





A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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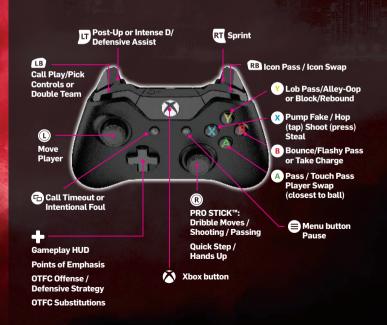


Please note that NBA 2K17 online features are scheduled to be available until

December 31, 2018 though we reserve the right to modify or discontinue online features on 30-days' notice. Visit www.2ksports.com/serverstatus for more information.

### CONTROLS

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



	Control of the Contro	
XBOX ONE WIRELESS CONTROLLER	LOGITECH RUMBLE PAD 2	KEYBOARD
•	Left Stick	A/S/D/W
•	Button 1	Numpad 6
(A)	Button 2	(Spacebar)
В	Button 3	Numpad 1
•	Button 4	Numpad 3
Į.,	Button 5	Left
RI	Button 6	Numpad (←Enter)
LB	Button 7	Tab
RB	Button 8	Numpad +
•	Button 10	Esc
<b>6</b>	Button 9	Pg Up
+	D-Pad	Ŷ/⇔/⇒/⇩
®	Right Stick	Numpad 2 / 4 / 6 / 8

BASIC OFFENSE	CONTROLLER	KEYBOARD	BASIC DEFENSE
Move Player	0	A/S/D/W	Move Player
PRO STICK™: Dribble Moves / Shooting / Passing	0	Numpad 2 / 4 / 6 / 8	Quick Step/ Hands Up
Post-Up	ர	Left <u></u>	Intense D/ Defensive Assist
Sprint	ल	Numpad ←Enter	Sprint
Call Play/Pick Controls	ß	Tab	Double Team
Icon Pass	RB	Numpad +	Icon Swap
Pass / Touch Pass	A	Spacebar	Player Swap (closest to ball)
Bounce/Flashy Pass	В	Numpad 1	Take Charge
Shoot (press) Pump Fake / Hop (tap) Spin Gather (double tap)	8	Numpad 5	Steal (press) Intentional Foul (hold)
Lob Pass (tap), Alley-Oop (double tap)	•	Numpad 3	Block / Rebound
Gamplay HUD	ô	仓	Gameplay HUD
Offensive Game Plan	O)	$\Rightarrow$	Defensive Game Plan
OTFC Offense Strategy	(C)	Ų.	OTFC Defensive Sets
OTFC Substitutions	0	Ŷ	OTFC Substitutions

ADVANCED OFFENSE		
Positional Playcall	Tap 19 or Tab, tap desired teammate's action button, choose play from menu	
Pick Control	Press and hold or Tab. Use on Numpad to choose Roll vs. Fade and on Numpad Enter to choose pick side.	
Bounce Pass	Tap ® or Numpad 1	
Overhead/Lob Pass	Tap <b>②</b> or Numpad ③	
Flashy Pass	Double Tap <sup>3</sup> or Numpad 1	
Alley-Oop	Double Tap  or Numpad	
Fake Pass	• + • or Numpad ③ + Numpad ① (while standing or driving)	
Give & Go	Press and hold or Spacebar to retain control of passer, release or Spacebar to pass the ball back to him	
Putback Dunk/Layup Finish Alley-Oop (when controlling receiver)	Hold <sup>⋘</sup> or hold Numpad ⑤	
PRO STICK™ Pass	co + 0	
Call Timeout	View button	

ADVANCED DEFENSE		
Move	•	
Fast Shuffle	D + T + 0	
Steal	Тар ❷	
Block		
Rebound	(ball in air)	
Take Charge	0	
Flop	Double-tap 3	
Crowd Dribbler	Hold <sup>ID</sup>	
Hands Up	Hold <sup>®</sup> Up	
Deny Hands Out	Hold ③ (while playing offball defense)	
Double Team	Hold 🗗	
Icon Double Team	Tap 13, then press and hold desired double teamer's action button	

