick while standing
Dribble Pull-Up	From a moving dribble, center left stick + move right stick in any direction
Escape Dribble Pull-Up	From Triple Threat or stand dribble, hold L2 button + move right stick in any direction
Spin Jumper	From a moving dribble, rotate right stick in a circular motion
Stepback Jumper	While dribbling across basket, move right stick away from basket
Sidestep Jumper	While driving toward basket, center left stick, hold L2 button + move right stick back left / right
Runner	While dribbling toward basket, keep left stick held, hold L2 button + move right stick away from basket
Layup Left / Right	While driving, move right stick forward left / right toward basket
Layup Reverse	While driving along the baseline, move right stick toward baseline
Eurostep Layup	While driving, hold L2 button and move right stick toward basket
Hopstep Layup	While driving, hold L2 button and move right stick left / right
Spin Layup	While driving, hold L2 button and rotate right stick in a circular motion
Normal / Signature Dunk	While dribbling toward basket, hold R2 button + move right stick toward basket
Reverse Dunk	While dribbling toward basket, hold R2 button + move right stick away from basket
Spin Dunk	While dribbling toward basket, hold R2 button + rotate the right stick in a circular motion
Mid-Air Change Shot	Start any dunk or layup, center right stick + move right stick again in direction you want to finish

SHOT STICK (continued)

Pump Fake	Start one of the shots or layups listed above, then immediately move right stick back to center
Up & Under / Stepthrough Shot	Perform a Pump Fake, then move right stick again before the Pump Fake finishes
Bank Shot	Trigger any jump shot; instead of centering right stick to release the shot, quickly move right stick to opposite side

ISOMOTION™

Sizeup	From a stand dribble, hold L2 button + move left stick toward basket
Sizeup Cross	From a stand dribble, hold L2 button + move left stick from ball hand to off hand
Sizeup Inside Out	From a stand dribble, hold L2 button + move left stick toward ball hand
Sizeup Escape	From a stand dribble, hold L2 button + move left stick away from basket
Hesitation	From a stand dribble, tap L2 button
Hesitation to Go	Perform a Hesitation move, then move left stick toward basket on ball side
Hesitation to Cross	With ball in left hand, perform a Hesitation move, then move left stick between 12 and 2 o'clock (10 and 12 when starting right hand)
Hesitation to Behind Back	With ball in left hand, perform a Hesitation move, then move left stick between 2 and 4 o'clock (8 and 10 when starting right hand)
Hesitation to Spin	With ball in left hand, perform a Hesitation move, then move left stick between 4 and 6 o'clock (6 and 8 when starting right hand)
Crossover	Hold L2 button + move left stick toward non-ball hand
Double Cross	Hold L2 button + move left stick toward non-ball hand, then back toward ball hand rhythmically
In & Out	Hold L2 button + move left stick toward non-ball hand, then immediately back to ball hand
Spin	Hold L2 button + rotate left stick in a circular motion
Half Spin	From a moving dribble, tap R2 button
Behind Back	Rotate left stick in a circular motion from ball hand to opposite hand (going around player's back)
Stepback	While driving, press and hold L2 button + move left stick away from player's movement direction
Stepback & Go	Perform a Stepback move, then move left stick toward basket on ball side
Stepback to Cross	With ball in left hand, perform a Stepback move, then move left stick between 12 and 2 o'clock (10 and 12 when starting right hand)
Stepback to Behind Back	With ball in left hand, perform a Stepback move, then move left stick between 2 and 4 o'clock (8 and 10 when starting right hand)

ISOMOTION™ (continued)

Stepback to Spin With ball in left hand, perform a Stepback move, then move left stick between 4 and 6 o'clock (6 and 8 when starting right hand)

PASSING

Alley-Oop **L2** button + **○** button

Off-Glass Alley-Oop **L2** button + **○** button, with a trailing teammate

Give & Go **L2** button + **×** button

Rolling Inbound **L2** button + **×** button, during baseline inbound

Fake Pass **○** button while standing

Right Stick Passing Press and hold Icon Pass Activate control; move right stick to pass; "Directional" selects receiver in direction right stick is deflected (default option); "Zone" passes to general location of court (enable in Controller Settings Menu)

