

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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

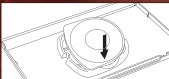
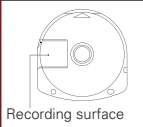
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.



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GETTING STARTED

Set up your PSP® (PlayStation® Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the Home Menu is displayed. Press the OPEN latch to open the disc cover. Insert the NBA 2K12 disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's Home Menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick® Duo

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident. To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLS

MENU CONTROLS

Navigate Menus	Directional buttons
Confirm / Skip Cut Scenes	X button
Esc / Back	△ button
Change Option Set 1	L button / R button
Change Option Set 2	Analog stick left / right
Advance	START button
Bring up 2K Nav Menu	SELECT button
Additional Options	○ button / □ button

OFFENSE

Move Player	Analog stick
Shoot	□ button (stationary)
Layup	□ button (while moving)
Pump Fake	□ button (tap)
Various Shots	□ button + analog stick
Icon Pass	L button (tap)
Post-Up	L button (hold)
Turbo	R button

OFFENSE *continued*

Pass	X button + analog stick
Over the Head Pass	L button + R button + X button
Bounce Pass	Hold L button + X button
Double Cross left / right	○ button (tap + direction control)
Behind the Back	L button + R button + ○ button
Crossover	○ button (double tap)
Spin	△ button (tap)
Hopstep	△ button (double tap)
Half Spin	L button + R button + △
Call for Pick	Directional buttons ↑
Lineup	Directional buttons ←
Offensive Plays	Directional buttons →
Dual Player Control	Directional buttons ↓
Timeout	SELECT button
Pause	START button

DEFENSE

Move Player	Analog stick
Steal	□ button
Analog Stick Defense	□ button + analog stick
Icon Switch	L button (tap)
Sprint	R button
Switch Player	X button
Take Charge	○ button
Block	△ button
Double Team	Directional buttons ↓
Lineup	Directional buttons ←
Defensive Sets	Directional buttons →
Intentional Foul	SELECT button
Pause	START button

OFFBALL

Swap Player	X button
Call for Pass	△ button
Rebound	△ button (when ball is in air)
Putback	R button + △ button
Set a Pick	○ button

SHOT TABLE

Jump Shot	Ⓚ button (while standing)
Pump Fake	Ⓚ button (tap)
Straight Layup	Ⓚ button + analog stick toward rim
Layup left	Ⓚ button + analog stick to left side of player when facing rim
Layup right	Ⓚ button + analog stick to right side of player when facing rim
Fadeaway	Ⓚ button + analog stick away from rim
Change Shot (mid-air)	Press Ⓚ button again during layup
Basic Dunk	R button + Ⓚ button + analog stick toward rim
Flashy Dunk	R button + Ⓚ button + analog stick to left side of player when facing rim
Power Dunk	R button + Ⓚ button + analog stick to right side of player when facing rim
Reverse Dunk	R button + Ⓚ button + analog stick away from rim

MAIN MENU

Once the game loads, press the START button and select your Profile to reach the Main Menu.

- **Quick Game**
Just start playing! Move the analog stick left / right to select your team, and up / down to choose uniforms.
- **Game Modes**
Choose the Association to run your own NBA team. NBA Blacktop takes the game to the streets. Make it quick and go right to the Playoffs or play a whole Season. Create your own Situations.
- **My Player**
Take control of an NBA rookie and lead him to greatness. Build up your player's ratings by earning skill points in games and drills. The harder you play, the faster your player will improve.
- **Options**
Customize gameplay, rules, presentation settings, and controller setup, and save and load your game settings, profiles, rosters, sliders, and defaults.

• Features

Check out the VIP Viewer; use 2K Beats to make music playlist choices; open Extras to enter Codes and to see Game Credits.

• Load / Save

Load and save your profile, rosters and rules.

• Online

Enjoy more game experiences with your friends.

GAME MODES

• The Association

The Association is your chance to control every aspect of the team. You are the General Manager, the Coach, and the players on the court. You are in charge of everything. Scout players, sign free agents, view the big board as you look to get college talent in the draft, hire coaches and assistants, and much more. You aren't limited to just one season. You are building a dynasty here!

• Season

Season is just that, an NBA season. Select the length of your season and see if you can guide your team to the NBA Finals. Will your team be able to grab hold of the NBA Championship?

• Playoffs

Skip the regular season and enter your team into the playoffs.

• Street

Participate in full court, half court, 1-on-1, and games of 21. Do you have what it takes to beat the best in the NBA in these special game modes?