## PRO STICK™

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

### PRO STICK™: SHOOTING

Action	Input
Jump Shot	Move and Hold <sup>®</sup> in any direction (toward hoop for bank shot)
Pump Fake	Start a jump shot, then quickly release ®
Runner / Floater (driving mid-range)	Hold <sup>®</sup> away from hoop
Hop Gather	Tap <sup>⊗</sup> while standing or driving ( <sup>®</sup> determines direction of hop)
Spin Gather	Double tap <sup>®</sup> while standing or driving
Normal Layup (driving to hoop)	Hold  left, right, or toward hoop while driving ( direction determines finish hand)
Euro Step Layup (driving to hoop)	Hold <sup>®</sup> away left/right
Reverse Layup (driving along baseline)	Hold <sup>®</sup> toward baseline
2-Hand Dunks (driving to hoop)	☐ + Hold
Dominant/Off-Hand Dunk (driving to hoop)	■ + Hold  left or right to dunk with that hand
Flashy Dunks (driving to hoop)	4 Hold  away from hoop
Mid-Air Change Shot	Start dunk/layup, <sup>®</sup> any direction while in air
Step Through	Pump fake, then hold @ again before pump fake ends

# PRO STICK™: DRIBBLING In the chart below, the Input movements refer to ⑤.

Action	Input	Context
Triple Threat Jab Step	Tap   Left/Right/Forward	Triple Threat
Triple Threat Spinout	Rotate <sup>®</sup> then quickly return to neutral	Triple Threat
Triple Threat Stepback	<b>1</b> +Tap <b>3</b> away from hoop	Triple Threat
Hesitation (quick)	Tap ® toward ball hand	Dribbling
In and Out	Tap ® toward hoop	Dribbling
Crossover (front)	Tap ® toward off hand	Dribbling
Crossover (between legs)	Tap <sup>®</sup> between off hand and player's back	Dribbling
Behind the Back	Tap <sup>®</sup> 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	T +Tap ® away from hoop	Dribbling

## POST MOVES (HOLD D TO POST UP)

Action	Input	
Post Movement	Hold	
Quick Spin	Rotate ® to outside shoulder	
Hook Drive	Rotate <sup>®</sup> to inside shoulder	
Fakes	Tap <sup>®</sup> in any direction but away from hoop	
Switch Dribble Hand	Tap ® away from hoop	
Pickup Dribble	Tap ® toward hoop	
Post Hop	Hold <b>1</b> to the left or right away from hoop, then tap <b>3</b>	
Post Stepback	Hold <sup>®</sup> away from hoop, then tap <sup>®</sup>	
Dropstep	Hold $lacktriangle$ to the left or right toward hoop, then tap $lacktriangle$	

## **POST SHOTS**

Action	Input
Post Hook (close range)	© toward hoop (with <sup>®</sup> neutral)
Shimmy Hool	4 ® toward hoop (with ® neutral)
Post Fade (beyond close range)	© left or right away from hoop
Post Fade (beyond close range)	Hold <b>®</b> left or right toward hoop (while <b>®</b> is deflected)
Step Through Layup	toward hoop (while holding toward hoop)
Shimmy Fade	Hold then move left or right away from hoop (with neutral)
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	<b>1</b> + <b>D</b> + <b>0</b>	Any	
Steal	Tap <sup>®</sup>	Any	
Block	•	Any	
Rebound	(ball in air)	Any	
Take Charge	0	Any	
Flop	Double-tap <sup>®</sup>	Onball Defense	
Intense Defense	פו	Onball Defense	
Crowd Dribbler	Hold 🗷	Onball Defense	
Hands Up	Hold <b>©</b> Up	Onball Defense	
Deny Ball	Hold 📴	Offball Defense	
Double Team	<b>6</b>	Any	

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