Total Control Passing
(Total Control Passing must ON in Controller Settings Menu)

Tap **R1** button, hold player icon of desired receiver, move receiver with left stick, release player icon to pass

Icon Lead Passing Tap **R1** button, move left stick in the direction you want to lead the receiver, then press his corresponding action button

Disengage Post Catch Tap **R2** button, move PlayStation®Move motion controller away from post defender guarding desired receiver, then press action button of desired receiver to disengage him from his post position

ONBALL DEFENSE

Aggressive Block Hold **R2** button + press **△** button

Steal Press **□** button

Hands Up Move right stick in any direction when near ball handler

Deny Ball Move right stick in any direction when near an opponent without the ball

Cutoff Move Hold **L2** button + move right stick in direction you want to hop to

Hard Foul Hold **R2** button + move right stick toward shooter

Wrap Foul Click right stick (**R3** button) when near an opponent in a shooting motion

Quick Shuffle Movement Hold **L2** button + **R2** button to move quickly laterally

Intentional Foul Hold **R2** button + move right stick toward ball handler

Double Team Tap **L1** button to bring up player icons, press icon of teammate you want to double with (normal press of **L1** button auto-selects double teamer)

TRIPLE THREAT

Jabstep / Stepoever Hold **L2** button + move PlayStation®Move motion controller toward player's left or right side

Jab & Go / Cross Perform a Jabstep, then immediately release **L2** button + move left stick left / right

Protect Ball Hold **L2** button + move PlayStation®Move motion controller away from basket

Protect to Drive From Protect Ball stance, roll PlayStation®Move motion controller toward player's facing direction + quickly release **L2** button

Protect Spin Out From the Protect Ball stance, roll PlayStation®Move motion controller opposite player's facing direction + quickly release **L2** button

Escape from Protect From the Protect Ball stance, hold PlayStation®Move motion controller away from basket and release **L2** button

POST MOVES

Enter & Leave Post Press **△** button

Post Movement While posted up, move left stick any direction

Inside Faceup While holding ball in the post, press **△** button

Outside Faceup While holding ball in the post, move left stick away from basket + press **△** button

Dribble Disengage While posted up with an active dribble, move left stick away from basket + press **△** button

Stepback While posted up with a live dribble, move left stick away from basket + press **R2** button

Drive to Basket While posted up with a live dribble, move left stick toward basket + press **△** button

Aggressive Backdown While posted up with a live dribble, move left stick toward basket + press **R2** button

Quick Spin While posted up with a live dribble, move left stick toward baseline + press **△** button

Drive to Spin While posted up with a live dribble, move left stick toward baseline + press **R2** button

Drive to Key While posted up with a live dribble, move left stick toward key + press **△** button

Aggressive Drive to Key While posted up with a live dribble, move left stick toward key + press **R2** button

Drive Fake While posted up with a live dribble, hold **L2** button + move left stick toward key

Spin Fake While posted up with a live dribble, hold **L2** button + move left stick toward baseline

POST MOVES (continued)

Shoulder Fake	While posted up with a live dribble, hold [L2] button + move left stick toward basket
Lean Back	While holding the ball in the post, hold [L2] button + move left stick toward basket
Create Space	While holding ball in the post, hold [L2] button + move left stick away from basket
Shimmy Left / Right	While holding ball in the post, quickly move right stick toward player's left or right side, then quickly to opposite side
Double Shimmy Shot Left / Right	While posted up, quickly move right stick 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 right stick left / right
Post Fade Left / Right	While posted up mid to far range, move + hold right stick left / right
Post Hopshot Left / Right	While posted up with a live dribble, hold [L2] button + move right stick away left / right from basket
Post Stepback Shot	While posted up with a live dribble, hold [L2] button + move right stick away from the basket
Dropstep Layup	While posted up with a live dribble, hold [L2] button + move right stick forward left / right toward the basket
Dropstep Dunk	While posted up with a live dribble close to basket, hold [L2] button + move right stick forward left / right toward the basket + [R2] button
Running Hook	After facing up, drive across paint + move right stick in same direction as player's movement
Running Fade	After facing up, drive across paint + move right stick away from basket
Running Spin Shot	After facing up, drive across paint + rotate right stick in a circular motion
Running Floater	After facing up, drive across paint + move right stick toward basket

