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 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.nba2k.com/status for more information.
## Xbox 360 Controller

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

### ADVANCED OFFENSE

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positional Playcall</td>
<td>Tap A, tap desired teammate’s player icon, choose play from menu</td>
</tr>
<tr>
<td>Send Teammate on Cut</td>
<td>Tap A, tap desired teammate’s player icon, move B in direction you want him to cut</td>
</tr>
<tr>
<td>Pick Control</td>
<td>Hold B (length of hold determines roll or fade, press B again to slip the screen)</td>
</tr>
<tr>
<td>Bounce Pass</td>
<td>J + O</td>
</tr>
<tr>
<td>Overhead/Lob Pass</td>
<td>J + Y</td>
</tr>
<tr>
<td>Flashy Pass</td>
<td>J + O</td>
</tr>
<tr>
<td>Fake Pass</td>
<td>X + O</td>
</tr>
<tr>
<td>Alley-Oop</td>
<td>J + X (B chooses recipient, point at rim for oop-to-self)</td>
</tr>
<tr>
<td>Off-Glass Alley-Oop</td>
<td>J + O, with trailing teammate</td>
</tr>
<tr>
<td>Give &amp; Go</td>
<td>Press and hold B to retain control of passer, release A to pass the ball back to him</td>
</tr>
<tr>
<td>Putback Dunk or Layup</td>
<td>Hold X</td>
</tr>
<tr>
<td>PRO STICK™ Pass</td>
<td>J + O</td>
</tr>
</tbody>
</table>

### ADVANCED DEFENSE

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>L</td>
</tr>
<tr>
<td>Fast Shuffle</td>
<td>D + X + O</td>
</tr>
<tr>
<td>Steal</td>
<td>Tap X</td>
</tr>
<tr>
<td>Block</td>
<td>Y</td>
</tr>
<tr>
<td>Rebound</td>
<td>Y (ball in air)</td>
</tr>
<tr>
<td>Take Charge</td>
<td>B</td>
</tr>
<tr>
<td>Flop</td>
<td>Double-tap B</td>
</tr>
<tr>
<td>Wrap Foul</td>
<td>Press E</td>
</tr>
<tr>
<td>Intense Defense</td>
<td>J</td>
</tr>
<tr>
<td>Shade Stance Change</td>
<td>J + O Left / Right</td>
</tr>
<tr>
<td>Crowd Dribbler</td>
<td>Hold B</td>
</tr>
<tr>
<td>Hands Up</td>
<td>Hold E</td>
</tr>
<tr>
<td>Deny Ball</td>
<td>Hold E (while playing offball defense)</td>
</tr>
<tr>
<td>Double Team</td>
<td>L</td>
</tr>
</tbody>
</table>
**PRO STICK™**
The PRO STICK™ gives you more control over your offensive arsenal than ever before.

### PRO STICK™: SHOOTING

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

### PRO STICK™: DRIBBLING

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
<th>Context</th>
</tr>
</thead>
<tbody>
<tr>
<td>Triple Threat Jab Step</td>
<td>Tap  Left/Right/Forward</td>
<td>Triple Threat</td>
</tr>
<tr>
<td>Triple Threat Spinout</td>
<td>Rotate</td>
<td></td>
</tr>
<tr>
<td>Triple Threat Stepback</td>
<td>+Tap  away from hoop</td>
<td>Triple Threat</td>
</tr>
<tr>
<td>Stutter</td>
<td>+Tap  toward hoop</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Hesitation (Quick)</td>
<td>Tap  toward ball hand</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Hesitation (Escape)</td>
<td>+Tap  toward ball hand</td>
<td>Dribbling</td>
</tr>
<tr>
<td>In and Out</td>
<td>Tap  toward hoop</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Crossover (front)</td>
<td>Tap  toward off hand</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Crossover (between legs)</td>
<td>Tap  between off hand and player’s back</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Behind the Back</td>
<td>Tap  away from hoop</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Spin</td>
<td>Rotate  from ball hand around player’s back, then quickly return to neutral</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Half-Spin</td>
<td>Rotate  in a quarter-circle from ball hand to hoop, then quickly return to neutral</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Stepback</td>
<td>+Tap  away from hoop</td>
<td>Dribbling</td>
</tr>
</tbody>
</table>
## POST MOVES (PRESS Y TO POST UP)