• Tournament

Set up a tournament for you and your friends. Select from 4 to 16 team tournaments, select a fantasy draft, and adjust the quarter and sim quarter lengths.

• Practice

Learn the finer points of the game by completing Practice mode. Do you have the skills to pull off the game's toughest moves?

NBA 2K12 FEATURES

NBA 2K12 has once again been able to push their critically acclaimed series to the next level. New features and improved game performance have raised the bar.

- **Jordan Challenge**
Relive 10 different legendary games from Michael Jordan's career, and replicate in **NBA 2K12** what MJ did on the court. Successfully re-enact all 10 game scenarios to unlock the MJ: Creating a Legend mode.
- **My Jordan**
Complete the Jordan Challenge to unlock this special mode where you get to take control of newly-drafted rookie Michael Jordan and craft your own version of Michael's career in the NBA.
- **Improved My Player Mode**
Experience the life of an NBA star first hand as you create your own player and propel his career from an impact rookie to Hall of Fame NBA legend. With the ability, now, to simulate during games, watch your player's progression advance at a much more realistic rate!
- **Signature Style 2K12**
Hundreds of Signature Style animations have been added, along with enhanced player models and improved graphics, bringing your favorite NBA players to life—like never before!
- **Updated Rosters**
All the latest transactions from the 2010-2011 season have been incorporated, meaning that you will be playing with current teams and ratings.
- **2K Beats Soundtrack**
This year's soundtrack boasts an eclectic mix of original tracks and hottest songs from the music industry's top acts, such as 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.

ONLINE

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.

Put your skills to the ultimate test by challenging your friends! In the Online Menu, you can create or find matches in two modes:

- **Exhibition Game**
Take on an opponent via ad-hoc connectivity and choose any one of the available teams, uniforms, lineups, and courts.
- **Street Game**
Go head-to-head via ad hoc connectivity in exciting two-player matches that feature several different game options, including Full & Half Court, 3-on-3, 4-on-4, and even 5-on-5.

PAUSE MENU

Access the Pause Menu to alter your game options or to take a quick break. Press the **START** button at any time during play to access the menu. Press the **X** button to select any Pause Menu option.

Note: Only the user in possession of the ball can pause the game.

- **Resume**
Head back to the action.
- **Replay**
See your amazing dunk, behind the back pass, or steal again and again via the Replay system.
- **Coaching**
Customize your team's strategy.
- **Timeout**
Call a timeout and regroup.
- **Options**
Adjust the game options.
- **Quit**
Exit the game.

NBA 2K12 GAME CREDITS

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<i>It's Time</i> by Bukue One Produced by
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<i>Ain'tNoBullHere</i> Produced by
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Chris Paul
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Evan Turner
Wesley Johnson

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NBA 2K12 MUSIC CREDITS

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) s/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 Pante. 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, Edora Johnson, Marcus Hrdina, Jonathan Nunes-Simone. Published by: Shinobi Ninja LLC.

Gazza 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 T. Drake (Kid Lucid Music SESAC), B. Smith (Ive Sessions SESAC). Published by Ive Sessions. Courtesy Dope Lotus Records.

By The Numbers

Performed by Jamaalá. Written by: Antoine Hilaire, Florent Lyonné, 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), Japheth Lyman. (Xavier De Rosnay) 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 Dicarlo 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, Megan Taylor. Produced by Twice As Nice. C&P 2011 Move The Crowd Records.

Shapeshift

Performed by DELS. Written by Kieren Dickins (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. Revolution. Written by A. Anderson, S. Gaines, B. Yonas. Published by Crystal House Music (ASCAP). Gaines For Anja Blue Music (ASCAP). Yonas For Atzwahmtalkinabout Music (ASCAP). © 2010 Gold Dust Media Part of the iK7Label Group.

They Came 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 Rust. Written by Zack Lopez, Sean Stockham. Published by EMI Music Publishing. © 2010 Bright Antenna Records.

Hera 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 (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 iLmInd. Writers: R. Ibanga Jr, G. Taylor, D. Yates Jr, T. Williams, T. Jamerson. Published by: Little Trouble Big China (ASCAP), Rudy For Real Publishing (BMI), Bucktown USA (ASCAP), Boot Camp Click (ASCAP), Trescadecaphobia Music (BMI) Songs of Kobalt Music Publishing.

Now's My Time

Performed by D.J. K. & Produced by Alex Kresovich. Writers: Alex Kresovich, Isaiah DuPre. Publishing: Alexander Kresovich ASAP.

Intermezzo 2 (instrumental)

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

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