POST PLAY – DEFENSE (ONBALL)

Neutralize Move	While engaged in the post and offensive player executes a move, attempt to neutralize the move by moving left stick into offensive player
Post Steals	While engaged in the post or during a post move, press [O] button
Pull Chair or Flop	While engaged in the post and being aggressively backed down, move left stick away from ball handler

OFFBALL – OFFENSE


Call for Ball	[X] button
Set Screen	Hold [O] button
Call for Screen	Hold [L1] button
Offball Cut	Move right stick in direction of desired cut
Post Engage	With player's back to defender, press + hold [L2] button
Post Spin Out for Lob	While engaged in the post, release [L2] button + move left stick to left or right side of defender
Post Battle for Position	Hold [L2] button + move left stick 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 [L2] button + move right stick to navigate to a better position around defender

OFFBALL – DEFENSE

Post Engage	While next to an offensive player, press [L2] button
Deny Ball	While next to an offensive player, move right stick toward player
Fight for Position in Post	While engaged in the post, hold [L2] button + move left stick into defender to push him in desired direction
Deny / Front Post	While engaged in offball post battle, hold [L2] button + move right stick to navigate to a better position around offensive player
Steal Post Entry Pass	While engaged in the post, press [O] button 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 the right stick or  button. 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 the directional buttons to bring up the On The Fly Coaching Menu and get your team ready to go.

Quick Games & QG Player Lock


	OFFENSE	DEFENSE
directional button 	Change Camera	Change Camera
directional button 	OTF Quick Plays	OTF Defensive Sets
directional button 	OTF Freelance Strategy	OTF Defensive Strategy
directional button 	OTF Substitutions	OTF Substitutions
SELECT button	Timeout	Intentional Foul
START button	Pause	Pause

Team-Up

	BASIC OFFENSE	BASIC DEFENSE
directional button 	OTF Camera Change	OTF Camera Change
directional button 	OTF Quick Plays	N/A
directional button 	OTF Substitutions	OTF Substitutions
SELECT button	Timeout	Intentional Foul
START button	Quit / Quick Stats	Quit / Quick Stats

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

NEW FOR NBA 2K12

- **Total Shot Stick Control**
Unleash an unprecedented arsenals of new shots using simple and intuitive right stick gestures for ultimate control over every jump shot and mid-air adjustment.
- **New Post Play System**
 - Press the  button to enter / leave the post.
 - Execute full 360-degree post player movement.
 - Use the defensive counter system and new offensive moves such as Drives, Stepbacks and Backdowns.
 - Combine moves and queue moves ahead of time.
- **New Play Branching System**
Offensive plays evolve differently based on defensive reaction. Change offensive targets 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.

- **2K Shoes: 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.

- **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 Prynce.

QUICK GAME

1. **Start the Game**

On the Title Screen, press the **START** button.

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 the **START** button.

3. Set Up Your Game

- On the Home Screen, select Quick Game.
- Use the left stick to select Home or Away for the team controlled by your controller.
- Use [L2] button / [R2] button to select your team.
- Use [L1] button / [R1] button to select team jerseys.
- Press the START button.

MAIN MENU

From the Home Screen, move the right stick 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 18.

• 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 beginning on page 19.

• 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 the ⊗ button, 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 20.

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.
 - **NIKEiD**
Fire up your color style to create a custom shoe that fits existing and created players.
- **HP Media Zone**
 - Create, view and share Reelmaker videos.
 - Use 2K Beats to control in-game music.
 - Use Arena Music Manager.
- **My2K**
 - Create an online My2K profile including a customized player.
 - Stay connected to the **NBA 2K12** network plus other social networking sites including Facebook, Twitter and YouTube.
 - View your 2KRank in real time on the Home Screen.
- **NBA2K.com**
 - View your Online Association standings, stats and leaderboards.
 - See your My Player milestones, and compare personal stats and Hall of Fame progress.
 - Watch highlight videos and interact directly with the **NBA 2K12** development team.
- **2K Insider**
Get late-breaking news from the 2K Insider Blog and check out the biggest movers.
- **2KShare**
Share created players, rosters, teams, draft classes and slider settings.
- **VIP Viewer**
View detailed stats and tendencies including performance by category.
- **Extras**
Enter Codes and view **NBA 2K12** game credits.