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Post Movement</td>
<td>Hold 1</td>
</tr>
<tr>
<td>Faceup Drive (from hold)</td>
<td>1 toward key or baseline + Y</td>
</tr>
<tr>
<td>Disengage Drive (from dribble)</td>
<td>1 toward baseline + Y</td>
</tr>
<tr>
<td>Aggressive Backdown</td>
<td>1 + 1 toward hoop</td>
</tr>
<tr>
<td>Drive to Key</td>
<td>1 + 1 toward key</td>
</tr>
<tr>
<td>Drive to Baseline</td>
<td>1 + 1 toward baseline</td>
</tr>
<tr>
<td>Quick Spin</td>
<td>Rotate 1 to outside shoulder</td>
</tr>
<tr>
<td>Hook Drive</td>
<td>Rotate 1 to inside shoulder</td>
</tr>
<tr>
<td>Fakes</td>
<td>Tap 1 in any direction but away from hoop</td>
</tr>
<tr>
<td>Post Hop</td>
<td>Hold 1 to the left or right away from hoop, then tap 1</td>
</tr>
<tr>
<td>Post Stepback</td>
<td>Hold 1 away from hoop, then tap 1</td>
</tr>
<tr>
<td>Dropstep</td>
<td>Hold 1 to the left or right toward hoop, then tap 1</td>
</tr>
</tbody>
</table>

## POST SHOTS

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Post Hook (close range)</td>
<td>1 toward hoop</td>
</tr>
<tr>
<td>Post Fade (beyond close range)</td>
<td>1 left or right away from hoop</td>
</tr>
<tr>
<td>Step Through Layup</td>
<td>Hold 1 then move 1 left or right toward hoop</td>
</tr>
<tr>
<td>Shimmy Fade</td>
<td>Hold 1 then move 1 left or right away from hoop</td>
</tr>
<tr>
<td>Pump Fake</td>
<td>Start a shot listed above then move 1 to neutral</td>
</tr>
<tr>
<td>Up &amp; Under / Step Through</td>
<td>Pump fake, then 1 again before pump fake ends</td>
</tr>
</tbody>
</table>

## DEFENSIVE CONTROLS

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
<th>Context</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td></td>
<td>Any</td>
</tr>
<tr>
<td>Fast Shuffle</td>
<td>1 + 1 + 1</td>
<td>Any</td>
</tr>
<tr>
<td>Steal</td>
<td>Tap 1</td>
<td>Any</td>
</tr>
<tr>
<td>Block</td>
<td>1</td>
<td>Any</td>
</tr>
<tr>
<td>Rebound</td>
<td>1 (ball in air)</td>
<td>Any</td>
</tr>
<tr>
<td>Take Charge</td>
<td>1</td>
<td>Any</td>
</tr>
<tr>
<td>Flop</td>
<td>Double-tap 1</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Wrap Foul</td>
<td>Press 1</td>
<td>Any</td>
</tr>
<tr>
<td>Intense Defense</td>
<td>1</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Shade Stance Change</td>
<td>1 + 1 Left / Right</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Crowd Dribbler</td>
<td>Hold 1</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Hands Up</td>
<td>Hold 1</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Deny Ball</td>
<td>Hold 1</td>
<td>Offball Defense</td>
</tr>
<tr>
<td>Double Team</td>
<td>1</td>
<td>Any</td>
</tr>
</tbody>
</table>
**KINECT VOICE COMMANDS**

