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NBA 2K16





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WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.



Product Support:

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

Please note that NBA 2K16 online features are scheduled to be available until **December 31, 2017** though we reserve the right to modify or discontinue online features on 30-days' notice.

Visit www.nba2k.com/status for more information.

Some features will be temporarily unavailable during initial game installation.

Xbox 360 Controller

| Basic Offense | Control | Basic Defense |
|------------------------------------------------|---------|-------------------------------|
| Move Player | | Move Player |
| PRO STICK™: Dribble Moves / Shooting / Passing | | Hands Up / Shade / Contest |
| N/A | | Hard / Wrap Foul |
| Pass Modifier | | Intense D |
| Sprint | | Sprint |
| Call Play | | Double Team |
| Icon Pass | | Icon Swap |
| Pass / Touch Pass | | Player Swap (closest to ball) |
| Pick Control | | Take Charge |
| Pump Fake / Hop (tap) Shoot (press) | | Steal |
| Post-Up | | Block / Rebound |
| Signature Skills HUD | | Signature Skills HUD |
| OTFC Quick Plays | | OTFC Defensive Sets |
| OTFC Offense Strategy | | OTFC Defense Strategy |
| OTFC Substitutions | | OTFC Substitutions |
| Timeout | | Intentional Foul |
| Pause | | Pause |

ADVANCED OFFENSE

| Action | Input |
|-----------------------|------------------------------------------------------------------------------------|
| 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 (length of hold determines roll or fade, press again to slip the screen) |
| Bounce Pass | + |
| Overhead/Lob Pass | + |
| Flashy Pass | + |
| Fake Pass | + |
| Alley-Oop | + (chooses recipient, point at rim for oop-to-self) |
| Off-Glass Alley-Oop | + , with trailing teammate |
| Give & Go | Press and hold to retain control of passer, release to pass the ball back to him |
| Putback Dunk or Layup | Hold |
| PRO STICK™ Pass | + |

ADVANCED DEFENSE

| Action | Input |
|---------------------|---------------------------------------|
| Move | |
| Fast Shuffle | + + |
| Steal | Tap |
| Block | |
| Rebound | (ball in air) |
| Take Charge | |
| Flop | Double-tap |
| Wrap Foul | Click |
| Intense Defense | |
| Shade Stance Change | + / |
| Crowd Dribbler | Hold |
| Hands Up | Hold |
| Deny Ball | Hold (while playing offball defense) |
| Double Team | |


















PRO STICK™

The **PRO STICK™** gives you more control over your offensive arsenal than ever before.

PRO STICK™: SHOOTING

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

PRO STICK™: DRIBBLING

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

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

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

POST SHOTS

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

DEFENSIVE CONTROLS

| Action | Input | Context |
|---------------------|----------------------------------|-----------------|
| Move | ○ | Any |
| Fast Shuffle | □ + □ + ○ | Any |
| Steal | Tap X | Any |
| Block | Y | Any |
| Rebound | Y (ball in air) | Any |
| Take Charge | B | Any |
| Flop | Double-tap B | Onball Defense |
| Wrap Foul | Click ○ | Any |
| Intense Defense | □ | Onball Defense |
| Shade Stance Change | □ + ○ Left / Right | Onball Defense |
| Crowd Dribbler | Hold □ | Onball Defense |
| Hands Up | Hold ○ | Onball Defense |
| Deny Ball | Hold ○ | Offball Defense |
| Double Team | LB | Any |

KINECT VOICE COMMANDS

You can use Kinect Voice Commands to implement a variety of actions while playing.

| Voice Command | Action |
|-------------------------------|---------------------------------------------|
| Always Active | |
| "Time Out" "Call Time Out" | Call a time out |
| "Switch Camera" | Move to the next camera position |
| "Gatorade Dunk" | Dunk the coach during applicable situations |

| Offense | |
|----------------------------------------------------------------------------------------------------------------|--------------------|
| "Isolation," "Post Play," "Pick and Roll," "Three Point" | Playtypes |
| "Quick Isolation" "Quick Iso" "Clear Out" "Pick and Roll" "Quick Post Up" "Quick Spot Up Three" | Quick play control |
| "Set a Screen for me" "Set a Pick for me" | Quick screen |
| "Shoot the Ball!" "Shoot that Shot" "Take that Shot" "Shoot that!" "Shoot it" | Call for AI shot |

| Defense | |
|----------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| "Double Team" | Call for AI double team |
| "Help Me" | Call for help from team |
| "Intentional Foul" | Call for intentional foul |
| "Pick up ball" | Call for nearest AI player to switch to the ball handler if he doesn't have him already |
| "Bring in – Bench Player Last Name / Full Name" | Initiate a substitution with a specific player |
| "Man to Man" "Zone 2-3" "Zone 3-2" "Halfcourt Press" "Fullcourt Press" "Halfcourt Trap" "Fullcourt Trap" | Call for defensive set |

| MyCAREER Offense | |
|----------------------------------------------------------------------------------------------------------------|--------------------|
| "Alley-Oop," "Throw the Alley" | Call for alley-oop |
| "Pass the ball to me" "Pass me the ball" "Pass the ball to Player Last Name / Full Name / Position" | Call for pass |
| "Quick Isolation" "Quick Iso" "Clear Out" "Pick and Roll" "Quick Post Up" "Quick Spot Up Three" | Quick play control |
| "Set a Screen for me" "Set a Pick for me" | Quick screen |
| "Shoot the Ball!" "Shoot that Shot" "Take that Shot" "Shoot that!" "Shoot it" | Call for AI shot |

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Ashley Fountaine
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Chris Jones
Kris Jolly
Juan Corral
Eric Chung
Todd Ingram

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

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

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

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

GOVERNING LAW. This Agreement is entered into without regard to conflicts of choice of law principles under the laws of the State of New York, as such law is applied to agreements between New York residents and non-residents. New York is chosen as the governing law of this Agreement. The parties agree that the law of the State of New York shall govern all disputes arising out of or in connection with this Agreement, including but not limited to the interpretation, performance, breach, termination, and enforcement of this Agreement, and the parties agree to submit to the exclusive jurisdiction and venue for actions related to this contract heretofore held by the state and federal courts located in Licensor's principal corporate place of business, New York, New York, U.S.A. You and Licensor consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notice or otherwise as allowed by New York state or federal law. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement.

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

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