OPTIONS

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

- **My NBA Settings**
 - **Gameplay** — Set Game Difficulty and Game Speed.
 - **3D Settings** — Set 3D Type, Adjust 3D Intensity and Depth.
 - **Presentation** — Set Audio Settings, Ball Handler Text, Help and Play Quality Feedback.
 - **Coach Settings** — Turn Coach Mode on / off and adjust settings.
 - **Sliders** — Adjust User and CPU settings.
 - **Coach Profiles** — Adjust coaching priorities.
 - **NBA Rules** — Turn rules on / off or set to default.
- **Load/Save**
Adjust User Profiles, Settings, Sliders, and Rosters. Turn Autosave and Living Rosters on/off.
- **User Profile**
Load a saved user profile, set controller options for that profile or create a new profile.
- **Reset Roster**
Reset your roster to the default lineup.
- **My Controller**
 - Choose from 3 alternates to the default control scheme.
 - Change controller settings.
 - View Advanced Controls.
- **Choose Side** (in-game Pause Menu only)
Switch sides during a game.

PAUSE MENU

- **Resume**
Return to gameplay.
- **Performance** (My Player and NBA: Creating a Legend only)
Check out the current performance of your player, including teammate grade and objectives met.
- **Director's Cut Replay**
Review the previous play. Edit and create a video of the replay for viewing or sharing in HP Media Zone.
- **Coaching**
 - Call in subs, view player match-up, call for double teams and pressure D, and review playbook.
 - Be a full-time coach: select Options> My NBA> Coach Setting and set Coach Mode to on.
- **Game Stats**
View Stats, Box Score, Gametrack and Injuries.
- **Options**
Customize gameplay, rules, presentation settings and controller setup.
- **Quit**
End current play and return to the Main Menu.

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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" (Bad Meets Evil). (P) 2011 Shady Records/Interscope Records. Courtesy of Interscope Records under license from Universal Music Enterprises.

Let's Go

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

Awesome

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

Skeleton Boy

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

Let It (Edit Remix) feat. Melo

Performed by Machine Drum. Written by Travis Stewart (Boulder Heave BMI), Sean Rhoden (Meloxtra Publishing BMI). Published by Stones Throw Records.

Sideways (2K Remix)

Performed by Cydel Young. Composer/Lyrics only: Cydel Young aka "Cyhi da Prynce." Song Composed and Produced by ENSAYNE Wayne for ENSAYNE Music Group.

We're Through

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

Thunder Bay

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

Still A Soldier

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

Rock Hood

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

Cozza Frenzy

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

The Shuffle (instrumental)

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

By The Numbers

Performed by Jamaica. Written by: Antoine Hilaire, Florent Lyonnex, 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), Jahpheth Landis (ASCAP). Published by Just Isn't Music Ltd. Courtesy of NINJA TUNE, 2011.

Make Your Move

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

Workin' Man Blues

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

Hear You Calling

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

Shapeshift

Performed by DELS. Written by Kieran 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 Steele, Salem Steele, Rob Meyers. Published by: See Eye Music (BMI).

Many Stylez

Performed by Zion I feat. Rebelution. Written by A. Anderson, S. Gaines, B. Yonas. Published by Crystal House Music (ASCAP), Gaines For Anja Blue Music (ASCAP), Yonas For AtzwhatImTalkinabout Music (ASCAP). © 2010 Gold Dust Media Part of the !K7Label Group.

They Come Back

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

New Low

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

Here We Go

Performed by Chiddy Bang feat. O-Tip. Written by: James Patterson Jr III, Benjamin Rutner, 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 Skyyzo, 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 Clik (ASCAP), Trescadecaphobia Music (BMI) Songs of Kobalt Music Publishing.

Now's My Time

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Intermezzo 2 (instrumental)

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

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