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

<table>
<thead>
<tr>
<th>Voice Command</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Always Active</strong></td>
<td></td>
</tr>
<tr>
<td>“Time Out”</td>
<td>Call a time out</td>
</tr>
<tr>
<td>“Call Time Out”</td>
<td></td>
</tr>
<tr>
<td>“Switch Camera”</td>
<td>Move to the next camera position</td>
</tr>
<tr>
<td>“Gatorade Dunk”</td>
<td>Dunk the coach during applicable situations</td>
</tr>
<tr>
<td><strong>Offense</strong></td>
<td></td>
</tr>
<tr>
<td>“Isolation,”</td>
<td>Playtypes</td>
</tr>
<tr>
<td>“Post Play,”</td>
<td></td>
</tr>
<tr>
<td>“Pick and Roll,”</td>
<td></td>
</tr>
<tr>
<td>“Three Point”</td>
<td></td>
</tr>
<tr>
<td>“Quick Isolation”</td>
<td>Quick play control</td>
</tr>
<tr>
<td>“Quick Iso”</td>
<td></td>
</tr>
<tr>
<td>“Clear Out”</td>
<td></td>
</tr>
<tr>
<td>“Pick and Roll”</td>
<td></td>
</tr>
<tr>
<td>“Quick Post Up”</td>
<td></td>
</tr>
<tr>
<td>“Quick Spot Up Three”</td>
<td></td>
</tr>
<tr>
<td>“Set a Screen for me”</td>
<td>Quick screen</td>
</tr>
<tr>
<td>“Set a Pick for me”</td>
<td></td>
</tr>
<tr>
<td>“Shoot the Ball!”</td>
<td>Call for AI shot</td>
</tr>
<tr>
<td>“Shoot that Shot”</td>
<td></td>
</tr>
<tr>
<td>“Take that Shot”</td>
<td></td>
</tr>
<tr>
<td>“Shoot that!”</td>
<td></td>
</tr>
<tr>
<td>“Shoot it”</td>
<td></td>
</tr>
<tr>
<td><strong>Defense</strong></td>
<td>Call for AI double team</td>
</tr>
<tr>
<td>“Double Team”</td>
<td></td>
</tr>
<tr>
<td>“Help Me”</td>
<td>Call for help from team</td>
</tr>
<tr>
<td>“Intentional Foul”</td>
<td>Call for intentional foul</td>
</tr>
<tr>
<td>“Pick up ball”</td>
<td>Call for nearest AI player to switch to the ball handler if he doesn’t have him already</td>
</tr>
<tr>
<td>“Bring in – Bench Player Last Name / Full Name”</td>
<td>Initiate a substitution with a specific player</td>
</tr>
<tr>
<td>“Man to Man”</td>
<td>Call for defensive set</td>
</tr>
<tr>
<td>“Zone 2-3”</td>
<td></td>
</tr>
<tr>
<td>“Zone 3-2”</td>
<td></td>
</tr>
<tr>
<td>“Halfcourt Press”</td>
<td></td>
</tr>
<tr>
<td>“Fullcourt Press”</td>
<td></td>
</tr>
<tr>
<td>“Halfcourt Trap”</td>
<td></td>
</tr>
<tr>
<td>“Fullcourt Trap”</td>
<td></td>
</tr>
<tr>
<td><strong>MyCAREER Offense</strong></td>
<td>Call for alley-oop</td>
</tr>
<tr>
<td>“Alley-Oop,”</td>
<td></td>
</tr>
<tr>
<td>“Throw the Alley”</td>
<td>Call for pass</td>
</tr>
<tr>
<td>“Pass the ball to me”</td>
<td>Call for pass</td>
</tr>
<tr>
<td>“Pass me the ball”</td>
<td></td>
</tr>
<tr>
<td>“Pass the ball to Player Last Name / Full Name / Position”</td>
<td>Call for pass</td>
</tr>
<tr>
<td>“Quick Isolation”</td>
<td>Quick play control</td>
</tr>
<tr>
<td>“Quick Iso”</td>
<td></td>
</tr>
<tr>
<td>“Clear Out”</td>
<td></td>
</tr>
<tr>
<td>“Pick and Roll”</td>
<td></td>
</tr>
<tr>
<td>“Quick Post Up”</td>
<td></td>
</tr>
<tr>
<td>“Quick Spot Up Three”</td>
<td></td>
</tr>
<tr>
<td>“Set a Screen for me”</td>
<td>Quick screen</td>
</tr>
<tr>
<td>“Set a Pick for me”</td>
<td></td>
</tr>
<tr>
<td>“Shoot the Ball!”</td>
<td>Call for AI shot</td>
</tr>
<tr>
<td>“Shoot that Shot”</td>
<td></td>
</tr>
<tr>
<td>“Take that Shot”</td>
<td></td>
</tr>
<tr>
<td>“Shoot that!”</td>
<td></td>
</tr>
<tr>
<td>“Shoot it”</td>
<td></td>
</tr>
</tbody>
</table>
**NBA 2K17 GAME CREDITS**

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**2K SPORTS THEME MUSIC**
- “THE CONTEST” and “NETWORK SPORTS TONIGHT” Written and Produced by Bill Kole
- “THE COMEBACK” “THE RIVALRY” and “THE BREAKDOWN” Written by Joel Simmons

**ADDITIONAL THANKS**
- Christopher Jones

**STAGE TECHNICIAN**
- San Lee

**STAGE TECHNICAL DIRECTOR**
- Emre Yilmaz

**LEAD LIBRARY ENGINEER**
- Ben Shea

**LIBRARY ENGINEERS**
- Boris Balanskii, Zhe Peng, Brian Ramaghi

**SENIOR TOOLS SOFTWARE ENGINEER**
- Roman Krouseau

**PRODUCTION**
- **EXECUTIVE PRODUCER** Jeff Thomas

**SENIOR PRODUCERS** Asaf Chahidy, Erik Boensisch, Felicia Speehouse, Ben Bishop, Rob Jones

**GAMEPLAY DIRECTOR** Mike Wang

**PRODUCTION & DESIGN**
- Robert Nelson, Jonathan Rivera, Zach Timmerman, Jason Sapp, Dion Poole, Jay Shenahoch, Jason Souza, Dan Andra, Joe Levesque, Abe Navarro, Jon Cort, Kelly Wilson, Eric Billard, Nina Samuel, Dan Blinkey, Jesse Bean, Dave Blythe, Matt Underwood, Kyle Le Fatt, Kurton Ho, Erik O’Keedy, Michael Staufer, Scott O’Ballagh, Charles Williams, Josh Morrison, Ben Horns, Haminshu Vartak, Shilpa Deshpande, Brett Hawkins

**ART TEAM**
- **CHARACTER ART DIRECTOR** Heather Marshall

**CHARACTER ARTIST**
- Tyler Brosis
- Winzor Izahb
- Tim Auer
- Yuki Yamanaka
- Chris Darroche
- Omar Sancesofiel
- Jeongchol Shin
- Evan Ahlim
- David Daine

**TECHNICAL ART LEAD** Pascal Hang

**TECHNICAL ART** Emre Yilmaz

**ADMINISTRATION**
- **ENVIRONMENT LEAD** John Lee
- **ENVIRONMENT ARTIST** Tim Dooman, Tim Louchou, Ray Wong

**ANIMATION DIRECTOR** Roy Tse

**ANIMATION PRODUCER** Stephanie Kershaw

**LEAD GAMEPLAY ANIMATOR** Elias Figueroa

**GAMEPLAY TECHNICAL LEAD** Jamie Wicks

**PERFORMANCE CREATIVE LEAD** Mike Decker

**PERFORMANCE TECHNICAL LEAD** Derek Kurimoto

**ANIMATOR**
- Ben Anderson
- Joel Flower
- Jonathan Lyons
- Eric Perrier
- Wilster Phung

**ADDITIONAL ANIMATION**
- Alvin Deng, Santiago Nunez

**ADDITIONAL FACIAL PROCESSING**
- Counter Punch Studios

**UI ART DIRECTOR** Herman Fok

**UI ART LEAD** Justin Cook, Ian Colino

**UI VISUAL DESIGN**
- Anthony You
- Zhan Tian

**USER INTERFACE**
- Quan Kenko, Myra Shadle, Caris Michelle Dinitz Parecki, David Lew, Andy Mindler, Albert Carmona, Jeff Davis, Rob Simmons, Spencer Espach

**STUDIO ART DIRECTOR**
- Matt Crystdale
- Anton Dawson

**ART PRODUCER** Karen Huang

**FACE CAPTURE**
- Pixelixung Studio

**SPECIAL THANKS**
- Phil Anderson, Fresno State Bulldogs, Marching Band, Greg Ortiz, Craig Retterer, Apple Park, California Appie, Marching Band, Player Chatter, Davidson Doganhour, Jim Johnson Jr., Sean Lasar, Mark Martz, Matt Pym, Nick Powers, Carney Lowe, Michael Distad, Will Dagen, Michael Turner, Spencer Dooplass, Todd Bergmann, Cook Hendrie, Sean Pachner, Bill Blakes, Eric White

**CROWD CHATTER**
- Ben Anderson
Scott Darone
Marian Dreo
William Gale
Michael Howard
Anooshah Khosrowian
Kelsie Lalib
Ashley Londry
Wilster Phung
Adrienne Pugh
Jonathan Smith
Charles Williams
Mike Ackerman
Steven Baston
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Philip Floyd
Ben Hadar
Davion James
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